Anhang 3

class Gamesmall:   
   
 def \_\_init\_\_(self, player\_instance):  
 self.player = Playersmall()  
 if player\_instance == 1:  
 self.game\_socket = Communication('server')  
 self.player\_turn = True # player 1 start first  
 elif player\_instance == 2:  
 self.game\_socket = Communication('client')  
 self.player\_turn = False  
 self.over = False  
 self.result = None