

Topic: “Snake and Ladder with socket communication”

AIM:

To demonstrate the implementation of network communication protocols and server-client architecture to enable players to enjoy the game in a collaborative virtual environment.

Concepts Used:

Socket programming (TCP), Tkinter, PIL, SMTP

OUTPUT:

Server.py

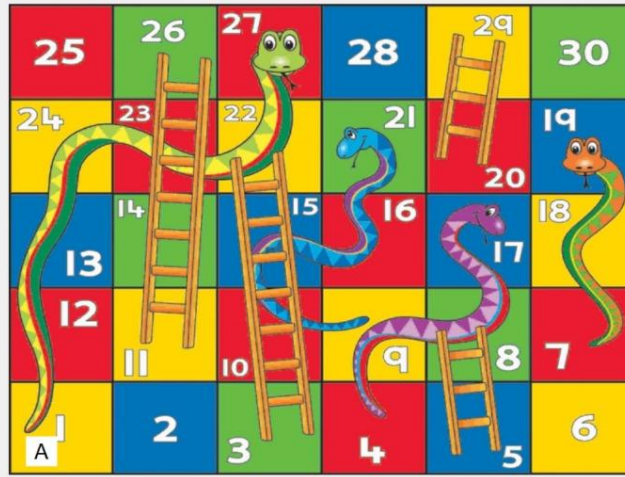
```
Python 3.7.4 Shell: C:\Python37\python.exe (Python 3.7.4) File Edit Shell View Help\nDescriptio... Connected to ('192.168.1.42', 63231)\nConnected to ('192.168.1.43', 51813)
```

```
Connected to ('192.168.1.42', 63231)\nConnected to ('192.168.1.43', 51813)\n1\nrun: 5
```

```
1\nrun: 5\n2\nrun: 5
```

```
run: 4  
1  
run: 3  
2  
run: 5  
1  
run: 3  
2  
run: 4  
Success: Email sent
```

Client1.py

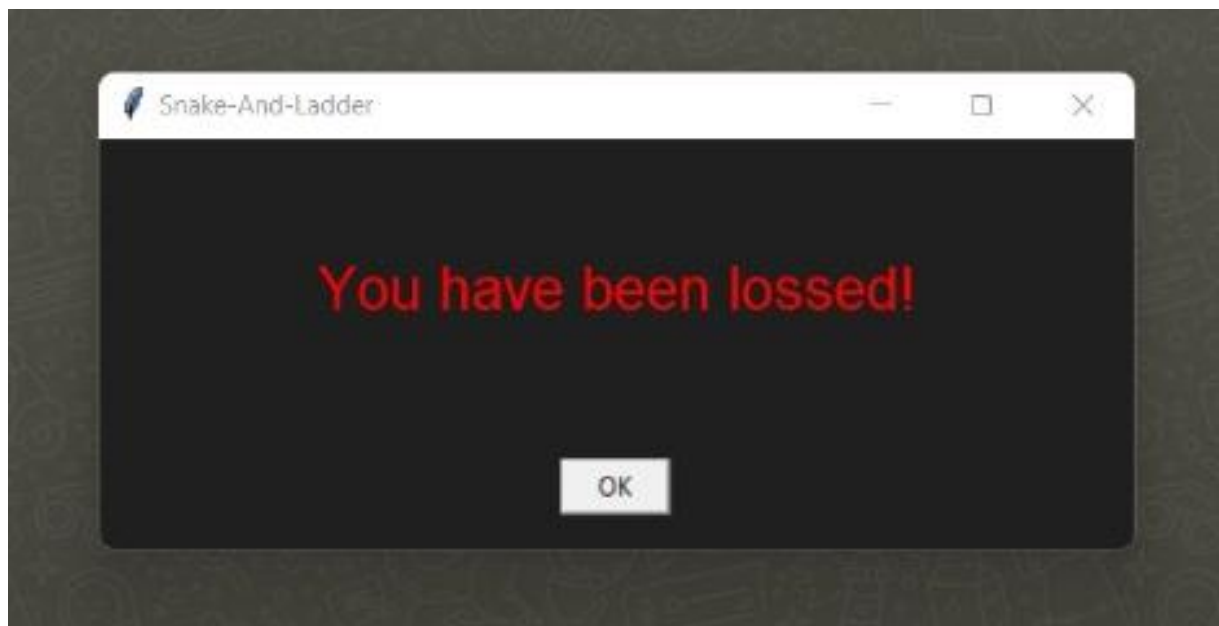


B



B





Client2.py



A B



Snake-And-Ladder

You Have Won the Match

Enter Your Name

Your Email-ID:

Submit

Snake-And-Ladder

You Have Won the Match

Enter Your Name

Your Email-ID:

Submit

