

```
File Edit View Search Terminal Help
s@s-VirtualBox:~$ cd CN
s@s-VirtualBox:~/CN$ ls
board.c client.c c.out server.c s.out
s@s-VirtualBox:~/CN$ ./s.out
Server listening on port 8080
```

Fig 1: - Executing the server.

```
s@s-VirtualBox:~$ cd CN
s@s-VirtualBox:~/CN$ ./c.out localhost 8080
Connecting to localhost:8080
You're blacks (2)
```

		C*CHESS									
		a	b	c	d	e	f	g	h		
1		♔	♖	♗	♕	♗	♖	♔		8	
2		♙	♙	♙	♙	♙	♙	♙		7	
3										6	
4										5	
5										4	
6										3	
7		♘	♘	♘	♘	♘	♘	♘		2	
8		♚	♞	♟	♛	♞	♟	♚		1	
		a	b	c	d	e	f	g	h		

Waiting for opponent...

```
usage: ./c.out hostname [port]
s@s-VirtualBox:~/CN$ ./c.out localhost 8080
Connecting to localhost:8080
You're whites (1)
```

		C*CHESS									
		a	b	c	d	e	f	g	h		
8		♚	♞	♟	♛	♞	♟	♚		8	
7		♘	♘	♘	♘	♘	♘	♘		7	
6										6	
5										5	
4										4	
3										3	
2		♙	♙	♙	♙	♙	♙	♙		2	
1		♔	♖	♗	♕	♗	♖	♔		1	
		a	b	c	d	e	f	g	h		

Make your move:

Fig 2:- Executing the 2 clients(2 players)

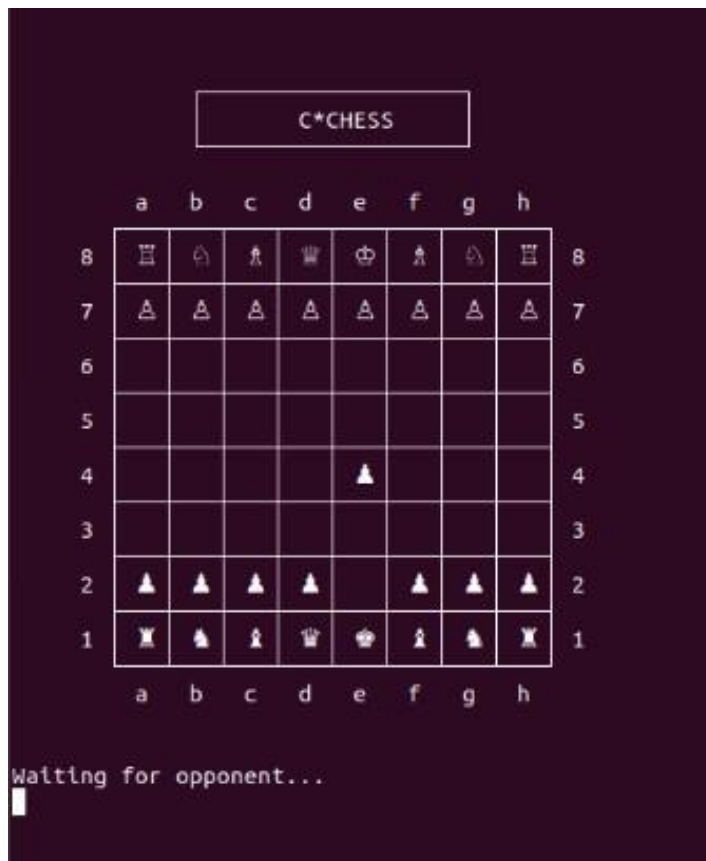


Fig 3 :-Client 1 making a moving.

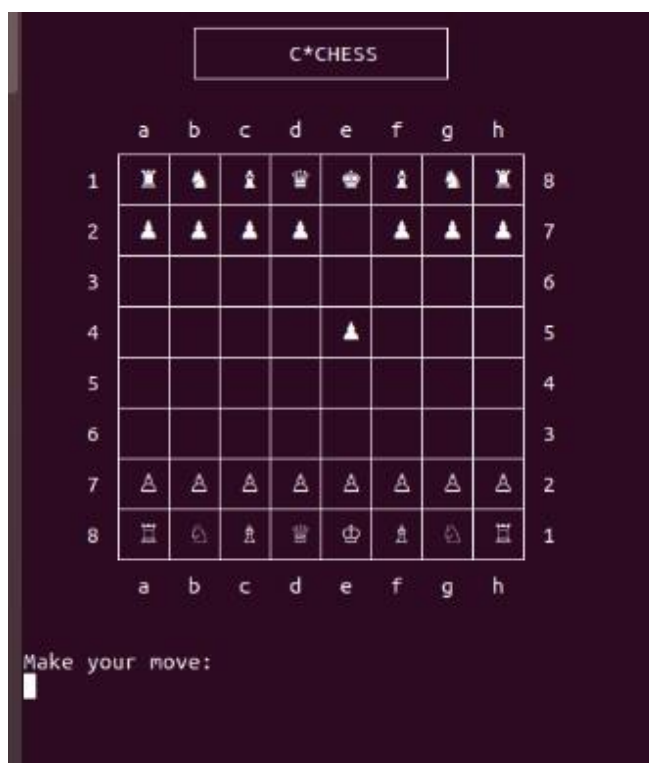


Fig 4 :- Client 1 move is visible to client2 display

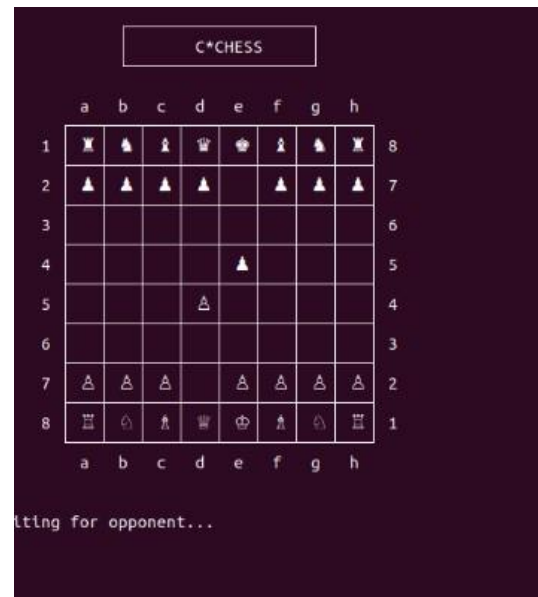
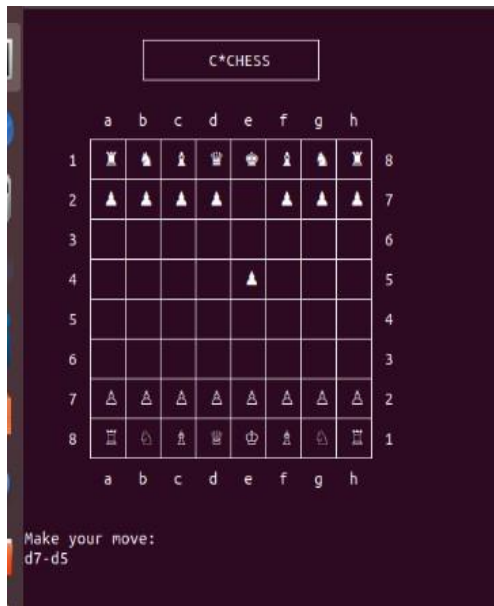


Fig 5:- Client 2 making a move

```
board.c client.c c.out server.c s.out
s@s-VirtualBox:~/CNS$ ./s.out
Server listening on port 8080
- Connection accepted from 4 at 127.0.0.1:30898 -
Connected player, creating new game room...
- Connection accepted from 5 at 127.0.0.1:54424 -
Connected player, joining game room... 5
    Sending board to 4 and 5 size(8)
    Sent board...
Waiting for move from player one (4)... sending i
checking syntax and move validation (0,0)
Player one (4) move: e2-e4

buffer: e2-e4

Player 4(1) [6,4] to [4,4]
Moved piece -> 5
First move
Player one (4) made move
    Sending board to 4 and 5 size(8)
    Sent board...
Waiting for move from player two (5)
buffer: d7-d5

Player 5(-1) [1,3] to [3,3]
Moved piece -> 5
First move
Player two (5) made move
    Sending board to 4 and 5 size(8)
    Sent board...
Waiting for move from player one (4)... sending i
checking syntax and move validation (0,0)
```

Fig 6: - The following moves are updated in server.