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| **Client request** | **Server response** | **Description** |
| Flip card n.  Sends int number of the card to flip. | Show card n | Request the server to show the face (value) of a card. |
| Quit game.  Sends int -1 | Player loses | Requests the server to quit the game. -1 represents QUIT. |

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| **Server request** | **Client response** | **Description** |
| Show card.  Sends char 's', int length of value, String value, int card number. | Receive value for card n and show it in the GUI | Reveals to the client the value of requested card. First it sends character 's' that represents SHOW, then the number of characters in its value, then value itself as a sequence of characters, and then the requested card number. |
| Disable card.  Sends char 'd', int card number 1, int card number 2. | Receive the numbers of two card and then disables those cards. | Disables a pair of cards. First it sends character 'd' that represents DISABLE, then the number of the first card and the second card to disable. |
| Decide whose turn.  Sends char 't', and a boolean value. | Receives the boolean value setting if its' this player's turn. All actions are disabled if it's not this player's turn. | Decides which player takes a turn. First it sends character 't' that represents TURN, then a boolean value that sets this player' turn. |
| Show progress.  Sends char 'p', int matched pairs for this player. | Receives the number of matched pairs. Displays the progress in the GUI. | Shows how many pairs this player has matched. First it sends character 'p' that represents PROGRESS, then the number of matched pairs for this player. |
| Flip back the card.  Sends char 'b', int card number 1, int card number 2. | Receives the numbers of the cards to flip back. Displays the back of the cards in the GUI. | Flips back 2 cards. Sends character 'b' that represents BACK, and 2 numbers representing which cards to flip back. |
| Quit Server.  Sends char 'q', int length of the message, String message | Receives the message for quitting and losing. Displays it in the GUI. Stops the game. | Quits the user from the game. Sends character 'q' that represents QUIT. Then it sends the number of characters in the message, then the message itself as a sequence of characters.  The player who quits loses the game. The other player wins. |
| Win.  Sends char 'w', int length of the message, String message. | Receives the message for winning the game. Displays it in the GUI. Stops the game. | Notifies the player that he/she won.  Sends character 'w' that represents WIN. Then it sends the number of characters in the message, then the message itself as a sequence of characters. |
| Lose.  Sends char 'l', int length of the message, String message. | Receives the message for losing the game. Displays it in the GUI. Stops the game. | Notifies the player that he/she lost.  Sends character 'l' that represents LOSE. Then it sends the number of characters in the message, then the message itself as a sequence of characters. |