Protocol for Lab 3 - CSE 5462 - Spring 2021

For sending the "I am going on square X" message:
- Use a character (1 byte)
- These are *ASCII characters* too: so sending 1 sends the byte 0x31

The numbers for each square of the tic-tac-toe grid:

1	2	3
4	5	6
7	8	9

Player 1 is the "server": they are the one who calls bind()
- The server / player 1 goes first

Player 2 is the "client": they are the one who calls connect()

On any errors, close the connection