

Course ID: CSE-362

Date: 17-April-2013

# Project Report for Networking Lab



Submitted to,

Md Masum

Assistant Professor,  
Dept of CSE,  
Shahjalal University of Science  
& Technology, Sylhet.

Submitted by,

Safat Siddiqui  
(Reg #2009331004).

Imtiaz Shakil Siddique  
(Reg #2009331006).

**Project Title:** Online Gaming Application.

**Subject/Purpose:** This project is about a two player game where both player tries to defeat each other by guessing a number and at the same time both players can chat with one another .This project's sole purpose is to entertain the players in a very interactive way.

**Project Type:** This is an original project. The project idea is also unique which is solely generated by us. The whole project is built by us and there is no part of the project which is customized or copy pasted from the internet.

**Feature:** It is a game application and users can also communicate with others via internet. In the project when a new client enters, the server will be informed and new thread will be created and the thread of the server will manage the client. At first server have to be run and a server socket will be created on server which will be responsible to read client socket and write on client socket. Like this procedure for every client there will be a client socket which will be responsible to read server socket and write on server socket. Finally using socket information which will be passed between server and client. It is a socket based client server application.

**Platform:** Our application is made for use with cross platform operating system thus any operating system like Windows XP,7,8 or Ubuntu, Unix, Linux can run our application.

**Language:** We used Java as Programming Language. We used netbeans ide 7.0 to develop the application.

### **Testing Instruction:**

- Both Server and client PC should have access to the internet.
- Our Application will also work if the server and client PC is located in the same network.
- The server PC should run first making the server program ready for accepting client request.
- Then any number of client programs can connect with the server, and see all the other clients connected with the server.
- Only connected clients with the server who are available can play with each other by sending request to the server.
- On Request the server uses hand shaking principle to connect both clients and orders them to start the game.
- In between a running game the clients can communicate with each other seamlessly.
- When the Game is finished then both the clients are returned into the available list.