"wp"   Want to play. After connecting to server send this message to play.
            Send messages telling other client "I want to play."

"ng"   New Game
            The other player has started a new game. Start your new game.

"m##"   Move on #, #. The # must be between 0 and 2 inclusive. ex. Move is row =1, col = 1 →
            m11
            The other player made this move.

"ym"   Your move. A new game has started and its you go first.
            Client is in his turn.

"w##   The other player has won, and his winning move is located at ##. # must be between 0
            and 2 inclusive

"pa"   Play again. The player who lost wants to play again.
            Response will be either 'q' for quit or "ng" for start a new game.

'q'   Close the sockets and Quit.
            Socket has been closed.

Invalid   Server will print "Invalid command received."

Client/Server Interaction:
The player who's turn in now is the acting server.

Start in client mode
        if connected to server
                enter client mode process
                while continue playing
                        receive move
                        process move
                        make move
        else enter server mode
                wait for connect
                        send "wp" to play
                        receive wp to play
                                enter client mode process
                                        while continue playing
                                                receive move
                                                process move
                                                make move