

ADVANCED PROGRAMMING

Screenshots



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# TASK1

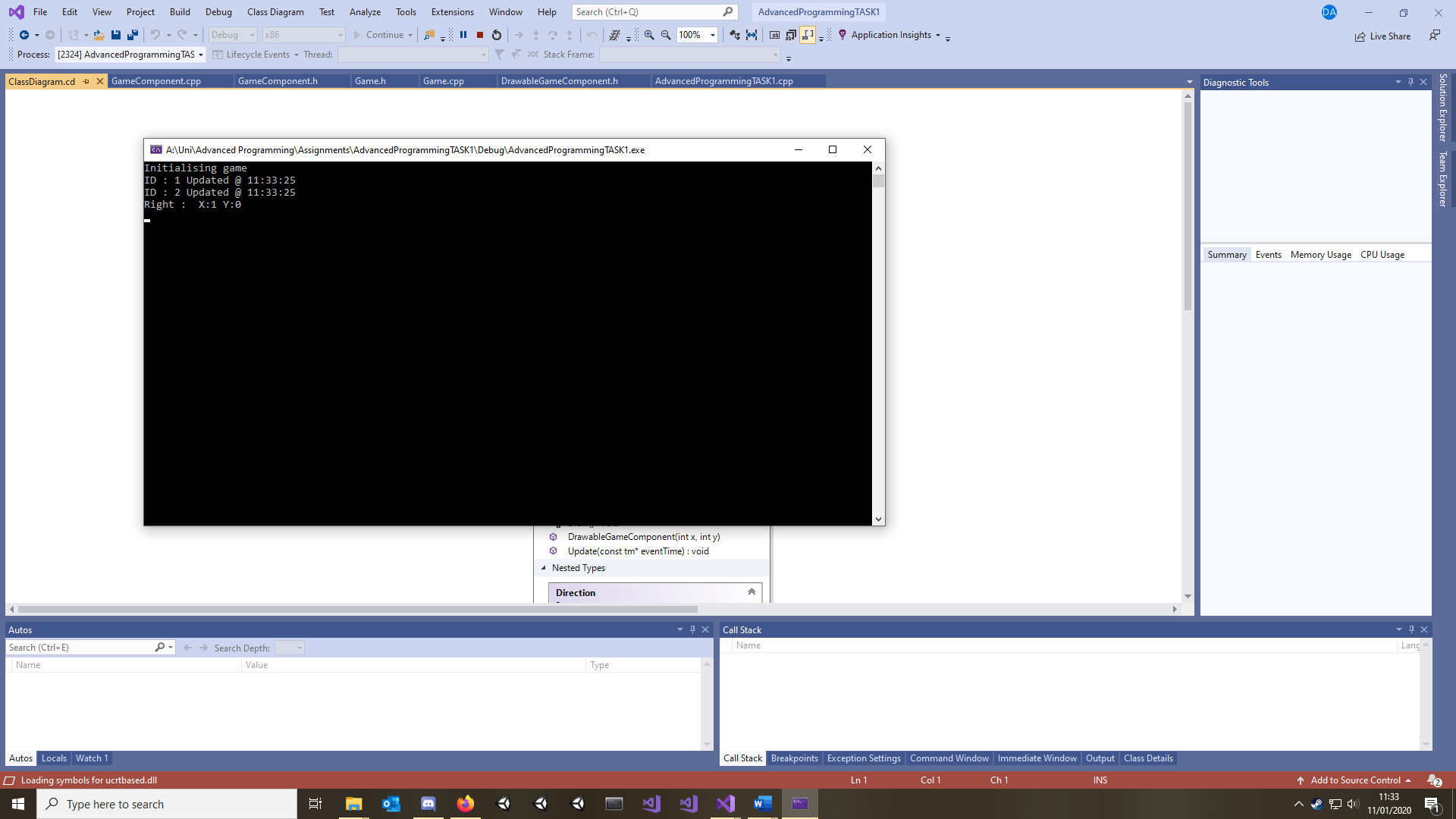


Figure , Game Initialised (1 Second)

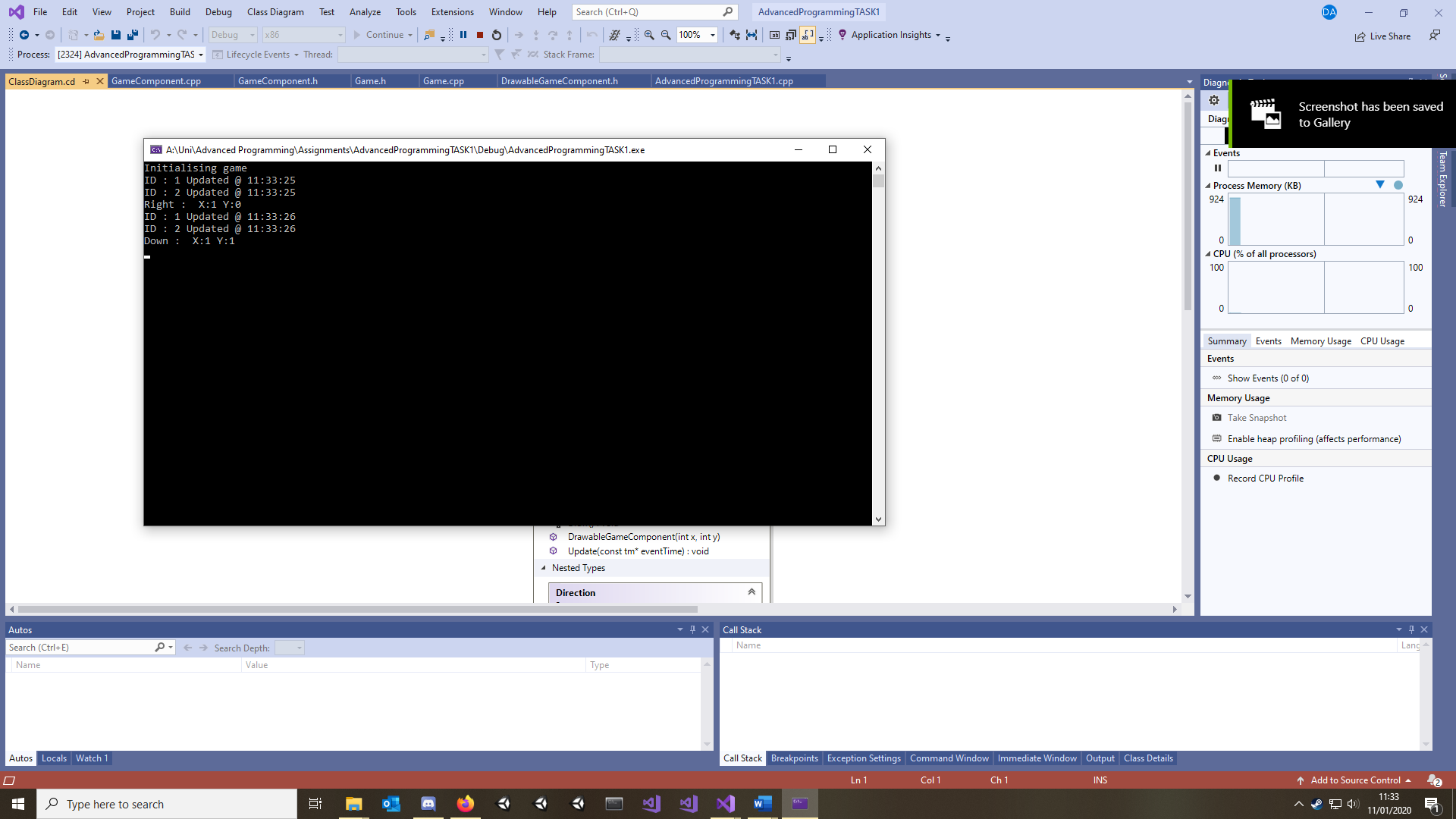


Figure (2 Seconds)

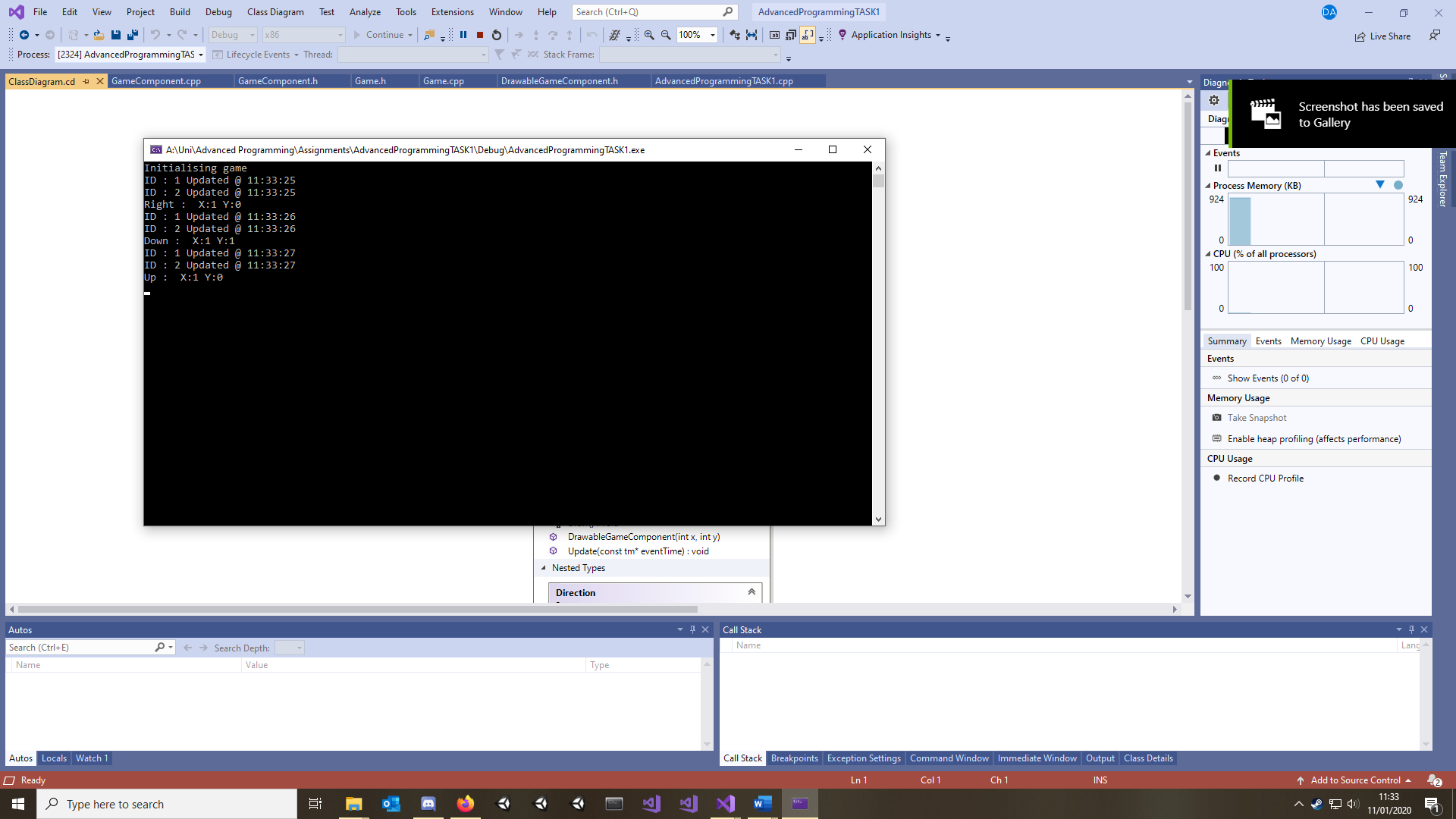
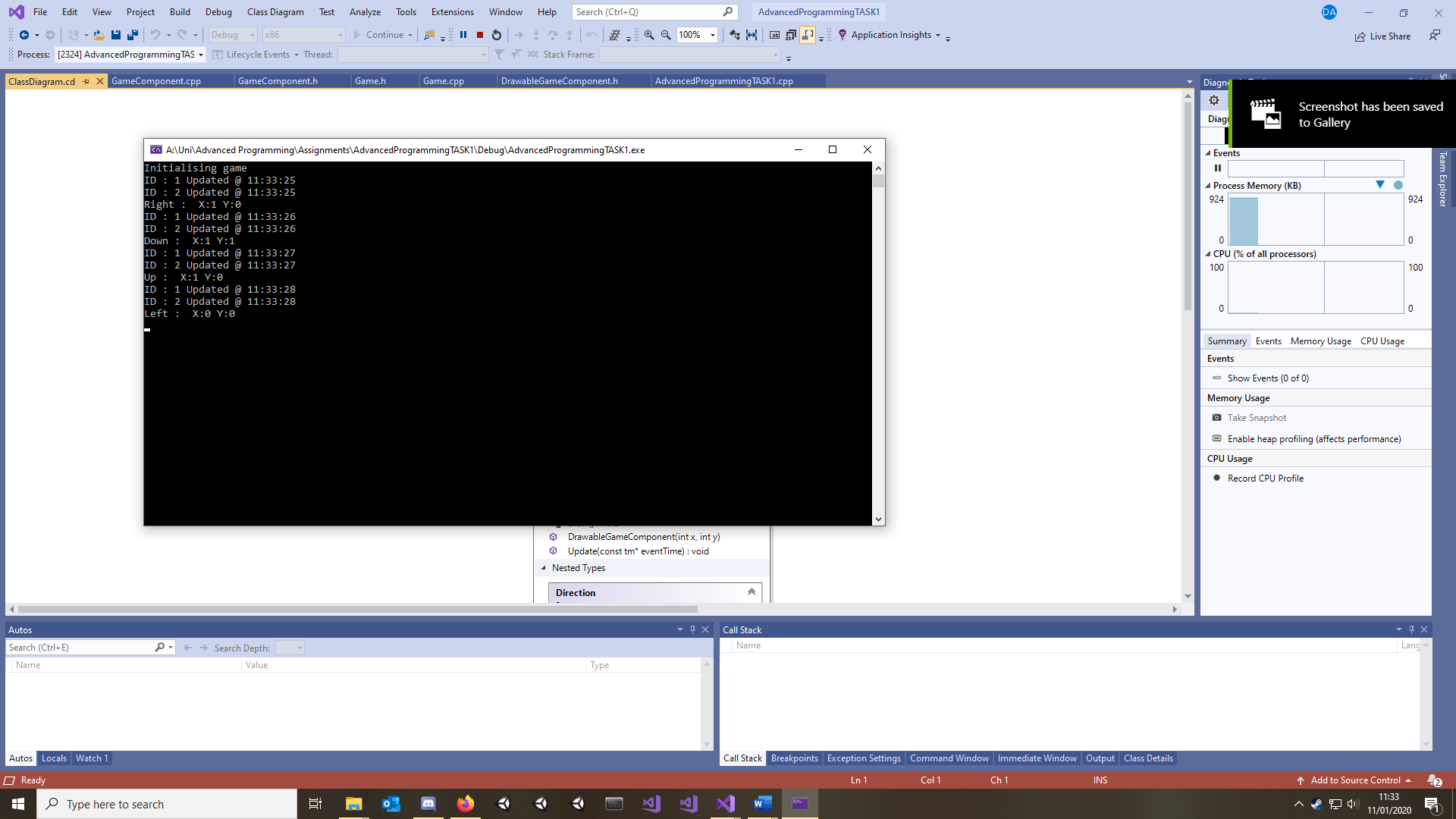
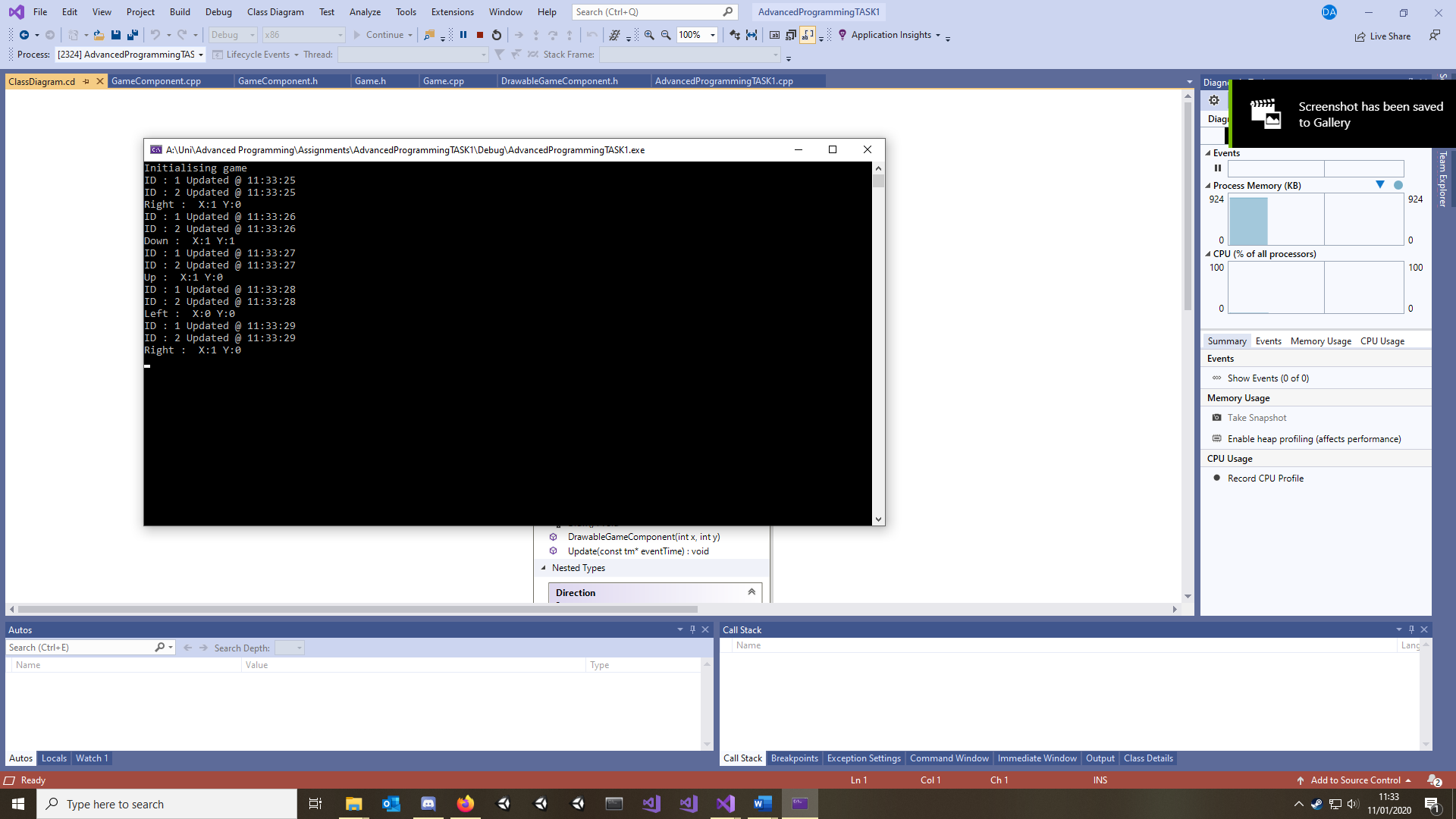


Figure (5 Seconds)

Figure (4 Seconds)

Figure (3 Seconds)

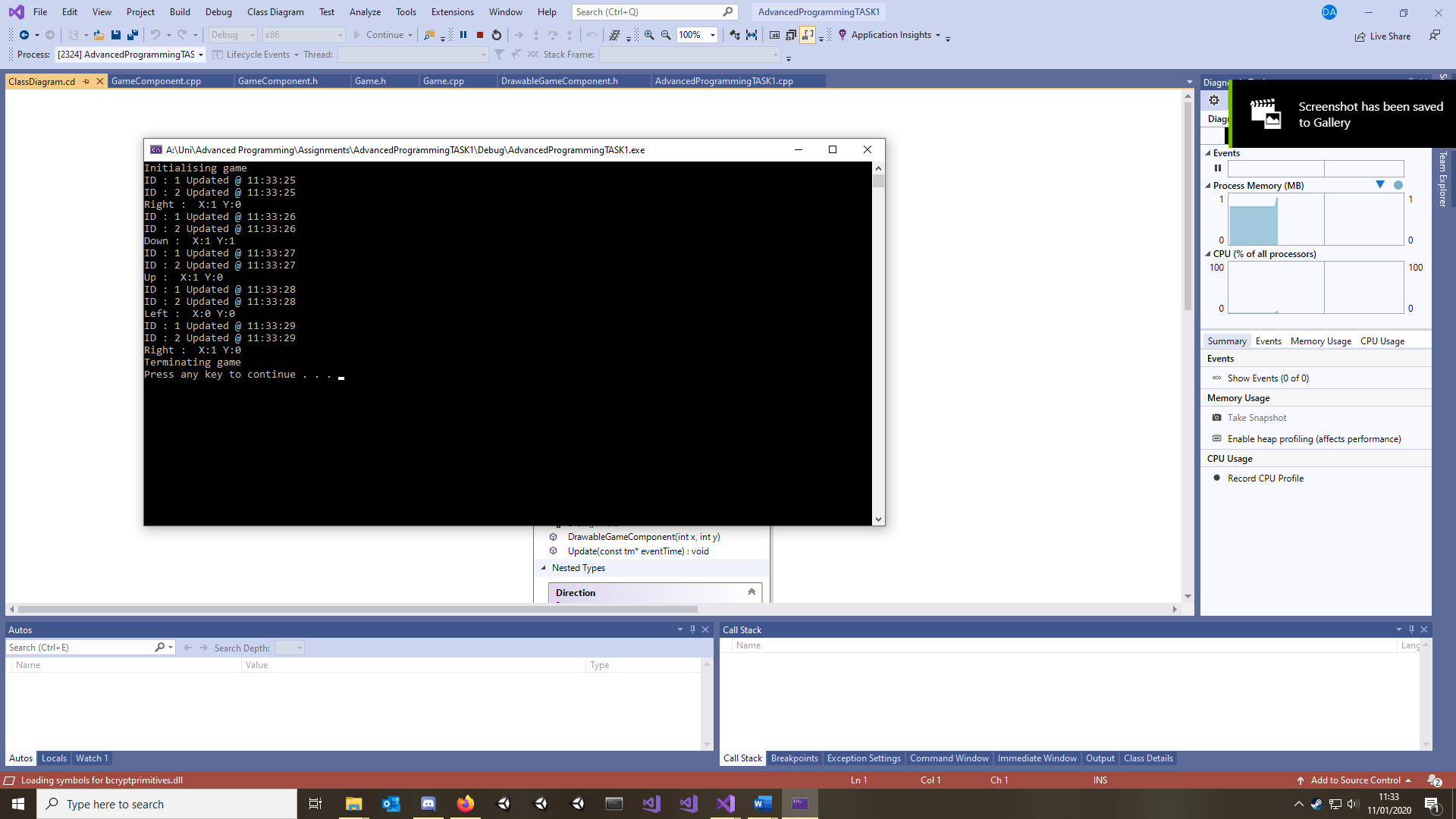


Figure , Game Terminating

# TASK 2

***As a side note; the console background was turned white to save ink.***

A screenshot of a cell phone

Description automatically generated

Figure , Code Launching as CLIENT through Pre-Processor Commands

A screenshot of a cell phone

Description automatically generated

Figure , Code Launching as SERVER through Pre-Processor Commands

A screenshot of a cell phone

Description automatically generated

Figure , Both Server and Client launch successfully

Both Server and Client check for Winsock through Comms. Each then sets up their sockets while the Server binds it.

A screenshot of a cell phone

Description automatically generated

Figure , Client enters a username, connection attempt successful

A screenshot of a cell phone

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Figure , Client sends a message which is received on the Server

A screenshot of a cell phone

Description automatically generated

Figure , Client and Server both send messages

A screenshot of a cell phone

Description automatically generated

Figure , CLIENT about to enter QUIT

A screenshot of a cell phone

Description automatically generated

Figure , Connection successfully closed, allowing the CLIENT application to exit safely

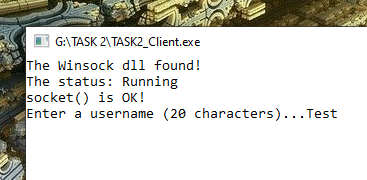


Figure , CLIENT application opened before SERVER.

A screenshot of a cell phone

Description automatically generated

Figure , CLIENT retries connection to connect to the SERVER without crashing

A screenshot of a cell phone

Description automatically generated

Figure , SERVER application is opened, and the CLIENT connects successfully

A screenshot of a social media post

Description automatically generated

Figure , 3 CLIENT applications connecting to the same SERVER application at once

A screenshot of a social media post

Description automatically generated

Figure , Message from one client is ECHOED to all other applications

A screenshot of a cell phone

Description automatically generated

Figure , SEVER application replies

A screenshot of a cell phone

Description automatically generated

Figure , CLIENT2 disconnects successfully

A screenshot of a social media post

Description automatically generated

Figure , SERVER successfully only sends the message to the two connected CLIENTS

A screenshot of a cell phone

Description automatically generated

Figure , SEVER is abruptly closed. CLIENTS do not crash and exit gracefully