

ZÁPADOČESKÁ UNIVERZITA V PLZNI
FAKULTA APLIKOVANÝCH VĚD

DOKUMENTACE K
SEMESTRÁLNÍ PRÁCI
KIV/UPS
SÍŤOVÁ HRA "SEDMA"

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1 Protokol

one_word	"a..zA..Z" "a..zA..Z"
card	("HEART" "LEAF" "BELL" "ACORN") " " ("7" "8" "9" "X" "JACK" "QUEEN" "KING" "ACE")
game_params	TODO

Figure 1: Tabulka obecných položek

1.1 Žádosti

disconnect	
"DISCONNECT"	
what_are_my_cards	
"WHAT ARE MY CARDS"	
what_are_card_counts	
"WHAT ARE CARD COUNTS"	
which_cards_are_on_table	
"WHICH CARDS ARE ON TABLE"	
login	
"LOGIN AS " one_word	
play	play
"PLAY " card	
create_game	
"CREATE GAME " oneword " " game_params	
send_message	
"SEND MESSAGE" oneword { " " oneword }	
vote	vote
"VOTE " ("YES" "NO")	

Figure 2: Tabulka žádostí klienta k serveru

1.2 Odpovědi

bad_command	
	"BAD COMMAND" { " " oneword }
card_played	
	"CARD PLAYED" card one_word
your_cards_are	what_are_my_cards
	"YOUR CARDS ARE" [" " card] [" " card] [" " card] [" " card]
game_exists	login
	"GAME EXISTS"
game_created	create_game
	"GAME CREATED"
player_exists	login
	"THIS PLAYER IS ALREADY CONNECTED"
card_counts	what_are_card_counts
	"CARD COUNTS FOLLOWS" { " " one_word "0..4" }
welcome	
	"WELCOME"
play	
	"PLAY"
message_from	send_message
	"MESSAGE FROM " one_word " " one_word { " " one_word }
bye	disconnect
	"BYE"
vote	
	"VOTE FOR REPEAT"
on_table_is	which_cards_are_on_table
	"ON TABLE IS" { " " card }

Figure 3: Tabulka odpovědí serveru klientovi