Anhang 5

def remote\_movesmall(self):  
 # wait for getting the shot coordinates  
 if (int(sys.argv[1])==1):  
 data = self.game\_socket.get\_message\_from\_client()  
  
 if (int(sys.argv[1])==2):  
 data = self.game\_socket.get\_message\_from\_server()  
  
 i = int(data["content"])  
  
   
 if i in self.player.indexes:  
 shot\_result = "H"  
 else:  
 shot\_result = "M"  
 self.player\_turn = not self.player\_turn  
 # check if ship is sunk ("S")  
 # not checked  
  
 # check if game is over  
 # not checked  
  
 # send result  
 if (int(sys.argv[1])==1):  
 self.game\_socket.send\_message\_to\_client("Shot-impact", shot\_result)  
 if (int(sys.argv[1])==2):  
 self.game\_socket.send\_message\_to\_server("Shot-impact", shot\_result)