

COSC 2P13 [Winter 2021]

Assignment #2

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Clients getting accepted:

```
C:\Users\shubh\PycharmProjects\First_One\venv\Scripts\python.exe C:/Users/shubh/PycharmProjects/First_One/Assignment_2/connect24_server.py
Accepted client A:('127.0.0.1', 62536)
Accepted client B:('127.0.0.1', 62538)
|
```

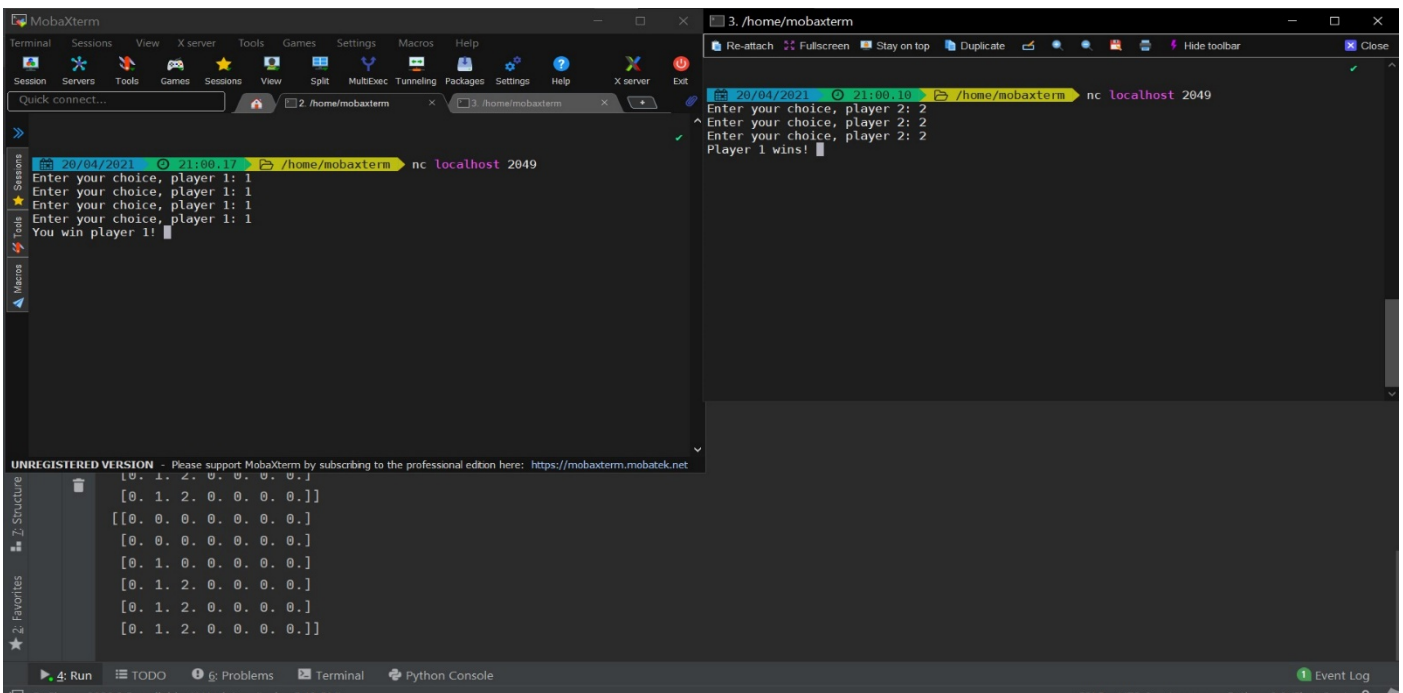
For GUI – GUI:

1. For operating GUI, open 2 command prompts or ‘terminal’ if using MAC, and run the file named *GUIClient_1.py* on each of the terminals.
2. You will see that the GUIs will pop up and on client1’s terminal, there will be a display asking the client1 to put in a value.
3. However, I’d like to point out that my pygame UI gets frozen when I try to click somewhere in it for input.

<pre>C:\Windows\System32\cmd.exe - python GUIClient_1.py Microsoft Windows [Version 10.0.19042.928] (c) Microsoft Corporation. All rights reserved. C:\Users\shubh\PycharmProjects\First_One\Assignment_2>python GUIClient_1.py pygame 2.0.1 (SDL 2.0.14, Python 3.9.0) Hello from the pygame community. https://www.pygame.org/contribute.html Enter your choice, player 1:</pre>	<pre>C:\Windows\System32\cmd.exe - python GUIClient_1.py Microsoft Windows [Version 10.0.19042.928] (c) Microsoft Corporation. All rights reserved. C:\Users\shubh\PycharmProjects\First_One\Assignment_2>python GUIClient_1.py pygame 2.0.1 (SDL 2.0.14, Python 3.9.0) Hello from the pygame community. https://www.pygame.org/contribute.html</pre>
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For Terminal – Terminal:

1. For operating terminals, open 2 terminals in mobaxterm or thonny, and type in 'nc localhost 2049' on each of the terminals.
2. You'll see that the clients have been connected on the server's console
3. After that, client1 will be asked to input the desired column value for starting the game
4. After that, client 2 will be asked the same and it will continue till one of them finishes the game
5. You will be able to see the board getting updated on the server's console, hence proving the logic.
6. One important note: in the terminals if you put in a value and do backspace, then put in another value. It tends to give an error due to its own reasons. I just thought I should point this out as I have tested the code aggressively.



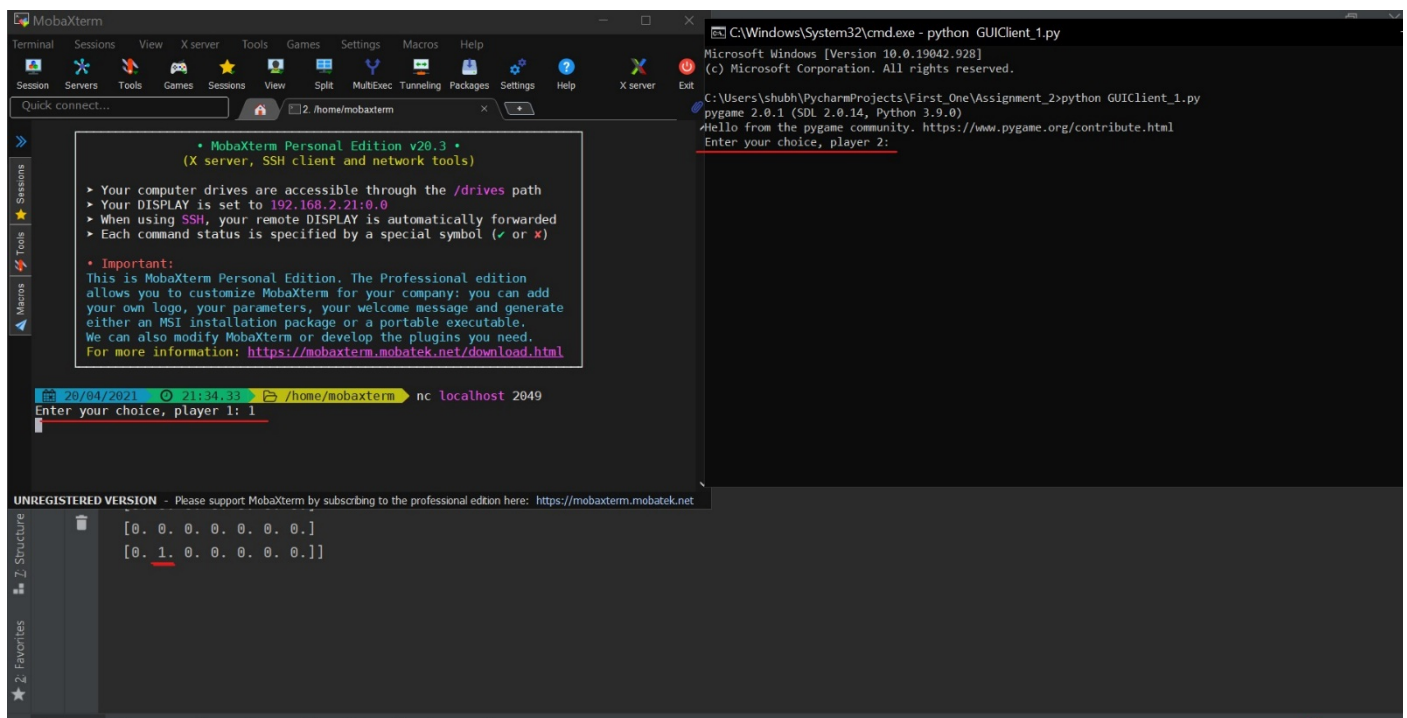
```
20/04/2021 21:00:17 /home/mobaxterm nc localhost 2049
Enter your choice, player 1: 1
Enter your choice, player 1: 1
Enter your choice, player 1: 1
Enter your choice, player 1: 1
You win player 1!

[0. 1. 2. 0. 0. 0. 0.]
[[0. 0. 0. 0. 0. 0. 0.]
[0. 0. 0. 0. 0. 0. 0.]
[0. 1. 0. 0. 0. 0. 0.]
[0. 1. 2. 0. 0. 0. 0.]
[0. 1. 2. 0. 0. 0. 0.]
[0. 1. 2. 0. 0. 0. 0.]
[0. 1. 2. 0. 0. 0. 0.]]

20/04/2021 21:00:10 /home/mobaxterm nc localhost 2049
Enter your choice, player 2: 2
Enter your choice, player 2: 2
Enter your choice, player 2: 2
Player 1 wins!
```

For Terminal – GUI:

1. Open a terminal in mobaxterm or thonny, and type in 'nc localhost 2049' in the terminal.
2. You'll see that the client has been accepted on the server's console.
3. Now, open a command prompt or 'terminal' if using MAC, and run the file named *GUIClient_1.py* on it.
4. You will see that the GUI will pop up and on client1's terminal, there will be a display asking the client1 to put in a value.
5. However, I'd like to point out that my pygame UI gets frozen when I try to click somewhere in it for input.
6. Proof that it works: after I enter '1' in terminal, a string displays "Enter your choice, player 2:" on the GUI command prompt



NOTE: If the port '2049' is occupied, then you might need to change the port number or kill the existing connection.

I have tried a lot to counter the GUI problem but it doesn't seem to work. That said, the connections are establishing all perfectly along with the correct logic!