Gamestate info

|  |  |  |  |
| --- | --- | --- | --- |
| NUM\_PLAYERS | DEALER\_NAME | CUR\_TURN | TOTAL\_POT |
| PUBLIC\_CARDS | PLAYER\_INFO \* NUM\_PLAYERS | | |

Player state info

|  |  |  |
| --- | --- | --- |
| USERNAME | NUM\_CHIPS | CARDS\_IN\_HAND |
| CUR\_BET |  |  |

Server player info

|  |  |  |
| --- | --- | --- |
| USERNAME | NUM\_CHIPS | LAST\_TABLE |
|  |  |  |

Server socket info

|  |  |
| --- | --- |
| SOCKET\_NUMBER | DATA\_TO\_RECEIVE |

Server table info

|  |  |  |
| --- | --- | --- |
| NUM | IP | PORT |

Client Request to Server

|  |  |
| --- | --- |
| TYPE (“cash” or “play” or “buy”) | USERNAME |

Client Sends:

|  |
| --- |
| DATA\_SIZE\_TO\_SEND |

Sever Sends ACK:

|  |
| --- |
| DATA\_SIZE\_TO\_RECEIVE (data\_size\_to\_send back to client) |

Client Sends Request Data to Server