Lab2 - Socket Programming

COMP280 - Multiplayer Game Development

Purpose: Implement a Servers and Clients using Socket programming approach.

Due Date(s):

- Class Work portion(s): in the end of class(es)
- The challenge portion: by end-of-week's Friday, 11:59PM.

ClassWork (50%): - Follow the hands-on class work.

Challenge (50%):

Explore the c++ version of the tcp server and client:

- Create a Visual Studio Solution.
- Add two C++ Console projects, one for the server, one for the client.
- Add the corresponding .cpp files in the corresponding projects.
- Build both projects.
- Test them:
    - Run the server first (you mauy have to select a port)
    - Then run the client.
    - Take relevant snapshots.
- Build a "forever" server (similar to python's forever version):
- Test the "forever" server with 2+ clients and take snapshots.

> ℹ️ Put snapshots in a .docx document.

> ⚠️ You'd need two extra pieces to make the compiler/linker errors disappear:
>
> - To the top add:
>   - `#define _WINSOCK_DEPRECATED_NO_WARNINGS`
> - Immediatley after all includes add a line:
>   - `#pragma comment(lib ,"Ws2_32.lib")`

Deliverables:

- Submit a .zip of the work folder (including snapshots).