Operating Systems - Computer Assignment 1

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Repository link: https://github.com/ParsaExact/Operating-System-Projects

Project Entities:

1. **Organizer (Server)**:

   - Manages player connections and game rooms.

   - Broadcasts game results to all participants.

   - Connection Type: **Connection-Oriented** for managing connections with players and rooms, **Broadcast** for announcing results.

2. **Rooms (Subservers)**:

   - Manage individual games between two players.

   - Handle game logic and player interactions.

   - Report results back to the organizer.

   - Connection Type: **Connection-Oriented** for player connections and game management.

3. **Players (Clients)**:

   - Connect to rooms to play the game.

   - Send choices and receive results.

   - Connection Type: **Connection-Oriented** for connecting to rooms.

- **Organizer to Rooms**: Connectionless

- **Rooms to Players**: Connection-Oriented (TCP).

- **Organizer to Players (Results)**: Broadcast.(UDP)