

Jordan University of Science and Technology
Faculty of Computer Information Technology
Software Engineering Department
Client Server System (SE371)
Assignment 5

Q1:

You are required to build a client-server application.

The Server performs calculations +, -, *, /, sqr, sqrt

Client sends to the server two numbers and operation in the form

(operand1, operand2, operation)

For single operand operation like sqr and sqrt, the client sends (operand operation)

Server reads input from client; performs operation; sends result back

Calculation continues until client chooses to stop

Q2: Write a client server program to implement the X-O game. Your game has two players and a server. Name the clients as client1 and client2. Client1 will use the letter X and client2 will use the letter O. The server maintains the game board. The server declares the winner and publishes the final board of the game showing the distribution of X and O.

Example:

Client1: X @ (1,1)
Client2: O (1,2)
Client1: X (2,1)
Client2: O @ (3,1)
Client1: X @ (2,2)
Client2: O @ (2,3)
Client1: X @ (3,3)
Server: Declares client1 is winner

X	O	
X	X	O
O		X

Your program should allow the client to select the proper place to insert the X or the the O in the 3x3 table.