Alexander Kim, kima4 CS 372 Project 4, Client / Server Chat

1)

The program is written in Python3. With server.py and battleship.py in the same directory, run the server by typing 'python' followed by a space and the name of the server file:

python server.py

Or if the system can run python files directly, just type the name of the server file:

server.py

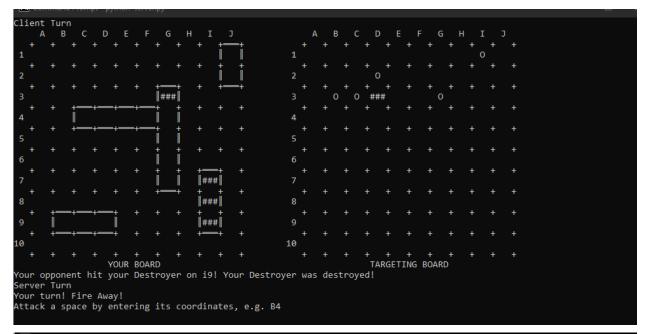
To run the client, type 'python' followed by a space and the name of the client file while in the directory in which the client file is stored:

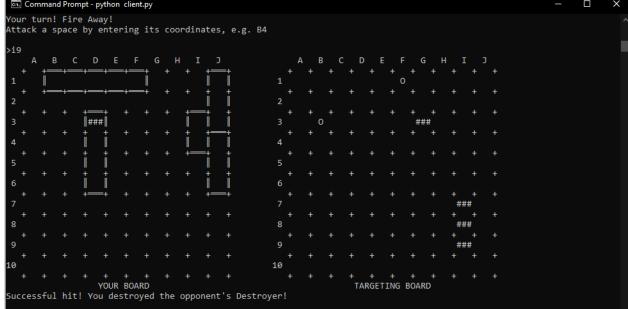
python client.py

Or if the system can run python files directly, just type the name of the client file:

client.py

2)





3)

You can play battleship by typing in the appropriate command! I wanted to find a way to only modify the server code to play battleship and have the client code just be generic chat code, but there were some elements that I couldn't get around. For example, when the server sent a message to the client letting them know if an attack was a hit or miss, I didn't want the client to have to OK the message before letting the server have its turn.