PROJECT REPORT

Assumptions:-

1.)If a player presses the buzzer he has to answer. If he is not answering the server will wait for him until he answers the question. So, in the end he has to answer the question in order for the server to move to the next.

I could not implement this feature since the select.select() is not compatible with the remaining parts of the code. If I implement this in my current code, the entire program crashes. If not remaining is working fine.

2.)The quiz has only 10 questions if you scored greater than or equal to 5 points before or till the questions exhausted then the player wins. When anyone scored >=5 then automatically quiz stops. If no one get >=5 points before the questions exhausted then then none of them wins the quiz

Description of the code:-

I have implemented 3 files in which two .py files and one .json file.

Two .py files are server.py, client.py and one json file for questions i.e question.json

System Requirements: Python 3 or above installed on a Linux System

The program by default accepts 3 users only.

If user wants to press the buzzer he/she can press any key on the keyboard within the 10 seconds after the question appears.

The user must press a buzzer to answer.

After he/she receives a prompt to answer, the option must be selected and entered.

First Type in:

Python3 server.py number_of_clients   limit_to_win.

Here number_of_clients and limit_to_win are optional, the program has   preset default.

Open as many client terminal as specified(or 3 by default)

Type in:

python3 client.py

You will immediately receive some message.