Anhang 4:

def make\_movesmall(self, i): #method to declare the active and inactive player plus the actual turn of a player  
  
 if (int(sys.argv[1]) == 1): # player 1 as server  
 # send shot  
 self.game\_socket.send\_message\_to\_client('shot', i)  
 # receive response  
 data = self.game\_socket.get\_message\_from\_client()  
  
 if (int(sys.argv[1]) == 2): # Player 2 as client  
 # send shot  
 self.game\_socket.send\_message\_to\_server('shot', i)  
 # receive response  
 data = self.game\_socket.get\_message\_from\_server()  
  
 shot\_result = data["content"]  
  
 if shot\_result == "Hit":  
 self.player.search[i] = "Hit"  
  
 else:  
 self.player.search[i] = "Miss"  
 self.player\_turn = not self.player\_turn