

# PROJECT REPORT: 01.05.2017

PROJECT STATUS : around 80%

Accomplished tasks:

1. Python server:
  - Managing clients
  - Managing players
  - Registering games
  - Handling game master
  - Passing messages
2. Game master:
  - Maintaining games
  - Starting games
  - Placing pieces
  - Adding players
  - Handling messages
  - Finishing the games
3. Client
  - Connecting to the existing game
  - Closing connection
  - Managing messages
4. Player
  - Parsing messages
  - Moving on the board
  - Discovering the pieces
  - Playing with strategy
5. Messages
  - All the messages required to play the game correctly
6. Strategy
  - Strategy in which players are taking all actions
7. Information
  - Base class with the information about the game
8. Unit Tests
  - Every function is tested to check its correctness

This module provides access to some objects used or maintained by the interpreter and to functions that interact strongly with the interpreter.

Dynamic objects:

argv -- command line arguments; argv[0] is the script pathname if known  
path -- module search path; path[0] is the script directory, else ''  
modules -- dictionary of loaded modules

displayhook -- called to show results in an interactive session  
excepthook -- called to handle any uncaught exception other than SystemExit  
To customize printing in an interactive session or to install a custom top-level exception handler, assign other functions to replace these.

exitfunc -- if sys.exitfunc exists, this routine is called when Python exits  
Assigning to sys.exitfunc is deprecated; use the atexit module instead.

stdin -- standard input file object; used by raw\_input() and input()  
stdout -- standard output file object; used by the print statement  
stderr -- standard error object; used for error messages  
By assigning other file objects (or objects that behave like files) to these, it is possible to redirect all of the interpreter's I/O.

last\_type -- type of last uncaught exception  
last\_value -- value of last uncaught exception  
last\_traceback -- traceback of last uncaught exception  
These three are only available in an interactive session after a traceback has been printed.

exc\_type -- type of exception currently being handled  
exc\_value -- value of exception currently being handled

`exc_traceback` -- traceback of exception currently being handled  
The function [`exc\_info\(\)`](#) should be used instead of these three,  
because it is thread-safe.

## Static objects:

`float_info` -- a dict with information about the float implementation.  
`long_info` -- a struct sequence with information about the long implementation.  
`maxint` -- the largest supported integer (the smallest is `-maxint-1`)  
`maxsize` -- the largest supported length of containers.  
`maxunicode` -- the largest supported character  
`builtin_module_names` -- tuple of module names built into this interpreter  
`version` -- the version of this interpreter as a string  
`version_info` -- version information as a named tuple  
`hexversion` -- version information encoded as a single integer  
`copyright` -- copyright notice pertaining to this interpreter  
`platform` -- platform identifier  
`executable` -- absolute path of the executable binary of the Python interpreter  
`prefix` -- prefix used to find the Python library  
`exec_prefix` -- prefix used to find the machine-specific Python library  
`float_repr_style` -- string indicating the style of `repr()` output for floats  
`__stdin__` -- the original stdin; don't touch!  
`__stdout__` -- the original stdout; don't touch!  
`__stderr__` -- the original stderr; don't touch!  
`__displayhook__` -- the original displayhook; don't touch!  
`__excepthook__` -- the original excepthook; don't touch!

## Functions:

[`displayhook\(\)`](#) -- print an object to the screen, and save it in `__builtin__._`  
[`excepthook\(\)`](#) -- print an exception and its traceback to `sys.stderr`  
[`exc\_info\(\)`](#) -- return thread-safe information about the current exception  
[`exc\_clear\(\)`](#) -- clear the exception state for the current thread  
[`exit\(\)`](#) -- exit the interpreter by raising `SystemExit`  
[`getdlopenflags\(\)`](#) -- returns flags to be used for `dlopen()` calls  
[`getprofile\(\)`](#) -- get the global profiling function  
[`getrefcount\(\)`](#) -- return the reference count for an object (plus one :-)  
[`getrecursionlimit\(\)`](#) -- return the max recursion depth for the interpreter

[getsizeof\(\)](#) -- return the size of an object in bytes  
[gettrace\(\)](#) -- get the global debug tracing function  
[setcheckinterval\(\)](#) -- control how often the interpreter checks for events  
[setdlopenflags\(\)](#) -- set the flags to be used for dlopen() calls  
[setprofile\(\)](#) -- set the global profiling function  
[setrecursionlimit\(\)](#) -- set the max recursion depth for the interpreter  
[settrace\(\)](#) -- set the global debug tracing function

## Functions

**\_\_displayhook\_\_** = `displayhook(...)`  
[displayhook](#)(object) -> None

Print an object to sys.stdout and also save it in \_\_builtin\_\_.

**\_\_excepthook\_\_** = `excepthook(...)`  
[excepthook](#)(exctype, value, traceback) -> None

Handle an exception by displaying it with a traceback on sys.stderr.

**call\_tracing(...)**  
[call\\_tracing](#)(func, args) -> object

Call func(\*args), while tracing is enabled. The tracing state is saved, and restored afterwards. This is intended to be called from a debugger from a checkpoint, to recursively debug some other code.

**callstats(...)**  
[callstats](#)() -> tuple of integers

Return a tuple of function call statistics, if CALL\_PROFILE was defined when Python was built. Otherwise, return None.

When enabled, this function returns detailed, implementation-specific details about the number of function calls executed. The return value is

a 11-tuple where the entries in the tuple are counts of:

0. all function calls
1. calls to PyFunction\_Type objects
2. PyFunction calls that do not create an argument tuple
3. PyFunction calls that do not create an argument tuple and bypass PyEval\_EvalCodeEx()
4. PyMethod calls
5. PyMethod calls on bound methods
6. PyType calls
7. PyCFunction calls
8. generator calls
9. All other calls
10. Number of stack pops performed by call\_function()

### **displayhook(...)**

[displayhook](#)(object) -> None

Print an object to sys.stdout and also save it in \_\_builtin\_\_.\_\_

### **exc\_clear(...)**

[exc\\_clear](#)() -> None

Clear global information on the current exception. Subsequent calls to [exc\\_info](#)() will return (None, None, None) until another exception is raised in the current thread or the execution stack returns to a frame where another exception is being handled.

### **exc\_info(...)**

[exc\\_info](#)() -> (type, value, traceback)

Return information about the most recent exception caught by an except clause in the current stack frame or in an older stack frame.

### **excepthook(...)**

[excepthook](#)(exctype, value, traceback) -> None

Handle an exception by displaying it with a traceback on `sys.stderr`.

## **exit(...)**

[`exit\(\[status\]\)`](#)

Exit the interpreter by raising `SystemExit(status)`.

If the status is omitted or `None`, it defaults to zero (i.e., success).

If the status is an integer, it will be used as the system exit status.

If it is another kind of object, it will be printed and the system exit status will be one (i.e., failure).

## **getcheckinterval(...)**

[`getcheckinterval\(\)`](#) -> current check interval; see [`setcheckinterval\(\)`](#).

## **getdefaultencoding(...)**

[`getdefaultencoding\(\)`](#) -> string

Return the current default string encoding used by the Unicode implementation.

## **getdlopenflags(...)**

[`getdlopenflags\(\)`](#) -> int

Return the current value of the flags that are used for dlopen calls. The flag constants are defined in the `ctypes` and `DLFCN` modules.

## **getfilesystemencoding(...)**

[`getfilesystemencoding\(\)`](#) -> string

Return the encoding used to convert Unicode filenames in operating system filenames.

## **getprofile(...)**

[`getprofile\(\)`](#)

Return the profiling function set with `sys.setprofile`.

See the profiler chapter in the library manual.

### **getrecursionlimit(...)**

[getrecursionlimit\(\)](#)

Return the current value of the recursion limit, the maximum depth of the Python interpreter stack. This limit prevents infinite recursion from causing an overflow of the C stack and crashing Python.

### **getrefcount(...)**

[getrefcount](#)(object) -> integer

Return the reference count of object. The count returned is generally one higher than you might expect, because it includes the (temporary) reference as an argument to [getrefcount](#)().

### **getsizeof(...)**

[getsizeof](#)(object, default) -> int

Return the size of object in bytes.

### **gettrace(...)**

[gettrace](#)()

Return the global debug tracing function set with `sys.settrace`. See the debugger chapter in the library manual.

### **setcheckinterval(...)**

[setcheckinterval](#)(n)

Tell the Python interpreter to check for asynchronous events every n instructions. This also affects how often thread switches occur.

### **setdlopenflags(...)**

[setdlopenflags](#)(n) -> None

Set the flags used by the interpreter for dlopen calls, such as when the interpreter loads extension modules. Among other things, this will enable a lazy resolving of symbols when importing a module, if called as `sys.setdlopenflags(0)`. To share symbols across extension modules, call as `sys.setdlopenflags(ctypes.RTLD_GLOBAL)`. Symbolic names for the flag modules can be either found in the ctypes module, or in the DLFCN module. If DLFCN is not available, it can be generated from `/usr/include/dlfcn.h` using the h2py script.

### **setprofile(...)**

[`setprofile`](#)(function)

Set the profiling function. It will be called on each function call and return. See the profiler chapter in the library manual.

### **setrecursionlimit(...)**

[`setrecursionlimit`](#)(n)

Set the maximum depth of the Python interpreter stack to n. This limit prevents infinite recursion from causing an overflow of the C stack and crashing Python. The highest possible limit is platform-dependent.

### **settrace(...)**

[`settrace`](#)(function)

Set the global debug tracing function. It will be called on each function call. See the debugger chapter in the library manual.

## Data

`__stderr__` = <open file '<stderr>', mode 'w'>

`__stdin__` = <open file '<stdin>', mode 'r'>



```
__stdout__ = <open file '<stdout>', mode 'w'>
api_version = 1013
argv = ['/usr/bin/pydoc', '-w', 'sys']
builtin_module_names = ('__builtin__', '__main__', '_ast', '_codecs', '_sre', '_symtable', '_warnings',
'_weakref', 'errno', 'exceptions', 'gc', 'imp', 'marshal', 'posix', 'pwd', 'signal', 'sys', 'thread', 'xxsubtype',
'zipimport')
byteorder = 'little'
copyright = 'Copyright (c) 2001-2015 Python Software Foundati...ematisch Centrum, Amsterdam.\nAll
Rights Reserved.'
dont_write_bytecode = False
exc_value = TypeError("<module 'sys' (built-in)> is a built-in module",)
exec_prefix = '/System/Library/Frameworks/Python.framework/Versions/2.7'
executable = '/usr/bin/python'
flags = sys.flags(debug=0, py3k_warning=0, division_warn...unicode=0, bytes_warning=0,
hash_randomization=0)
float_info = sys.float_info(max=1.7976931348623157e+308, max_...epsilon=2.220446049250313e-16,
radix=2, rounds=1)
float_repr_style = 'short'
hexversion = 34015984
long_info = sys.long_info(bits_per_digit=30, sizeof_digit=4)
maxint = 9223372036854775807
maxsize = 9223372036854775807
maxunicode = 65535
meta_path = []
modules = {'UserDict': <module 'UserDict' from
'/System/Library/Framewo...amework/Versions/2.7/lib/python2.7/UserDict.pyc'>, '__builtin__': <module
'__builtin__' (built-in)>, '__main__': <module '__main__' from '/usr/bin/pydoc2.7'>, '_abcoll': <module
'_abcoll' from '/System/Library/Framewor...ramework/Versions/2.7/lib/python2.7/_abcoll.pyc'>, '_codecs':
<module '_codecs' (built-in)>, '_collections': <module '_collections' from
```

```

/System/Library/Fra...s/2.7/lib/python2.7/lib-dynload/_collections.so'>, '_functools': <module '_functools'
from '/System/Library/Frame...ons/2.7/lib/python2.7/lib-dynload/_functools.so'>, '_heapq': <module '_heapq'
from '/System/Library/Framework...ersions/2.7/lib/python2.7/lib-dynload/_heapq.so'>, '_locale': <module
'_locale' from '/System/Library/Framewor...rsions/2.7/lib/python2.7/lib-dynload/_locale.so'>, '_osx_support':
<module '_osx_support' from '/System/Library/Fra...ork/Versions/2.7/lib/python2.7/_osx_support.pyc'>, ...}
path = ['.', '/System/Library/Frameworks/Python.framework/Versions/2.7/bin', '/Library/Python/2.7/site-
packages/pip-9.0.1-py2.7.egg',
'/System/Library/Frameworks/Python.framework/Versions/2.7/lib/python27.zip',
'/System/Library/Frameworks/Python.framework/Versions/2.7/lib/python2.7',
'/System/Library/Frameworks/Python.framework/Versions/2.7/lib/python2.7/plat-darwin',
'/System/Library/Frameworks/Python.framework/Versions/2.7/lib/python2.7/plat-mac',
'/System/Library/Frameworks/Python.framework/Versions/2.7/lib/python2.7/plat-mac/lib-scriptpackages',
'/System/Library/Frameworks/Python.framework/Versions/2.7/lib/python2.7/lib-tk',
'/System/Library/Frameworks/Python.framework/Versions/2.7/lib/python2.7/lib-old',
'/System/Library/Frameworks/Python.framework/Versions/2.7/lib/python2.7/lib-dynload',
'/Library/Python/2.7/site-packages',
'/System/Library/Frameworks/Python.framework/Versions/2.7/Extras/lib/python',
'/System/Library/Frameworks/Python.framework/Versions/2.7/Extras/lib/python/PyObjC']
path_hooks = [<type 'zipimport.zipimporter'>]
path_importer_cache = {'/Library/Python/2.7/site-packages': None, '/Library/Python/2.7/site-
packages/pip-9.0.1-py2.7.egg': None,
'/System/Library/Frameworks/Python.framework/Versions/2.7/Extras/lib/python': None,
'/System/Library/Frameworks/Python.framework/Versions/2.7/Extras/lib/python/PyObjC': None,
'/System/Library/Frameworks/Python.framework/Versions/2.7/bin': None,
'/System/Library/Frameworks/Python.framework/Versions/2.7/lib/python2.7': None,
'/System/Library/Frameworks/Python.framework/Versions/2.7/lib/python2.7/': None,
'/System/Library/Frameworks/Python.framework/Versions/2.7/lib/python2.7/encodings': None,
'/System/Library/Frameworks/Python.framework/Versions/2.7/lib/python2.7/lib-dynload': None,
'/System/Library/Frameworks/Python.framework/Versions/2.7/lib/python2.7/lib-old': <imp.NullImporter
object>, ...}

```

```
platform = 'darwin'  
prefix = '/System/Library/Frameworks/Python.framework/Versions/2.7'  
py3kwarning = False  
stderr = <open file '<stderr>', mode 'w'>  
stdin = <open file '<stdin>', mode 'r'>  
stdout = <open file '<stdout>', mode 'w'>  
subversion = ('CPython', "", "")  
version = '2.7.10 (default, Feb 6 2017, 23:53:20) \n[GCC 4.2.1 Compatible Apple LLVM 8.0.0 (clang-800.0.34)]'  
version_info = sys.version_info(major=2, minor=7, micro=10, releaselevel='final', serial=0)  
warnoptions = []
```