

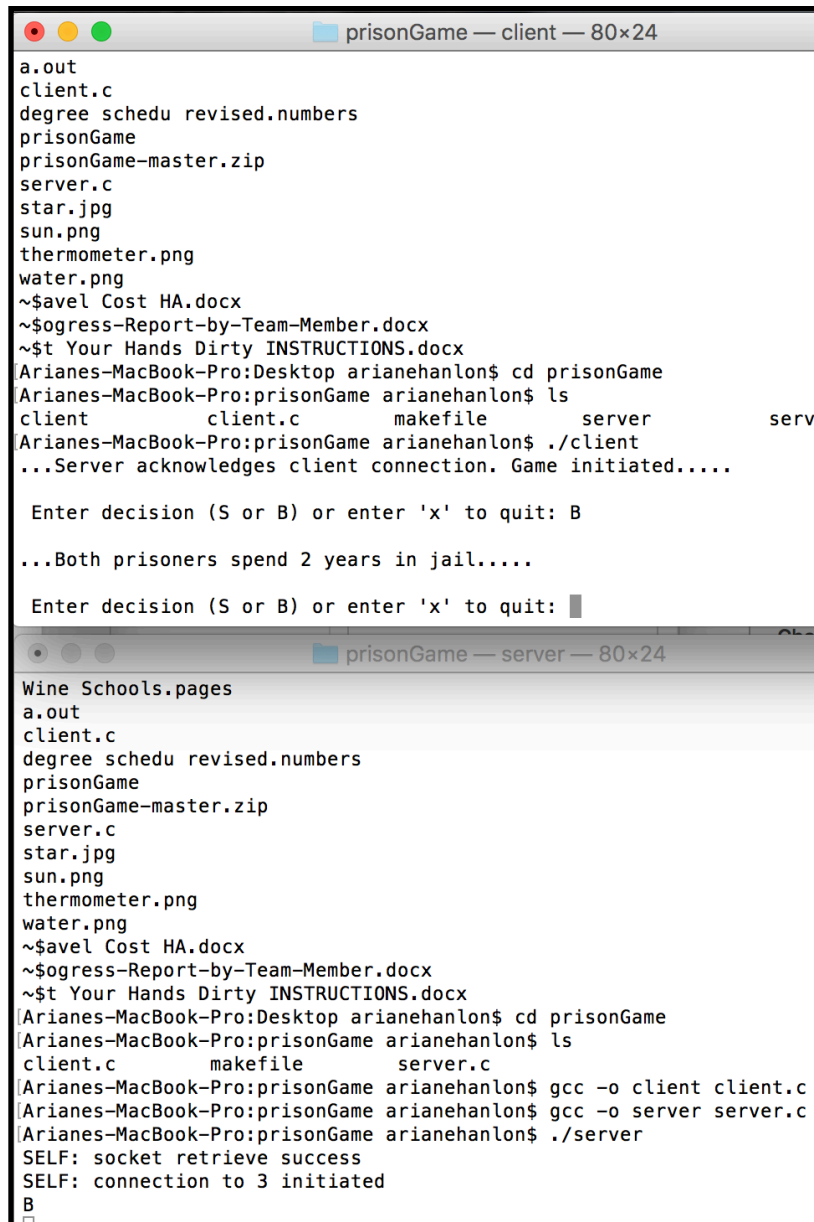
## CSCI 3171 - Network Computing

### Assignment 4

Due : July 14, 2017

Group members :

Ariane Hanlon and Jackie Purdue



```
prisonGame — client — 80x24
a.out
client.c
degree schedu revised.numbers
prisonGame
prisonGame-master.zip
server.c
star.jpg
sun.png
thermometer.png
water.png
~$avel Cost HA.docx
~$ogress-Report-by-Team-Member.docx
~$t Your Hands Dirty INSTRUCTIONS.docx
Arianes-MacBook-Pro:Desktop arianehanlon$ cd prisonGame
Arianes-MacBook-Pro:prisonGame arianehanlon$ ls
client      client.c    makefile    server
Arianes-MacBook-Pro:prisonGame arianehanlon$ ./client
...Server acknowledges client connection. Game initiated....

Enter decision (S or B) or enter 'x' to quit: B
...Both prisoners spend 2 years in jail....

Enter decision (S or B) or enter 'x' to quit: █

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Wine Schools.pages
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Arianes-MacBook-Pro:Desktop arianehanlon$ cd prisonGame
Arianes-MacBook-Pro:prisonGame arianehanlon$ ls
client.c    makefile    server.c
Arianes-MacBook-Pro:prisonGame arianehanlon$ gcc -o client client.c
Arianes-MacBook-Pro:prisonGame arianehanlon$ gcc -o server server.c
Arianes-MacBook-Pro:prisonGame arianehanlon$ ./server
SELF: socket retrieve success
SELF: connection to 3 initiated
B
█
```

### Instructions :

Run the makefile in this directory.

Run the server, then the client program in a second terminal window.

The server works on localhost on port 5000.

In the client window, enter :

**S** : to select the “silent” action

**B** : to select the “betray” action

**x** : to quit