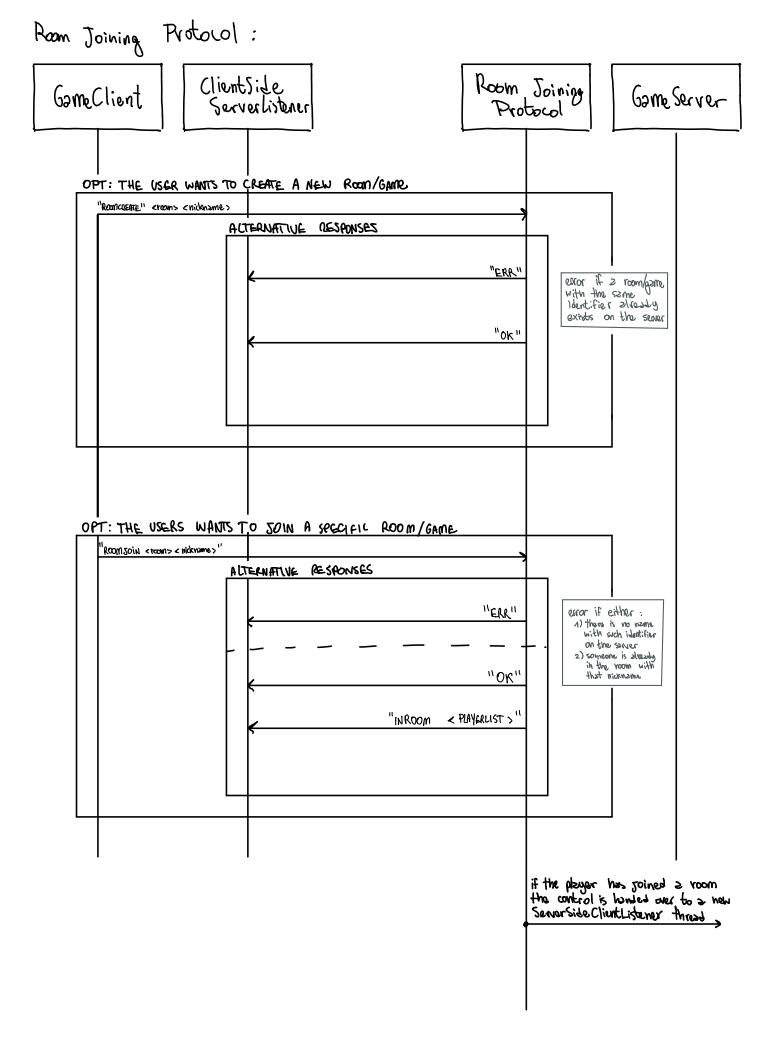
## Connection Setup Protocol: Connection Setup Protocol Connection Setup Protocol Game Server GameClient a new threat is instantiated to handle the incoming connection to avoid blothing the entire server the server apper back to welling for further connections new Saket (hathame, portNumber) scrept() MRN Connection Setup Protocol (...) new ConnectionSetupProtocol(...) "METCOWE " the connection setup protocol consists of set Messages, so the exchange does not require 2mg user input "HELLO" "D < 14 > " "ok < 12" if the connection is successfully established the server switches to the room joining "READY" logic since from mon on massage exchanges won't be automated, the listening will how be hardled on a different thread. New ClientsizeServerListener(..) new Room Joining Protocol (..)



Before the game starts:

Client	lient		Server	
OPT: A NEW PU	IYER HAS JOINED THE ROOM			
<del>&lt;</del>		<u> </u> ጕ፞፞፞፞፞፞፞፞፞፞፞ሧዼጲ፞፞፞፞ኌዕ፧፧	IED UPDATE	
OPT (ONLY IF T	HE USER COERTED THE 1200M)			
STARTOM	<u> </u>		<b>&gt;</b>	
		"0	k"   "ERR"	