Client-Server

* Conexiunea dintre server si client se realizeaza prin socketuri.
* Clientii / Tarile trimit requesturi catre Server
  + UPDATE\_SCORE: se adauga in queue participantii
  + PARTIAL\_SCORE: se calculeaza scorul partial si se trimite daca intervalul calcului este mai mic decat deltaT.
  + FINAL\_SCORE: se trimite scorul final.

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| P\_r | P\_w | deltaX (ms) | deltaT (s) | ms |
| 4 | 4 | 1 | 1 | 145472 |
| 1 | 2 | 144856 |
| 1 | 4 | 145015 |
| 2 | 1 | 148768 |
| 2 | 2 | 148474 |
| 2 | 4 | 149734 |
| 2 | 2 | 1 | 1 | 144123 |
| 1 | 2 | 144215 |
| 1 | 4 | 145132 |
| 2 | 1 | 144145 |
| 2 | 2 | 143365 |
| 2 | 4 | 144665 |
| 4 | 2 | 1 | 1 | 144917 |
| 1 | 2 | 145763 |
| 1 | 4 | 147125 |
| 2 | 1 | 146928 |
| 2 | 2 | 147843 |
| 2 | 4 | 148122 |
| 4 | 8 | 1 | 1 | 152042 |
| 1 | 2 | 144448 |
| 1 | 4 | 146184 |
| 2 | 1 | 150456 |
| 2 | 2 | 147501 |
| 2 | 4 | 150700 |