

Guess-What or Who?

Project 2

Due: December 21st

The project must be done individually. No exceptions.

The purpose of this project is to develop a client/server version of project 1.

The server will be multithreaded. The main server thread takes care of the connections requests (establish rendezvous); the spawned server-threads will carry-out the extended rendezvous with the clients. Most of the implemented code is on the server site.

On the client side, we will have multiple client-threads (announcer, host, and contestant) that execute concurrently. The client will ask the main server thread to establish a connection.

When the connection is accepted by the server, the main server will create another server-thread that will carry out the two-way communication with the client thread. The client will ask the server to execute one by one the methods that it implemented in the first project. It will send the server a message containing its name and the method name of number.

Once the method is executed by the server, the client will ask for the execution of the next method.

You should develop and test the code for client/multi-threaded server version. Use various runs.

Good luck !!!!!!!!!!!!!!! 😊