

Protocol for Lab 4- CSE 5462 - Spring 2021
Version 2

Entire datagram to be sent across:

1. All datagrams will be max size 3-bytes
2. One byte for version # (In this lab it is 2, 0x 02)
3. One digit byte for type of command
 - a. Hex 00 = new game
 - b. Hex 01 = move
4. One ASCII character for square (assuming command is move)
 - a. So move 1 sends byte 0x31
 - b. Move 2 is byte 0x32
 - c. etc

EX: 0x 02 01 31 = Version 2, command is move, moving on square 1 (moves are ASCII characters)

EX: 0x 02 00 = Version 2, command is new game

So you always hand recvfrom() "give me 1000 bytes" (for example)
If the cmd was "new game", that

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

1	2	3
4	5	6
7	8	9

DGRAM sockets

Player 1 is the "server": they are the one who calls bind()

- The server / player 1 goes first
 - Responds to client game request with the first move.

Player 2 is the "client"

On any errors, close the socket

Timeout Time: up to the implementer (unenforceable by protocol)

If server has a game running and gets another new game request, it just ignores it.