

## IPC Lab: Connections (Clients and Listeners)

<https://youtu.be/4tt72B6mtBo>

# IPC Lab: Connections

## Lab:

For this lab you are going to write a program that uses multiple processes and connection objects with Listeners / Clients to make a simple multi-player game of tic-tac-toe.

To do this you will be making two program-types:

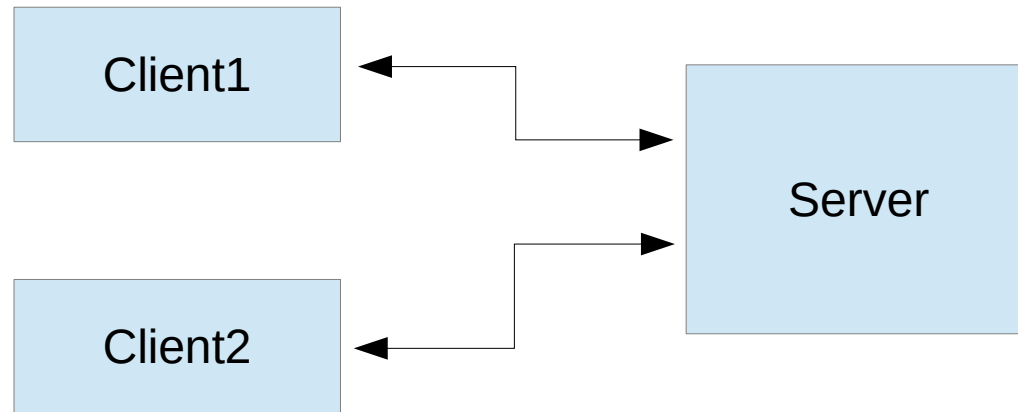
**Server** – Will run the game and maintain the board-state and communicate with the clients.

**Client** – Will connect to the server and will make moves and display the board state to the players.

Note that to play, two clients must connect to the server.

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## Lab:



Each client will have a connection to the server.  
Thus, the server will have to communicate on two Connections.  
The server will be written to be the Listener() object.  
The clients will be written to be the Client() objects.

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## Lab:

Let's look at the lab sheet...

# IPC Lab: Connections

## Lab:

Work on your lab!

Do it now.

(seriously!)

Don't forget the bonus!

Stay Safe!