

Computer Networks Project

-By Ajay Chhajer

(IMT2019006)

This project is based on Python and uses socket programming and concepts of computer networks.

Programming languages used:

Python 2.7.16

How to Play:

- You have to open 4 terminals, one for server and other three for players .
- The server will provide a question to all participants.
- Press the buzzer first to get chance to answer the question first.
- For each correct answer you will get a "+1" else your 0.5 will be deducted from your score.
- Total number points to win = 5

Code Execution details:

- Run Server.py on a system.
- Run client.py on 3 different systems(3 player game).
- Once 3 clients are connected, Server will start the quiz in a few seconds.
- Whoever presses any button to reserve the chance will have to answer the asked question.
- After each round, the Score table will be shown to each client
- Once a player reaches score 5, the game will complete.

Knowledge gained:

- Learned the applications of computer networks in communication and related applications.
- Learned Socket programming, and now fluent with basics of threading, socket functions, and IP-Server basics.
- Since this project had a very limited period of time to work upon, I learned how projects work in the real industry.