Client 1
1. login Bob
2. login success Bob
3. ls
4. Bob free
5. EOL
6. choose John
7. ackchoose,John,F
8. request to John failed
9. request,Carl
10. request from Carl
11. deny
12. request,Carl
13. request from Carl
14. accept
15. _ _ _
16. _ _ _
17. _ _ _
18. 1
19. Bob 1
20. 1 2 _
21. _ _ _
22. _ _ _
23. ... (Do not print this line)
24. 1 2 2
25. _ 1 _
26. _ _ _
27. 9
28. Bob 9
29. Bob win
30. logout
31. Bob logout

Client 2
1. login Bob
2. login fail Bob
3. login Carl
4. login success Carl
5. ls
6. Bob free
7. Carl free
8. EOL
9. choose Bob
10. ackchoose,Bob,D
11. request denied by Bob
12. choose Bob
13. ackchoose,Bob,A
14. request accepted by Bob
15. 1
16. ackplay,T
17. Out of turn
18. 1 _ _
19. _ _ _
20. _ _ _
21. 1
22. Carl 1
23. ackplay,O
24. Occupied
25. 2
26. Carl 2
27. ... (Do not print this line)
28. Carl lose
29. logout
30. Carl logout

This is test case is only for you to test your project.

The above is what you will see in your terminal (combined with what you type and what your program prints).

The testing process is:

1. Client 1: line 1 ~ line 8
2. Client 2: line 1 ~ line 9
3. Client 1: line 9 ~ line 11
4. Client 2: line 10 ~ line 12
5. Client 1: line 12 ~ line 17
6. Client 2: line 13 ~ line 17
7. Client 1: line 18 ~ line 19
8. Client 2: line 18 ~ line 26
9. Client 1: line 20 ~ line 31
10. Client 2: line 28 ~ line 30

Line 22 and Line 27 only denotes etc. In your terminal, there should be the whole process of the game.