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**Курсовой проект по курсу
«Операционные системы»**

**Тема работы
“Проектирование консольной клиент-серверной игры”**

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Репозиторий

<https://github.com/dmprokhorov>

Постановка задачи

Необходимо спроектировать и реализовать программный прототип в соответствии с выбранным вариантом. Произвести анализ и сделать вывод на основании данных, полученных при работе программного прототипа.

Базовый функционал должен быть следующим:

- Клиент может присоединиться к серверу, введя логин (у меня это ID процесса).
- С сервером одновременно много играть несколько клиентов.

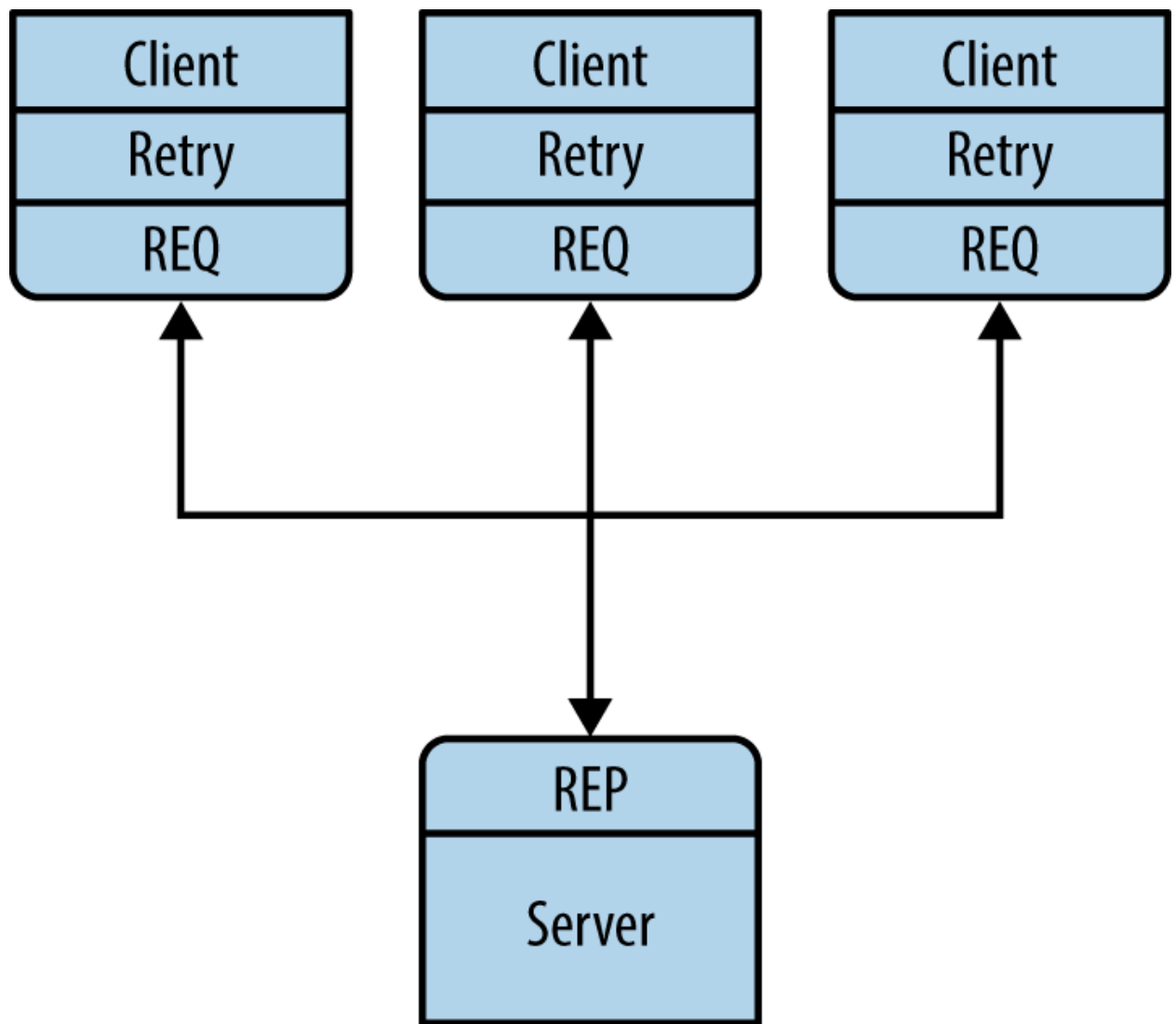
3. Морской бой. Общение между сервером и клиентом необходимо организовать при помощи очередей сообщений (например, ZeroMQ). Каждый игрок должен при запуске ввести свой логин. Для каждого игрока должна вестись статистика игр (сколько побед/поражений). Игрок может посмотреть свою статистику.

Общие сведения о программе

Программа состоит из двух файлов – `server.cpp`, `client.cpp`, в которых расположены код сервера, код клиента. Для удобства также был создан `Makefile`.

Общий метод и алгоритм решения

Общение между клиентом и сервером осуществляется как на схеме, изображённой ниже:



Сначала запускается сервер, потом запускаются клиенты, они сразу же посылают сигнал серверу, что готовы играть, там он их регистрирует по ID процессов. На сервере также хранятся словари с полями игроков, их статистикой, количествами уничтоженных кораблей и так далее. Когда сервер получают какую-то команду, то он получает также и ID игрока, достаёт из словарей всю связанную с игроком информацию и в зависимости от этого выбирает свою команду, посылаемую игроком.

Исходный код

server.cpp

```
#include
<zmq.hpp>

#include <iostream>
#include <unistd.h>
#include <map>
```

```

#include <set>
#include <string>
#include <vector>

void random(std::vector<std::vector<char>>& p)
{
    int j=-1, k, v, l, x[2], y;
    srand(time(0));
    for(l=4; l>0; l--)
        for(k=5;k-1;k--)
        {
            v = 1&rand();
            //v = rand() % 2;
            do for (x[v] = 1 + rand() % 10, x[1 - v] = 1 + rand() % 7, y = j =
0; j - 1; y |= p[x[0]][x[1]] != '.', x[1 - v]++, j++); while(y);
            x[1 - v] -= 1 + 1, p[x[0]][x[1]] = '/', x[v]--, p[x[0]][x[1]]='/',
x [v] += 2, p[x [0]][x[1]]='/', x[v]--, x[1 - v]++;
            for (j = -1; ++j - 1; p[x[0]][x[1]] = 'X', x[v]--, p[x[0]][x[1]] =
'/', x[v] += 2, p[x[0]][x[1]]='/', x[v]--, x[1 - v]++);
            p[x[0]][x[1]] = '/', x[v]--, p[x[0]][x[1]] = '/', x[v] += 2,
p[x[0]][x[1]] = '/';
        }
        for (int i = 0; i < 12; ++i)
        {
            std::replace(p[i].begin(), p[i].end(), '/', '.');
        }
    }

void send_message(std::string message_string, zmq::socket_t& socket)
{
    zmq::message_t message_back(message_string.size());
    memcpy(message_back.data(), message_string.c_str(), message_string.size());
    if(!socket.send(message_back))
    {
        std::cout << "Error: can't send message from node with pid " <<
getpid() << "\n";
    }
}

void print(std::vector<std::vector<char>>& p)
{
    for (int i = 1; i < 11; ++i)
    {
        for (int j = 1; j < 11; ++j)
        {

```

```

        std::cout << p[i][j];
    }
    std::cout << "\n";
}

}

int main()
{
    zmq::context_t context (1);
    zmq::socket_t socket (context, ZMQ_REP);
    std::string port, reply;
    std::cout << "Enter the port\n";
    std::cin >> port;
    socket.bind("tcp://*" + port);
    unsigned milliseconds;
    std::cout << "Enter the time that socket should wait for answer from
client and send message to client (it is a single value)\n";
    std::cin >> milliseconds;
    socket.setsockopt(ZMQ_SNDTIMEO, (int)milliseconds);
    std::map<int, std::pair<unsigned, unsigned>> statistics;
    std::map<int, std::pair<unsigned, unsigned>> amount;
    std::map<int, std::pair<std::vector<std::vector<char>>,
std::vector<std::vector<char>>>> fields;
    std::map<int, std::vector<std::pair<unsigned, unsigned>>>
possible_turns;
    std::map<int, std::pair<unsigned, unsigned>> last_commands;
    std::map<int, bool> finishing;
    std::map<int, std::vector<std::pair<unsigned, unsigned>>> variants;
    while (true)
    {
        zmq::message_t request;
        socket.recv(&request);
        std::string message(static_cast<char*>(request.data()),
request.size()), reply;
        std::string command = message.substr(0, message.find(" "));
        int ID = std::stoi(message.substr(message.find(" ") + 1));
        std::cout << message << "\n";
        if (command == "ID")
        {
            statistics[ID] = {0, 0};
            amount[ID] = {0, 0};
            //reply = "OK";
            send_message("OK", socket);
        }
        else if (command == "Statistics")
        {
            if (statistics.find(ID) != statistics.end())

```

```

        {
            std::pair<unsigned, unsigned> numbers =
statistics[ID];
            reply = std::to_string(numbers.first) + " " +
std::to_string(numbers.second);
        }
        else
        {
            reply = "Error: player with such ID already
exists";
        }
        send_message(reply, socket);
    }
    else if (command == "Get")
    {
        print(fields[ID].first);
        send_message("OK", socket);
    }
    else if (command == "Exit")
    {
        if (statistics.find(ID) != statistics.end())
        {
            statistics.erase(ID);
            amount.erase(ID);
            fields.erase(ID);
            possible_turns.erase(ID);
            last_commands.erase(ID);
            finishing.erase(ID);
            variants.erase(ID);
        }
        //reply = "It was nice to play with you, bye!";
        send_message("It was nice to play with you, bye!",
socket);
    }
    else if (command == "Begin")
    {
        //std::cout << "Recieved Begin\n";
        amount[ID] = {0, 0};
        std::vector<std::vector<char>> server_field (12,
std::vector<char>(12, '.'));
        std::vector<std::vector<char>> player_field (12,
std::vector<char>(12, '.'));
        //std::cout << "Created vectors\n";
        random(server_field);
        fields[ID] = {server_field, player_field};
        //std::cout << "Created fields\n";
        server_field.clear();
        player_field.clear();
    }
}

```

```

//std::cout << "Cleared vectors\n";
std::vector<std::pair<unsigned, unsigned>> turns (100);
for (int i = 0; i < 10; i++)
{
    for (int j = 0; j < 10; ++j)
    {
        turns[i * 10 + j] = {i, j};
    }
}
//std::cout << "Created turns\n";
possible_turns[ID] = turns;
finishing[ID] = false;
last_commands[ID] = {-1, -1};
variants[ID] = {{1, 0}, {-1, 0}, {0, 1}, {0, -1}};
turns.clear();
//reply = "Start";
send_message("Start", socket);
}
else if (command.substr(0, 3) == "Try")
{
    std::string coordinates = message.substr(0,
message.find(" "));
    std::cout << coordinates << "\n";
    unsigned horizontal = unsigned(coordinates[3]) -
unsigned('0') + 1;
    unsigned vertical = unsigned(coordinates[4]) -
unsigned('0') + 1;
    std::cout << horizontal << " " << vertical << "\n";
    std::pair<std::vector<std::vector<char>>,
std::vector<std::vector<char>>> squares = fields[ID];
    if (squares.first[vertical][horizontal] == 'X')
    {
        squares.first[vertical][horizontal] = 'K';
        //std::vector<std::pair<unsigned, unsigned>> turns
= possible_turns[ID];
        for (int i = -1; i < 2; ++i)
        {
            for (int j = -1; j < 2; ++j)
            {
                if ((vertical + i > 0) && (vertical
+ i < 11) && (horizontal + j > 0) && (horizontal + j < 11))
                {
                    if (squares.first[vertical +
i][horizontal + j] == '.')
                    {
                        squares.first[vertical + i][horizontal + j] = 'w';

```



```

        reply = "Wounded";
    }
    if (reply == "Killed")
    {
        v = vertical; h =
horizontal;

        while ((h < 10) &&
(squares.first[v][h] == 'K'))

            {
                ++h;
            }
        if (squares.first[v][h] ==
'X')

            {
                reply = "Wounded";
            }
        }
    }
    if (reply == "Killed")

    {
        amount[ID] = {++amount[ID].first,
amount[ID].second};

        if (amount[ID].first == 10)
        {
            reply = "Won";
            statistics[ID] =
{++statistics[ID].first, statistics[ID].second};
        }
    }
    else if ((squares.first[vertical][horizontal] == 'K') ||
(squares.first[vertical][horizontal] == 'w'))
    {
        reply = "Another";
    }
    else if (squares.first[vertical][horizontal] == '.')
    {
        reply = "Missed";
        squares.first[vertical][horizontal] = 'w';
    }
    fields[ID] = {squares.first, squares.second};
    send_message(reply, socket);
}
else if (command == "Amount")
{
    std::cout << "Amount: " << amount[ID].first << "\n";
}

```

```

        send_message("OK", socket);
    }
    else if (command == "Turns")
    {
        std::vector<std::pair<unsigned, unsigned>> turns =
possible_turns[ID];
        for (int i = 0; i < turns.size(); i++)
        {
            std::cout << turns[i].first << " " <<
turns[i].second << "\n";
        }
        std::cout << "Length is " << turns.size() << "\n";
        send_message("Ok", socket);
    }
    else if ((command == "Do") || (command == "Killed"))
    {
        if (command == "Killed")
        {
            std::pair<std::vector<std::vector<char>>,
std::vector<std::vector<char>>> squares = fields[ID];
            std::vector<std::pair<unsigned, unsigned>> turns =
possible_turns[ID];

            unsigned vertical = last_commands[ID].first,
horizontal = last_commands[ID].second;
            squares.second[vertical][horizontal] = 'K';
            //turns.erase(turns.begin() +
std::distance(turns.begin(), std::find(turns.begin(), turns.end(),
std::make_pair(vertical, horizontal))));
            for (int i = -1; i < 2; ++i)
            {
                for (int j = -1; j < 2; ++j)
                {
                    if ((vertical + i > 0) && (vertical
+ i < 11) && (horizontal + j > 0) && (horizontal + j < 11))
                    {

                        std::vector<std::pair<unsigned, unsigned>>::iterator it;
                        if ((it =
std::find(turns.begin(), turns.end(), std::make_pair(vertical + i, horizontal +
j))) != turns.end())

                            {

                                turns.erase(turns.begin() + std::distance(turns.begin(), it));
                            }
                            if (squares.second[vertical
+ i][horizontal + j] == '.')
                            {

```

```

squares.second[vertical + i][horizontal + j] = 'w';

/*std::vector<std::pair<unsigned, unsigned>>::iterator it;
    if ((it =
std::find(turns.begin(), turns.end(), std::make_pair(vertical + i, horizontal +
j))) != turns.end())
    {
        turns.erase(turns.begin() + std::distance(turns.begin(), it));
    }*/
}
}

fields[ID] = {squares.first, squares.second};
possible_turns[ID] = turns;
finishing[ID] = false;
variants[ID] = {{1, 0}, {-1, 0}, {0, 1}, {0, -1}};
amount[ID] = {amount[ID].first,
++amount[ID].second};

if (amount[ID].second == 10)
{
    reply = "Lost";
    amount[ID] = {0, 0};
}
}
if (!finishing[ID])
{
    int length = possible_turns[ID].size();
    srand(time(0));
    int number = rand() % length;
    std::vector<std::pair<unsigned, unsigned>>
coordinates = possible_turns[ID];
    std::pair<unsigned, unsigned> turn =
coordinates[number];

    std::cout << "Turn is " << turn.first << " " <<
turn.second << "\n";

    coordinates.erase(coordinates.begin() + number);
    possible_turns[ID] = coordinates;
    last_commands[ID] = turn;
    reply = "Try" + std::to_string(turn.first) +
std::to_string(turn.second);
    std::cout << "Tried coordinates " << turn.first <<
" " << turn.second << "\n";
}
else
{

```

```

int length, number, k = 1;
std::vector<std::pair<unsigned, unsigned>>
positions;

std::pair<unsigned, unsigned> turn;
do
{
    length = variants[ID].size();
    number = rand() % length;
    positions = variants[ID];
    turn = positions[number];
    positions.erase(positions.begin() +
number);
}
while ((length > 0) && (!((last_commands[ID].first
+ turn.first > 0) && (last_commands[ID].first + turn.first < 11) &&
(last_commands[ID].second + turn.second > 0)
&& (last_commands[ID].second + turn.second
< 11)))));

std::pair<std::vector<std::vector<char>>,
std::vector<std::vector<char>>> squares = fields[ID];
std::vector<std::pair<unsigned, unsigned>> turns =
possible_turns[ID];

unsigned vertical, horizontal;
do
{
    send_message("Try" +
std::to_string(last_commands[ID].first + turn.first * k) +
std::to_string(last_commands[ID].second + turn.second * k), socket);
    ++k;
    zmq::message_t answer;
    socket.recv(&answer);
    std::string
string(static_cast<char*>(answer.data()), answer.size());
    reply = string.substr(0, string.find(" "));

    vertical = last_commands[ID].first +
turn.first * k, horizontal = last_commands[ID].second + turn.second * k;
    turns.erase(turns.begin() +
std::distance(turns.begin(), std::find(turns.begin(), turns.end(),
std::make_pair(vertical, horizontal))));
    if ((reply == "Wounded") || (reply ==
"Killed"))
    {
        squares.second[vertical][horizontal] = 'K';
        for (int i = -1; i < 2; ++i)
        {
            for (int j = -1; j < 2; ++j)

```

```

        {
            if ((vertical + i >
0) && (vertical + i < 11) && (horizontal + j > 0) && (horizontal + j < 11))
            {

                std::vector<std::pair<unsigned, unsigned>>::iterator it;

                if ((it
= std::find(turns.begin(), turns.end(), std::make_pair(vertical + i, horizontal
+ j))) != turns.end())

                    {

turns.erase(turns.begin() + std::distance(turns.begin(), it));

                    }

                if

(squares.second[vertical + i][horizontal + j] == '.')

                {

                    squares.second[vertical + i][horizontal + j] = 'w';

                    /*std::vector<std::pair<unsigned, unsigned>>::iterator it;

                    if

((it = std::find(turns.begin(), turns.end(), std::make_pair(vertical + i,
horizontal + j))) != turns.end())

                        {

                            turns.erase(turns.begin() + std::distance(turns.begin(), it));

                        }*/

                    }

                }

            }

        }

        else if (reply == "Missed")
        {

            squares.second[vertical][horizontal] = 'w';

        }

        //fields[ID] = {squares.first,
squares.second};

    }

    while (reply == "Wounded");
    fields[ID] = {squares.first, squares.second};
    possible_turns[ID] = turns;
    variants[ID] = positions;
    if (reply == "Missed")
    {

        reply = "Do";

    }

```

```

else if (reply == "Killed")
{
    finishing[ID] = false;
    variants[ID] = {{1, 0}, {-1, 0}, {0, 1},
{0, -1}};

    amount[ID] = {amount[ID].first,
++amount[ID].second};

    if (amount[ID].second == 10)
    {
        reply = "Lost";
        amount[ID] = {0, 0};
    }
    else
    {
        int length =
possible_turns[ID].size();

        srand(time(0));
        int number = rand() % length;
        std::vector<std::pair<unsigned,
unsigned>> coordinates = possible_turns[ID];
        std::pair<unsigned, unsigned> turn
= coordinates[number];

        coordinates.erase(coordinates.begin() + number);
        possible_turns[ID] = coordinates;
        last_commands[ID] = turn;
        reply = "Try" +
std::to_string(turn.first) + std::to_string(turn.second);
        std::cout << "Tried coordinates "
<< turn.first << " " << turn.second << "\n";
    }
}

}
send_message(reply, socket);
}
else if (command == "Missed")
{
    std::pair<std::vector<std::vector<char>>,
std::vector<std::vector<char>>> squares = fields[ID];

    squares.second[last_commands[ID].first][last_commands[ID].second] = 'w';
    fields[ID] = {squares.first, squares.second};
    send_message("Do", socket);
}
else if (command == "Wounded")
{
    finishing[ID] = true;
    int length, number, k = 1;

```

```

std::vector<std::pair<unsigned, unsigned>> positions;
std::pair<unsigned, unsigned> turn;
do
{
    length = variants[ID].size();
    number = rand() % length;
    positions = variants[ID];
    turn = positions[number];
    positions.erase(positions.begin() + number);
}
while ((length > 0) && (!((last_commands[ID].first +
turn.first > 0) && (last_commands[ID].first + turn.first < 11) &&
(last_commands[ID].second + turn.second > 0)
&& (last_commands[ID].second + turn.second <
11))));

std::pair<std::vector<std::vector<char>>,
std::vector<std::vector<char>>> squares = fields[ID];
std::vector<std::pair<unsigned, unsigned>> turns =
possible_turns[ID];
    unsigned vertical, horizontal;
do
{
    send_message("Try" +
std::to_string(last_commands[ID].first + turn.first * k) +
std::to_string(last_commands[ID].second + turn.second * k), socket);
    ++k;
    zmq::message_t answer;
    socket.recv(&answer);
    std::string
string(static_cast<char*>(answer.data()), answer.size());
    reply = string.substr(0, string.find(" "));
    vertical = last_commands[ID].first + turn.first *
k, horizontal = last_commands[ID].second + turn.second * k;
    turns.erase(turns.begin() +
std::distance(turns.begin(), std::find(turns.begin(), turns.end(),
std::make_pair(vertical, horizontal))));
    if ((reply == "Wounded") || (reply == "Killed"))
    {
        squares.second[vertical][horizontal] = 'K';
        for (int i = -1; i < 2; ++i)
        {
            for (int j = -1; j < 2; ++j)
            {
                if ((vertical + i > 0) &&
(vertical + i < 11) && (horizontal + j > 0) && (horizontal + j < 11))
                {
                    std::vector<std::pair<unsigned, unsigned>>::iterator it;

```



```

                                if ((it =
std::find(turns.begin(), turns.end(), std::make_pair(vertical + i, horizontal +
j))) != turns.end())
                                {

                                turns.erase(turns.begin() + std::distance(turns.begin(), it));
                                }
                                if
(squares.second[vertical + i][horizontal + j] == '.')
                                {

                                squares.second[vertical + i][horizontal + j] = 'w';

                                std::vector<std::pair<unsigned, unsigned>>::iterator it;
                                                                /*if ((it =
std::find(turns.begin(), turns.end(), std::make_pair(vertical + i, horizontal +
j))) != turns.end())
                                                                {

                                                                turns.erase(turns.begin() + std::distance(turns.begin(), it));
                                                                }*/
                                                                }
                                                                }
                                                                }
                                                                }
                                }
                                else if (reply == "Missed")
                                {
                                squares.second[vertical][horizontal] = 'w';
                                }
                                //fields[ID] = {squares.first, squares.second};
                                }
                                while (reply == "Wounded");
                                fields[ID] = {squares.first, squares.second};
                                variants[ID] = positions;
                                if (reply == "Missed")
                                {
                                reply = "Do";
                                }
                                else if (reply == "Killed")
                                {
                                finishing[ID] = false;
                                variants[ID] = {{1, 0}, {-1, 0}, {0, 1}, {0, -1}};
                                amount[ID] = {amount[ID].first,
++amount[ID].second};

                                if (amount[ID].second == 10)
                                {
                                reply = "Lost";

```

```

        amount[ID] = {0, 0};
        statistics[ID] = {statistics[ID].first,
++statistics[ID].second};
    }
    else
    {
        int length = possible_turns[ID].size();
        srand(time(0));
        int number = rand() % length;
        std::vector<std::pair<unsigned, unsigned>>
coordinates = possible_turns[ID];
        std::pair<unsigned, unsigned> turn =
coordinates[number];
        coordinates.erase(coordinates.begin() +
number);
        possible_turns[ID] = coordinates;
        last_commands[ID] = turn;
        reply = "Try" + std::to_string(turn.first)
+ std::to_string(turn.second);
        std::cout << "Tried coordinates " <<
turn.first << " " << turn.second << "\n";
    }
}
send_message(reply, socket);
}
/*
else if (command == "Left")
{
    std::pair<unsigned, unsigned> last_command =
last_commands[ID];
    last_command = {last_command.first, last_command.second -
1};
    last_commands[ID] = last_command;
    reply = "Try" + std::to_string(last_command.first) +
std::to_string(last_command.second - 1);
}
else if (command == "Right")
{
    std::pair<unsigned, unsigned> last_command =
last_commands[ID];
    last_command = {last_command.first, last_command.second
+ 1};
    last_commands[ID] = last_command;
    reply = "Try" + std::to_string(last_command.first) +
std::to_string(last_command.second + 1);
}
else if (command == "Up")
{

```

```

        std::pair<unsigned, unsigned> last_command =
last_commands[ID];
        last_command = {last_command.first - 1,
last_command.second};
        last_commands[ID] = last_command;
        reply = "Try" + std::to_string(last_command.first - 1)
+ std::to_string(last_command.second);
    }
    else if (command == "Down")
    {
        std::pair<unsigned, unsigned> last_command =
last_commands[ID];
        last_command = {last_command.first + 1,
last_command.second};
        last_commands[ID] = last_command;
        reply = "Try" + std::to_string(last_command.first + 1)
+ std::to_string(last_command.second);
    }
    send_message(reply, socket);*/
}
return 0;
}

```

client.cpp

```

#include
<zmq.hpp>

#include <iostream>
#include <unistd.h>
#include <vector>
#include <algorithm>

void send_message(std::string message_string, zmq::socket_t& socket)
{
    zmq::message_t message_back(message_string.size());
    memcpy(message_back.data(), message_string.c_str(), message_string.size());
    if(!socket.send(message_back))
    {
        std::cout << "Error: can't send message from node with pid " <<
getpid() << "\n";
    }
}

std::string recieve_message(zmq::socket_t& socket)
{
    zmq::message_t reply;
    if (!socket.recv(&reply))

```

```

    {
        std::cout << "There's no answer from server\n";
        exit(1);
    }
    std::string message(static_cast<char*>(reply.data()), reply.size());
    return message;
}

void random(std::vector<std::vector<char>>& p)
{
    int j=-1, k, v, l, x[2], y;
    srand(time(0));
    for(l=4; l>0; l--)
        for(k=5; k-1; k--)
        {
            v = 1&rand();
            do for (x[v] = 1 + rand() % 10, x[1 - v] = 1 + rand() % 7, y = j =
0; j - 1; y |= p[x[0]][x[1]] != '.', x[1 - v]++, j++); while(y);
            x[1 - v] -= 1 + 1, p[x[0]][x[1]] = '/', x[v]--, p[x[0]][x[1]] =
'/', x[v] += 2, p[x[0]][x[1]] = '/', x[v]--, x[1 - v]++;
            for (j = -1; ++j - 1; p[x[0]][x[1]] = 'X', x[v]--, p[x[0]][x[1]] =
'/', x[v] += 2, p[x[0]][x[1]] = '/', x[v]--, x[1 - v]++);
            p[x[0]][x[1]] = '/', x[v]--, p[x[0]][x[1]] = '/', x[v] += 2,
p[x[0]][x[1]] = '/';
        }
        for (int i = 0; i < 12; ++i)
        {
            std::replace(p[i].begin(), p[i].end(), '/', '.');
        }
}

void flood(std::vector<std::vector<char>>& p)
{
    for (int i = 0; i < 12; i++)
    {
        p[i].clear();
        p[i] = std::vector<char>(12, '.');
    }
}

void print(std::vector<std::vector<char>>& p)
{
    for (int i = 1; i < 11; ++i)
    {
        for (int j = 1; j < 11; ++j)

```

```

        {
            std::cout << p[i][j];
        }
        std::cout << "\n";
    }
}

int main()
{
    zmq::context_t context (1);
    zmq::socket_t socket (context, ZMQ_REQ);
    std::string port;
    std::cout << "Enter the port\n";
    std::cin >> port;
    std::cout << "Connecting to hello world server..." << std::endl;
    unsigned milliseconds;
    std::cout << "Enter the time that socket should wait for answer from
server\n";
    std::cin >> milliseconds;
    socket.setsockopt(ZMQ_SNDTIMEO, (int)milliseconds);
    socket.setsockopt(ZMQ_RCVTIMEO, (int)milliseconds);
    socket.connect ("tcp://localhost:" + port);
    send_message("ID " + std::to_string(getpid()), socket);
    zmq::message_t reply;
    /*if (!socket.recv(&reply))
    {
        std::cout << "There's no answer from server\n";
        return 0;
    }*/
    recieve_message(socket);
    std::cout << "If you want to start a game, input Begin\n";
    std::vector<std::vector<char>> my_field(12, std::vector<char> (12,
'.'));
    std::vector<std::vector<char>> server_field (12, std::vector<char> (12,
'.'));
    std::string command;
    bool playing = false;
    while (std::cin >> command)
    {
        if (command == "Begin")
        {
            playing = true;
            int number;
            flood(my_field);
            flood(server_field);
            std::cout << "Do you want to arrange the ships by
yourself or generate a random combination? If the first, input 1, else - 2\n";

```

```

do
{
    std::cin >> number;
    if ((number < 1) || (number > 2))
    {
        std::cout << "Error, input 1 or 2\n";
    }
}
while ((number < 1) || (number > 2));
if (number == 1)
{
    int amount = 0, amounts[4], v1, v2;
    for (int i = 0; i < 4; ++i)
    {
        amounts[i] = 0;
    }
    char h1, h2;
    std::cout << "You should input 10 fours of
symbols: for example, A 1 A 4, or B 3 E 3\n";
    while (amount < 10)
    {
        std::cin >> h1 >> v1 >> h2 >> v2;
        if ((v1 < 1) || (v2 < 1) || (v1 > 10) ||
(v2 > 10))
        {
            std::cout << "Number must be
greater than 0 and less than 11\n";
            continue;
        }
        if (!((h1 >= 'A') && (h1 <= 'J') && (h2 >=
'A') && (h2 <= 'J'))))
        {
            std::cout << "Letters must be not
less than A and not greater than J\n";
            continue;
        }
        if ((v1 != v2) && (h1 != h2))
        {
            std::cout << "Ship must be parallel
to one of the coordinate axis\n";
            continue;
        }
        if ((v1 - v2 > 4) || (h1 - h2 > 4))
        {
            std::cout << "These ships are too
long\n";
            continue;
        }
    }
}

```

```

int(h2) - int('A') + 1;

int ih1 = int(h1) - int('A') + 1, ih2 =
if (v2 < v1)
{
    std::swap(v1, v2);
}
if (ih2 < ih1)
{
    std::swap(ih1, ih2);
}
if (v1 == v2)
{
    bool possible = true;
    for (int i = ih1 - 1; i < ih2 + 2;
++i)
    {
        for (int j = -1; j < 2;
++j)
        {
            if ((v1 + j > 0) &&
(v1 + j < 11) && (i > 0) && (i < 11))
            {
                if
                {
                    possible = false;
                    break;
                }
            }
        }
        if (!possible)
        {
            break;
        }
        if (!possible)
        {
            std::cout << "It is
impossible to put the ship, as it will come into contact with another\n";
            continue;
        }
        else
        {
            int number = ih2 - ih1;
            if (amounts[number] == 4 -
number)

```

```

        {
            std::cout << "You
already have enough ships of this type\n";

            continue;
        }
        ++amounts[number];

        for (int i = ih1; i < ih2 +
1; ++i)

        {
            my_field[v1][i] =
'X';

        }
        ++amount;
        std::cout << "Successfully
created ship\n";

    }
}
else if (ih1 == ih2)
{
    bool possible = true;
    for (int i = v1 - 1; i < v2 +
2; ++i)

    {
        for (int j = -1; j < 2;
++j)

        {
            if ((ih1 + j >
0) && (ih1 + j < 11) && (i > 0) && (i < 11))

            {
                if
                {
                    possible = false;
                    break;
                }
            }
        }
        if (!possible)
        {
            break;
        }
    }
    if (!possible)
    {

```



```

                                std::cout << "It is
impossible to put the ship, as it will come into contact with another\n";
                                continue;
                                }
                                else
                                {
                                    int number = v2 - v1;
                                    if (amounts[number] ==
4 - number)
                                    {
                                        std::cout <<
"You already have enough ships of this type\n";
                                        continue;
                                    }
                                    ++amounts[number];
                                    for (int i = v1; i < v2
+ 1; ++i)
                                    {
                                        my_field[i][ih1] = 'X';

                                    }
                                    ++amount;
                                    std::cout << "Successfully
created ship\n";
                                }
                                }
                                }
                                else if (number == 2)
                                {
                                    std::cout << "Random generations of ships will be
displayed, if you choose input 1, else 2 - then another arrangement will be
displayed\n";

                                    int indicator;
                                    do
                                    {
                                        flood(my_field);
                                        random(my_field);
                                        print(my_field);
                                        /*for (int i = 1; i < 11; ++i)
                                        {
                                            for (int j = 1; j < 11; ++j)
                                            {
                                                std::cout << my_field[i][j];

                                            }
                                            std::cout << "\n";

                                        }*/
                                    }
                                    do

```

```

        {
            std::cin >> indicator;
            if ((indicator < 1) || (indicator >
2))
            {
                std::cout << "Indicator must
be 1 or 2\n";
            }
        }
        while ((indicator < 1) || (indicator > 2));
    }
    while (indicator != 1);
}
send_message("Begin " + std::to_string(getpid()),
socket);

recieve_message(socket);
std::cout << "Input move\n";
continue;
}
else if (command == "Get")
{
    send_message("Get " + std::to_string(getpid()), socket);
    recieve_message(socket);
}
if (command == "Exit")
{
    send_message("Exit " + std::to_string(getpid()), socket);
    std::string reply = recieve_message(socket);
    std::cout << reply;
    std::cout << "Input move\n";
    return 0;
}
if (command == "Statistics")
{
    send_message("Statistics " + std::to_string(getpid()),
socket);

    std::string reply = recieve_message(socket);
    std::cout << "You have " + reply.substr(0, reply.find("
")) + " won and " + reply.substr(reply.find(" ") + 1) + " loses\n";
    std::cout << "Input move\n";
    continue;
}
if (command == "My")
{
    std::cout << "Here is your field\n";
    print(my_field);
    std::cout << "Input move\n";
    continue;
}

```

```

    }
    if (command == "Amount")
    {
        send_message("Amount " + std::to_string(getpid()),
socket);

        recieve_message(socket);
        continue;
    }
    if (command == "Server")
    {
        std::cout << "Here is server's field\n";
        print(server_field);
        std::cout << "Input move\n";
        continue;
    }
    if (command == "Turns")
    {
        send_message("Turns " + std::to_string(getpid()),
socket);

        recieve_message(socket);
    }
    if (command == "Try")
    {
        if (!playing)
        {
            std::cout << "You aren't playing at the moment.
Start a new game\n";

            continue;
        }
        else
        {
            int v;
            char h;
            while (true)
            {
                std::cin >> h >> v;
                if (!(h >= 'A') && (h <= 'J'))
                {
                    std::cout << "Letters must be not
less than A and not greater than J\n";

                    continue;
                }
                else if ((v < 1) || (v > 10))
                {
                    std::cout << "Numbers must be
greater than 0 and less than 11\n";

                    continue;
                }
            }
        }
    }
}

```

```

        break;
    }
    send_message("Try" + std::to_string(int(h) -
int('A')) + std::to_string(v - 1) + " " + std::to_string(getpid()), socket);
    std::string reply = recieve_message(socket);
    std::cout << "Reply: " << reply << "\n";
    if ((reply == "Killed") || (reply == "Wounded"))
    {
        server_field[v][int(h) - int('A') + 1] =
'K';

        if (reply == "Killed")
        {
            std::cout << "You killed one of the
server's ships\n";

        }
        else
        {
            std::cout << "You wounded one of
the server's ships\n";

        }
        std::cout << "Input move\n";
        continue;
    }
    if (reply == "Another")
    {
        std::cout << "You have already entered
these coordinates. Input something new\n";
        continue;
    }
    if (reply == "Won")
    {
        std::cout << "You won this game!\n";
        playing = false;
        continue;
    }
    if (reply == "Missed")
    {
        server_field[v][int(h) - int('A') + 1] =
'w';

        send_message("Do " +
std::to_string(getpid()), socket);
        while (true)
        {
            reply = recieve_message(socket);
            if (reply.substr(0, 3) == "Try")
            {

```

```

std::cout << "Server's turn:
" << char(int(reply[4] - int('0') + 'A')) << " " << int(reply[3]) - int('0') +
1 << "\n";

//reply =
std::to_string(int(reply[4]) - int('0')) + " " + reply[3];
}
else
{
std::cout << "Server's
reply: " << reply << "\n";
}
if ((reply == "Lost") || (reply ==
"Do"))
{
break;
}
int hor = int(reply[4]) - int('0')
+ 1, ver = int(reply[3]) - int('0') + 1;
if (my_field[ver][hor] == 'X')
{
reply = "Killed";
int v = ver, h = hor;
my_field[v][h] = 'K';
for (int i = -1; i < 2; i++)
{
for (int j = -1; j <
2; ++j)
{
if
{
my_field[v + i][h + j] = 'w';
}
}
}
while ((v > 1) &&
(my_field[v][h] == 'K'))
{
--v;
}
if (my_field[v][h] == 'X')
{
reply = "Wounded";
}
if (reply == "Killed")
{
v = ver; h = hor;

```

```

(my_field[v][h] == 'K'))

'X')

"Wounded";

"Killed")

hor;

1) && (my_field[v][h] == 'K'))

(my_field[v][h] == 'X')

= "Wounded";

"Killed")

ver; h = hor;

((h < 10) && (my_field[v][h] == 'K'))

    ++h;

(my_field[v][h] == 'X')

    reply = "Wounded";

```

```

while ((v < 10) &&

{
    ++v;
}
if (my_field[v][h] ==

{
    reply =

}
if (reply ==

{
    v = ver; h =

    while ((h >

    {
        --h;
    }
    if

    {
        reply

    }
    if (reply ==

    {
        v =

        while

        {

        }
        if

        {

        }
    }
}
}
}

```

```

}

```

```

        else
        {
            reply = "Missed";
            my_field[ver][hor] = 'w';
        }
        std::cout << "Our reply is " <<

reply << "\n";

        std::to_string(getpid()), socket);

        send_message(reply + " " +

    }
    if (reply == "Lost")
    {
        std::cout << "You lost this

        playing = false;
        continue;
    }
}

    }

}

    }

    return 0;
}

```

Демонстрация работы программы

Её не будет, так как игра долгая.

Минусы: я попытался реализовать интеллектуальную систему, где если сервер ранит корабль, то старается его добить следующими ходами. Из-за этого программа иногда заикливается, возможно это происходит с кораблями, соприкасающимися с границей, однако точного объяснения у меня нет.

Выводы

Данный курсовой проект оказался довольно интересным. Я закрепил свои знания по zeromq, однако программа писалась хоть и на скорую руку, но в процессе довольно долго, поэтому получилась недоделка.