**CLIENT-SERVER CASES (PART ONE)**

**NOTE: For all subsequent images, the server is on the left and the two clients are on the right.**

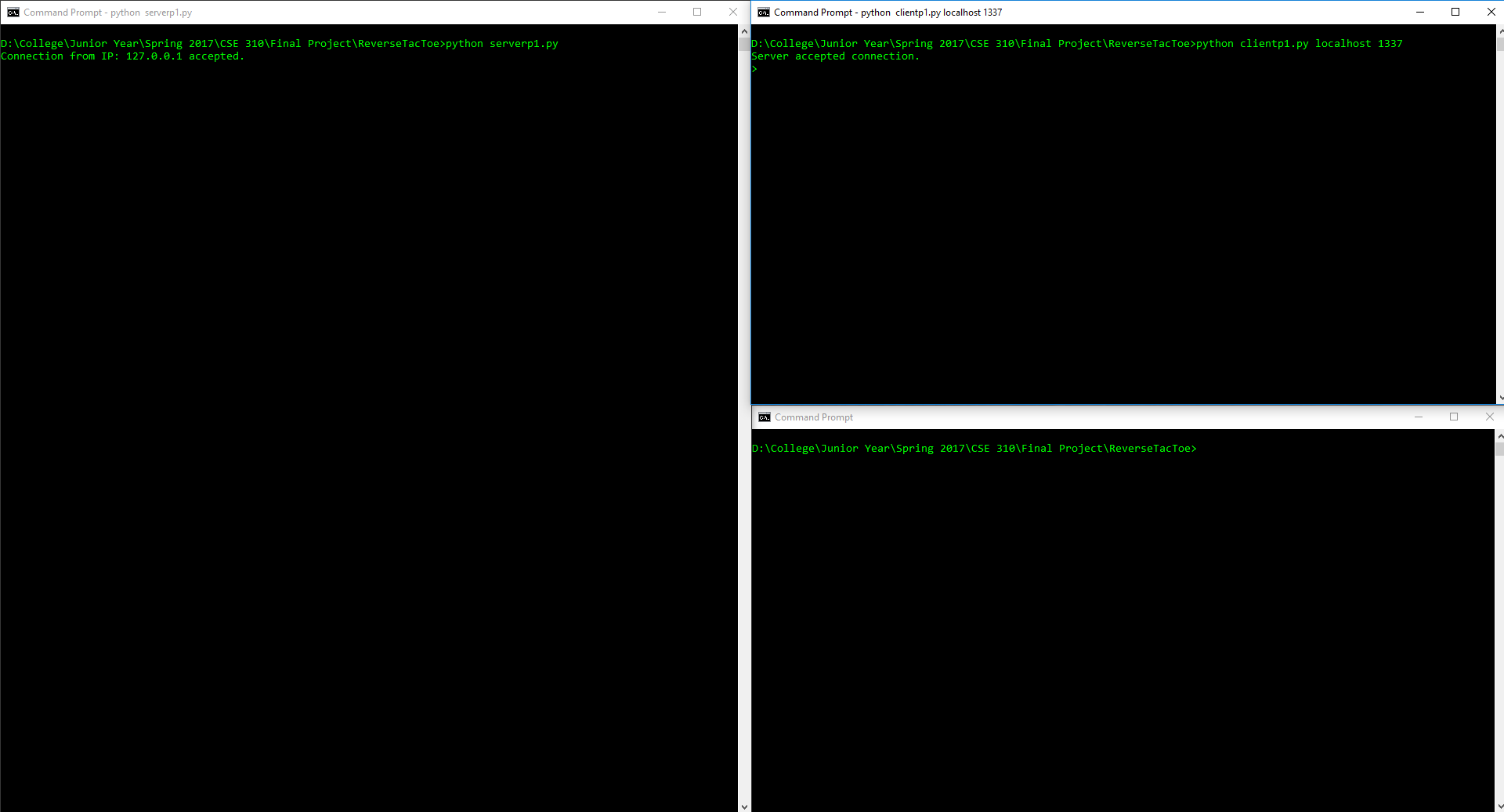


Figure 1: Server started and one client successfully connected

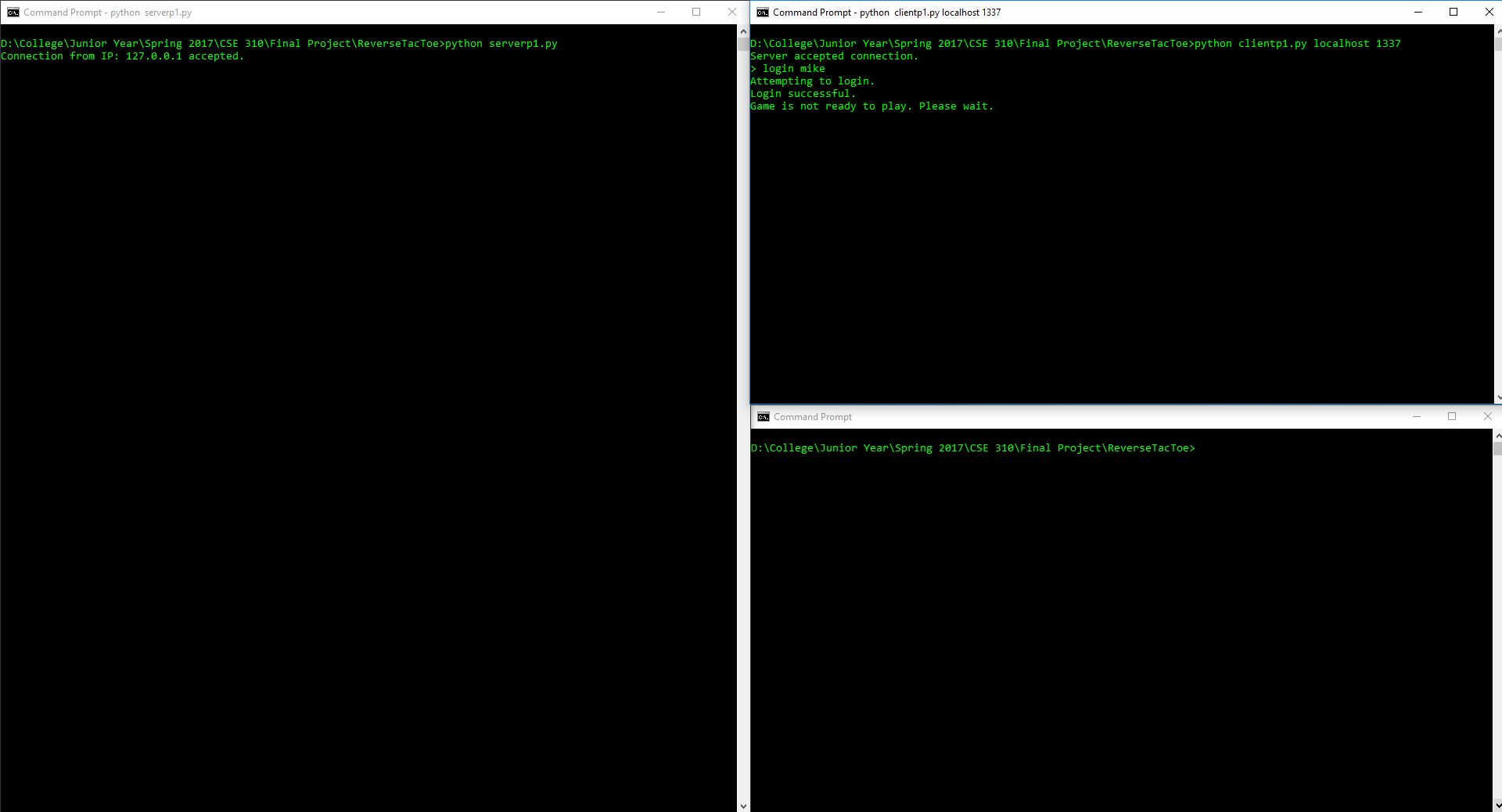


Figure 2: Connected client successfully logs in with userId: mike

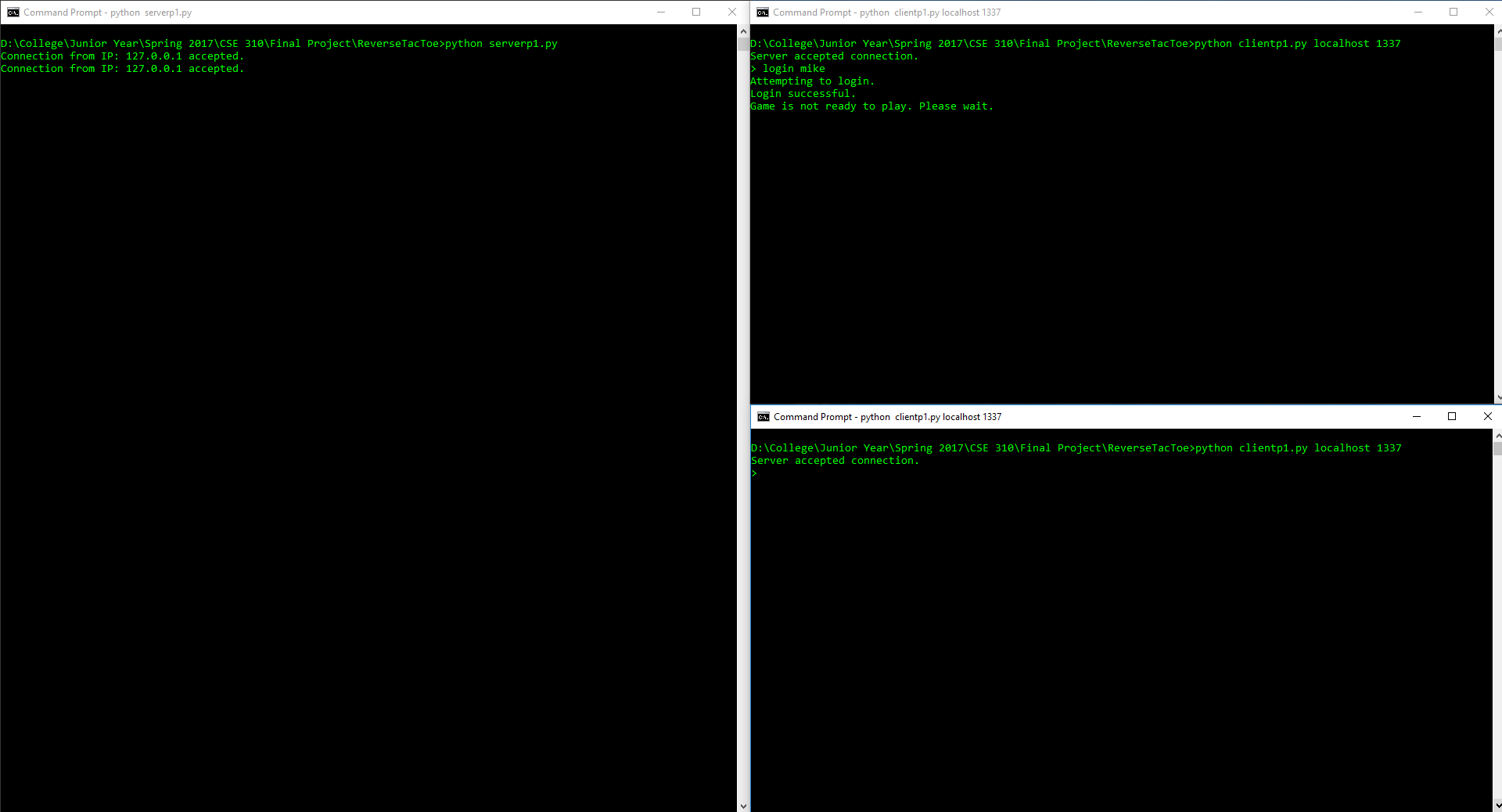


Figure 3: Second client successfully connected

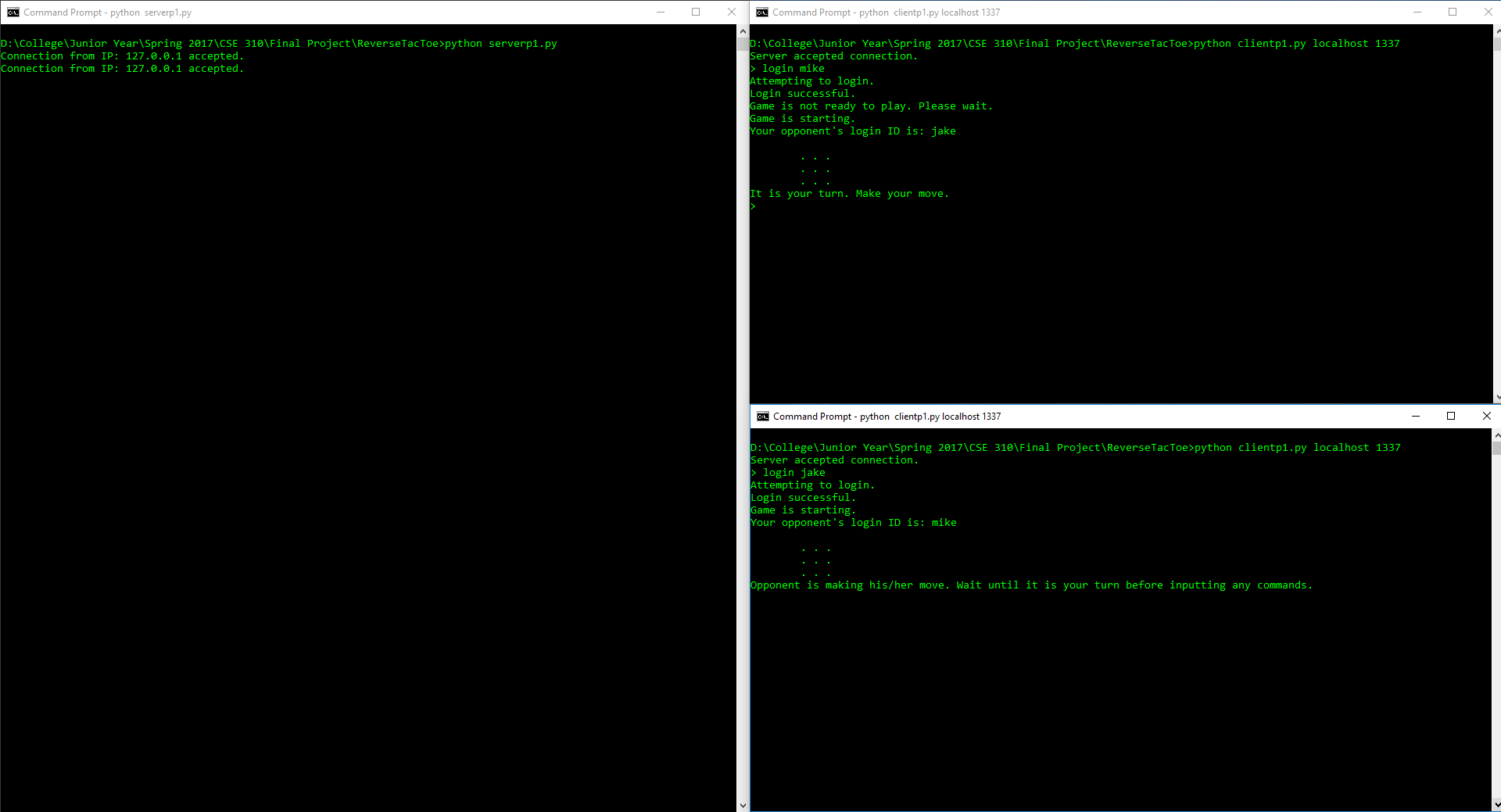


Figure 4: Second client successfully logs in – players are auto-matched and game is started

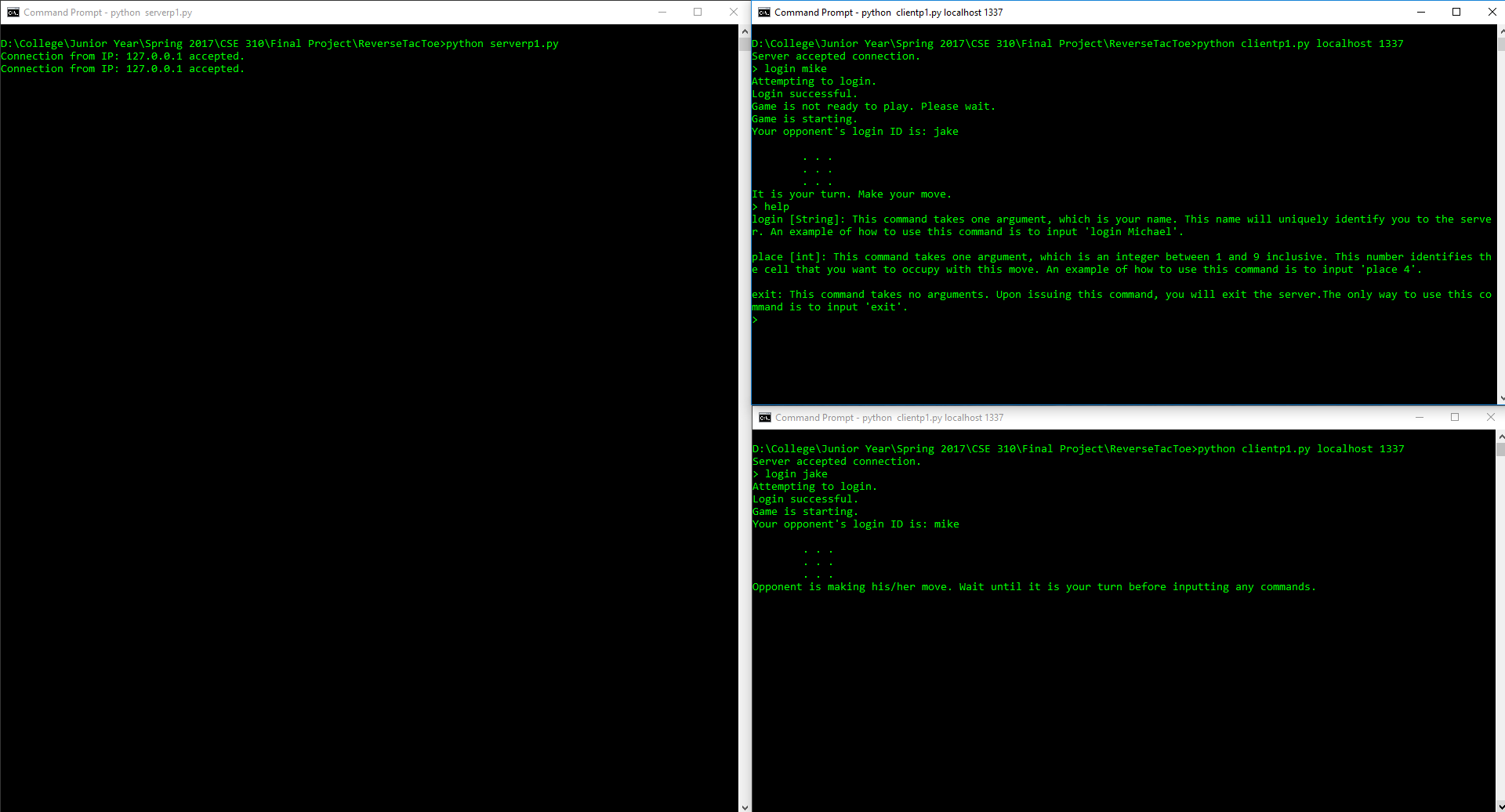


Figure 5: Help command is used mid-game

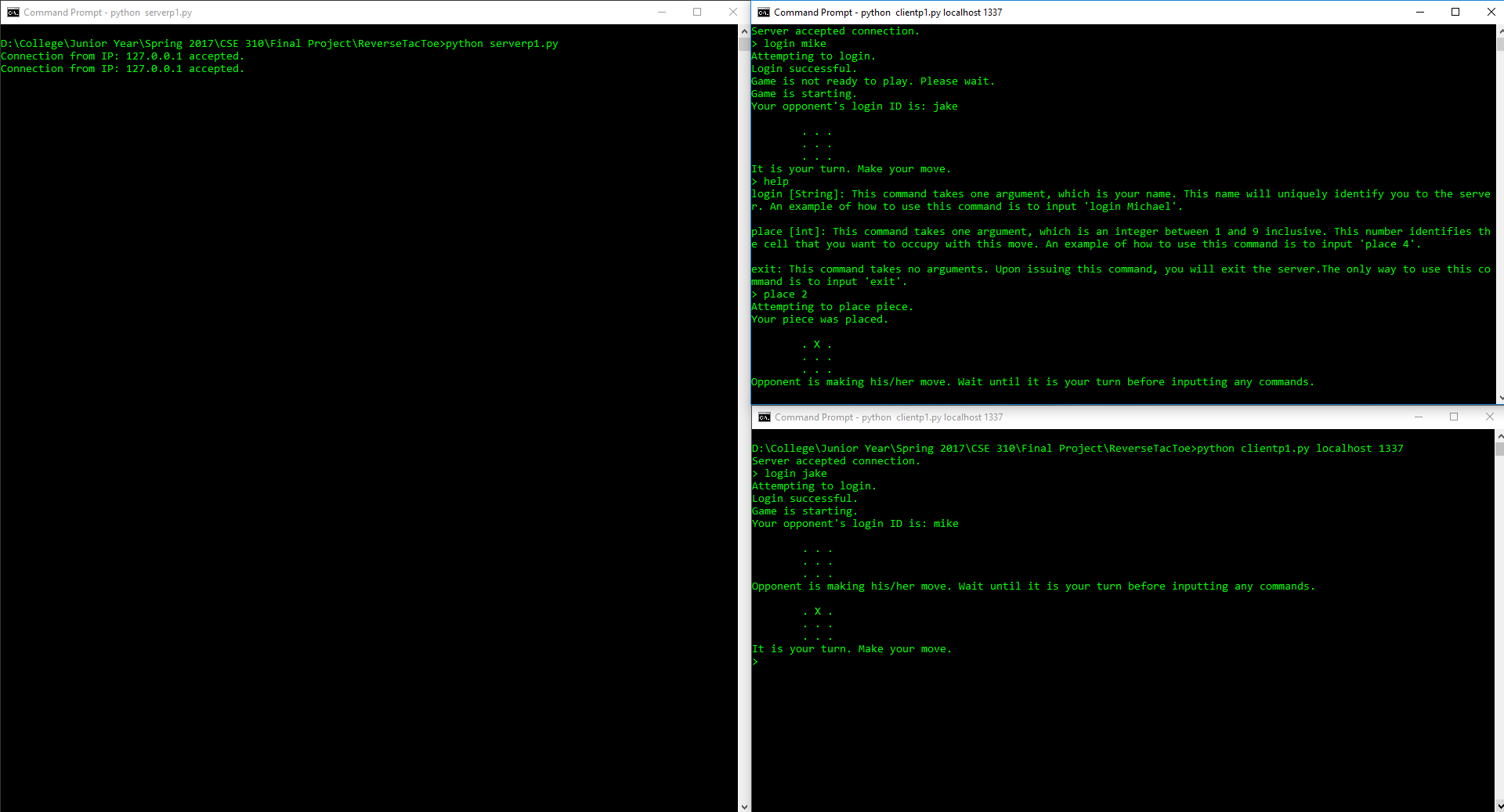


Figure 6: First client makes a move and the board is updated to reflect it

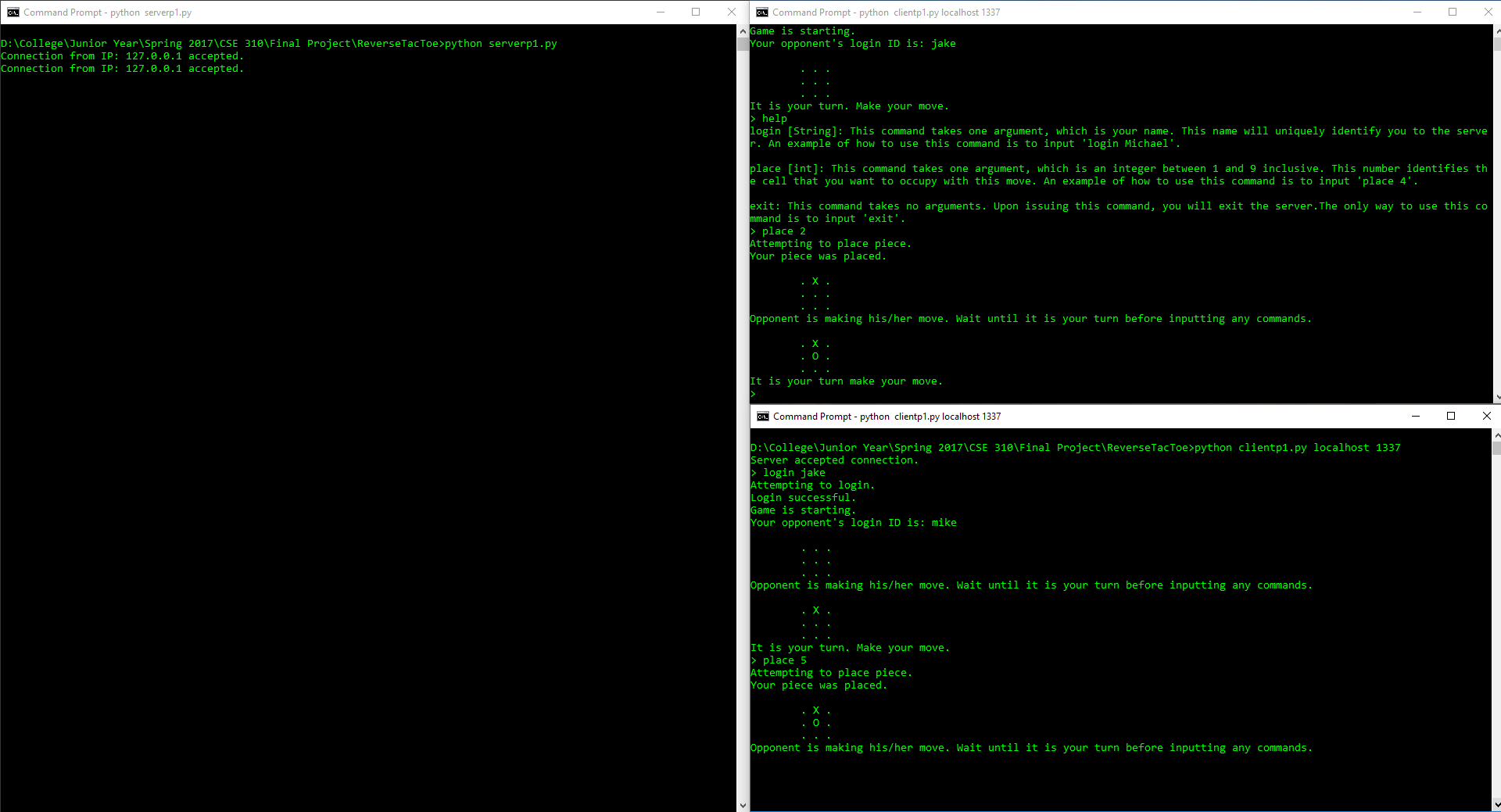


Figure 7: Second client makes a move and the board is updated to reflect it

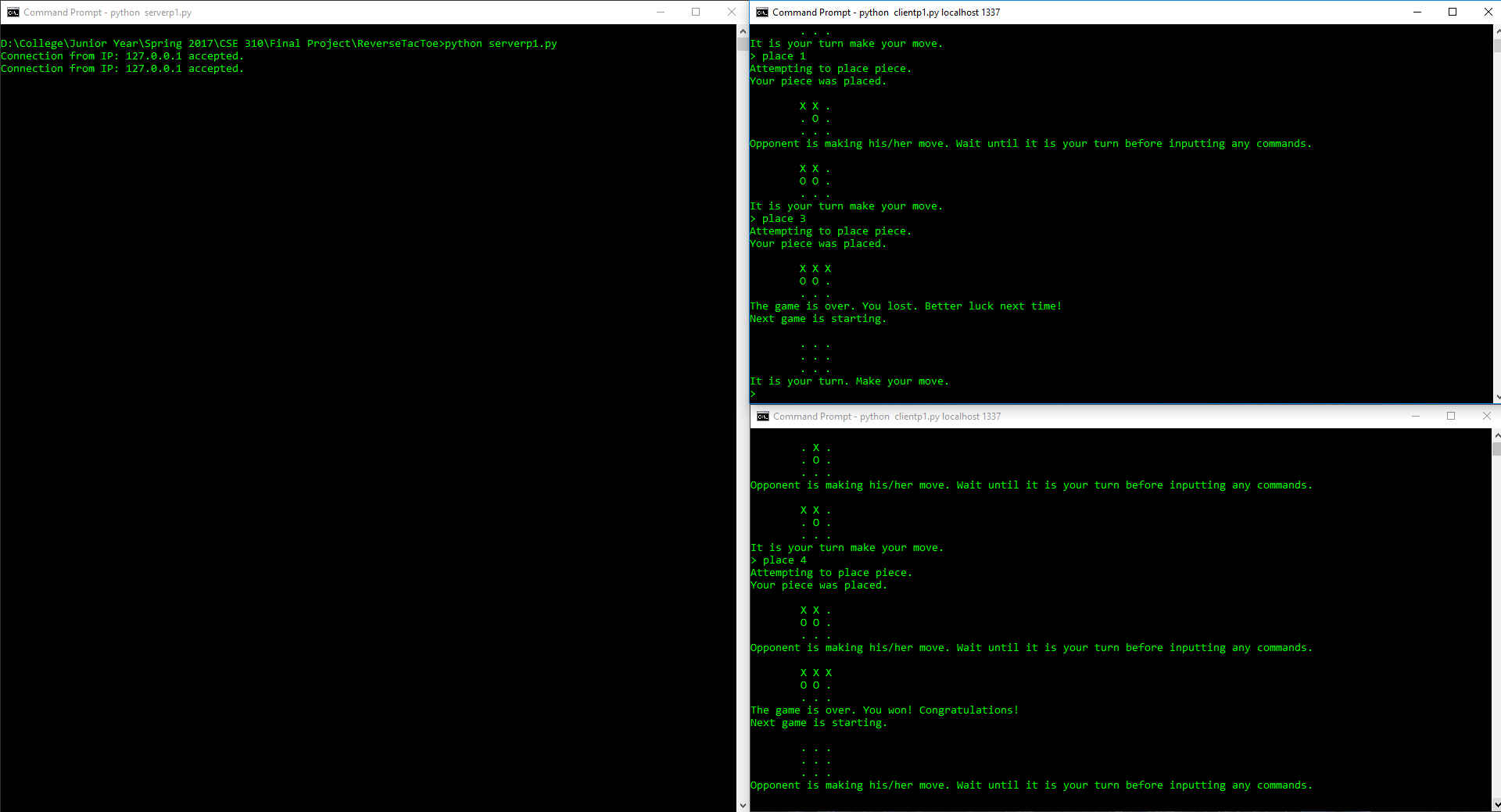


Figure 8: Game is finished – first client loses. Game then restarts

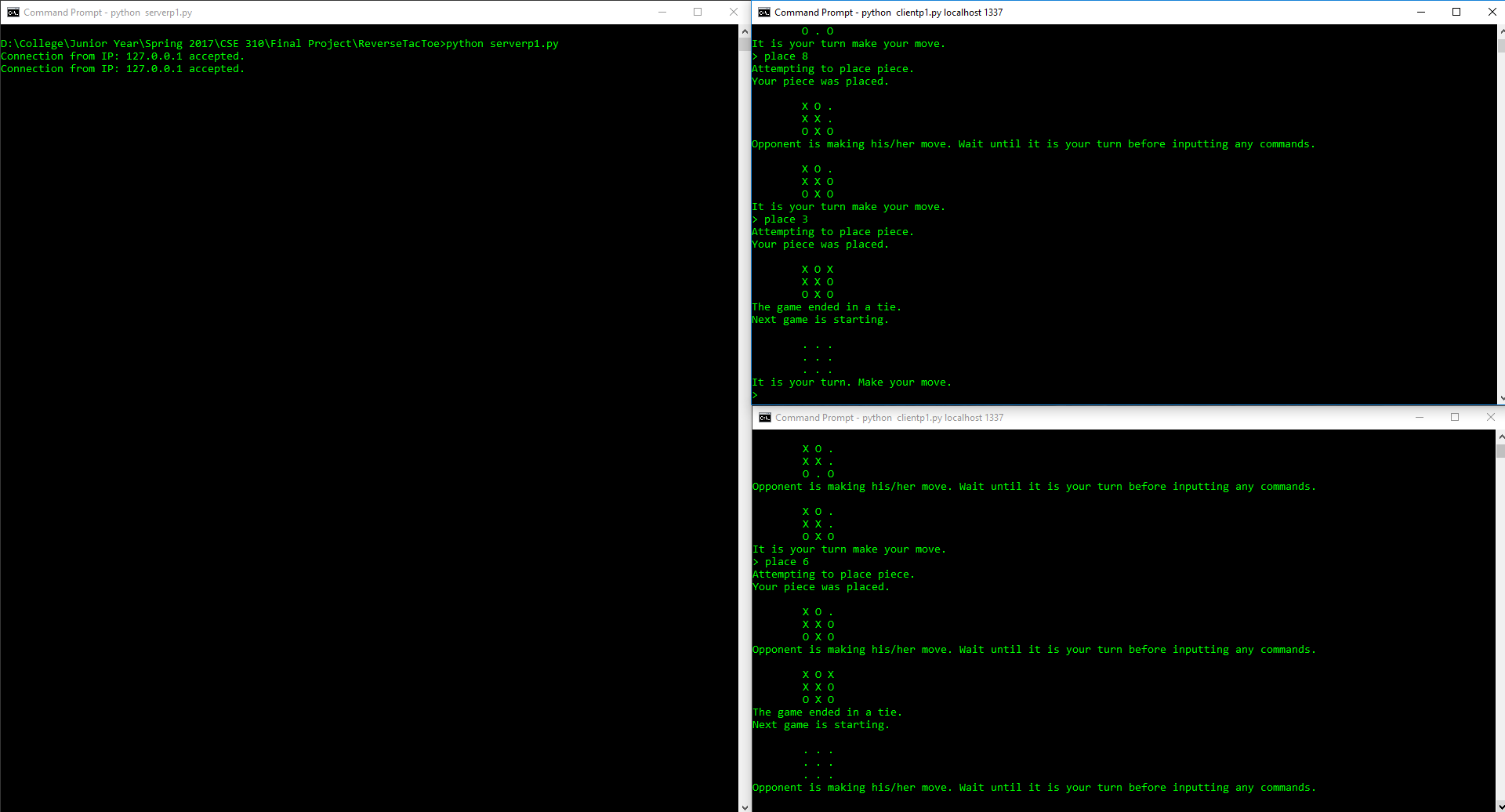


Figure 9: Game is finished – clients tie. Game is then restarted

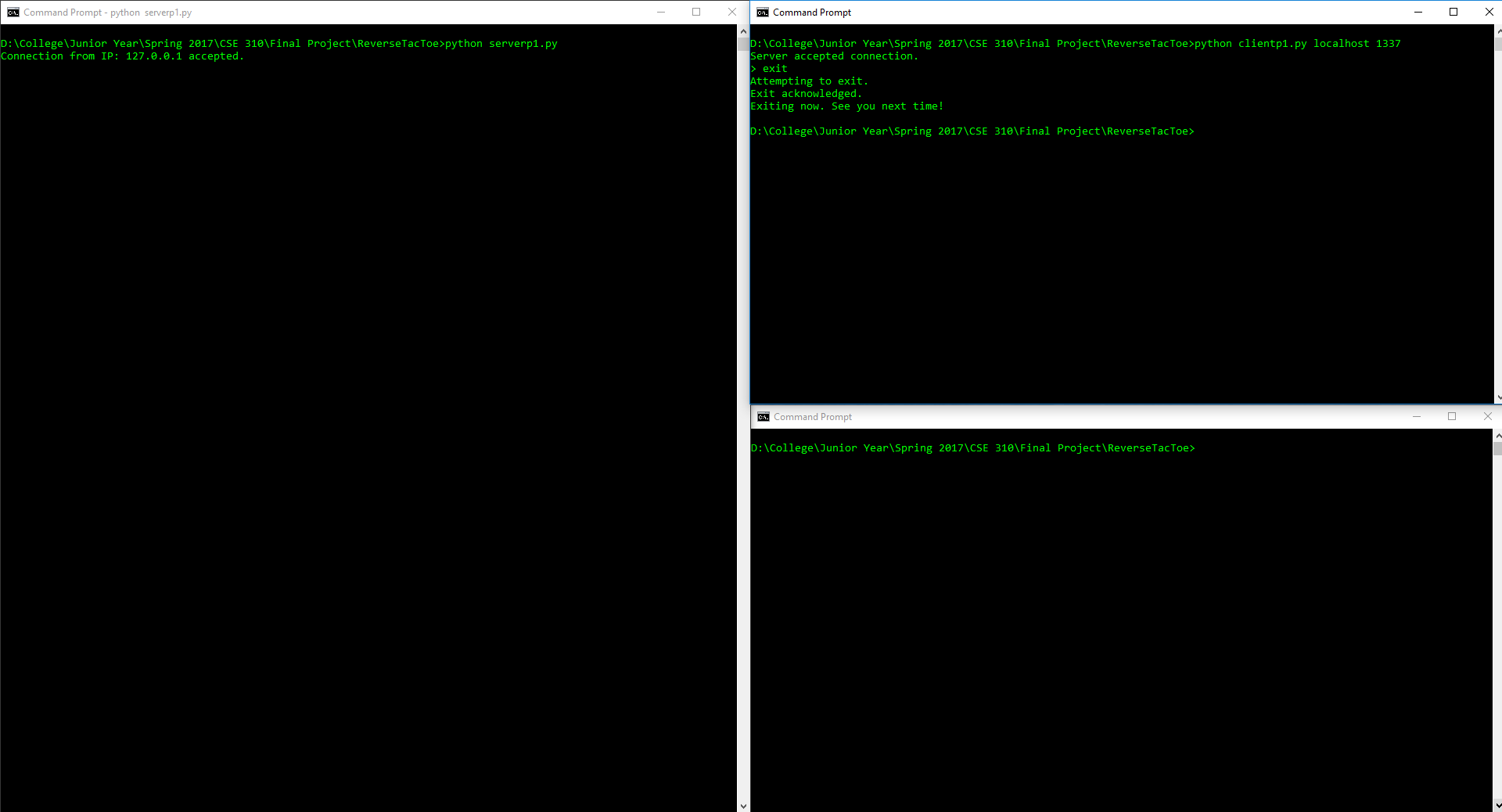


Figure 10: First client immediately exits after connecting

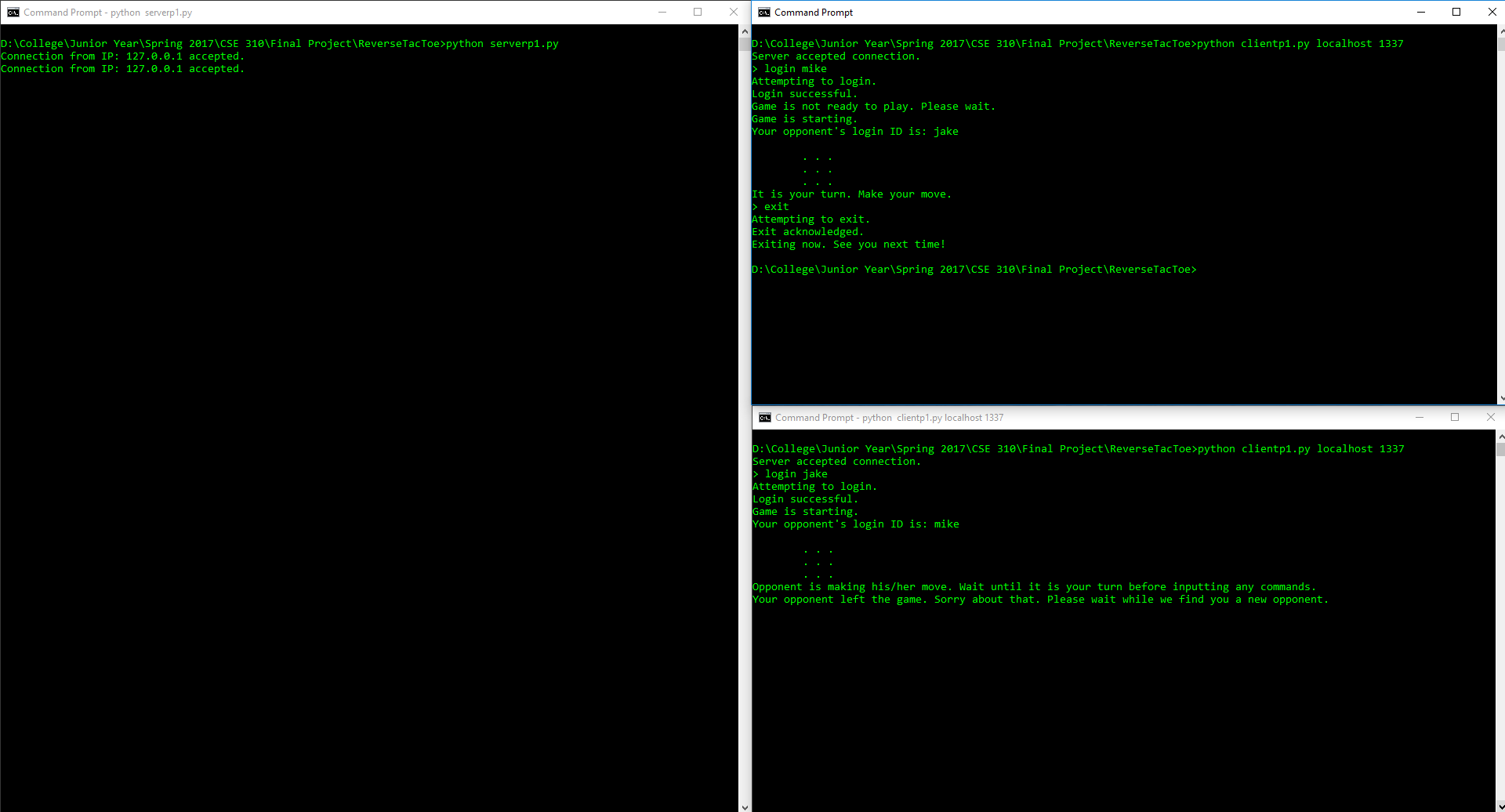


Figure 11: First client exits mid-game – second client waits for new opponent

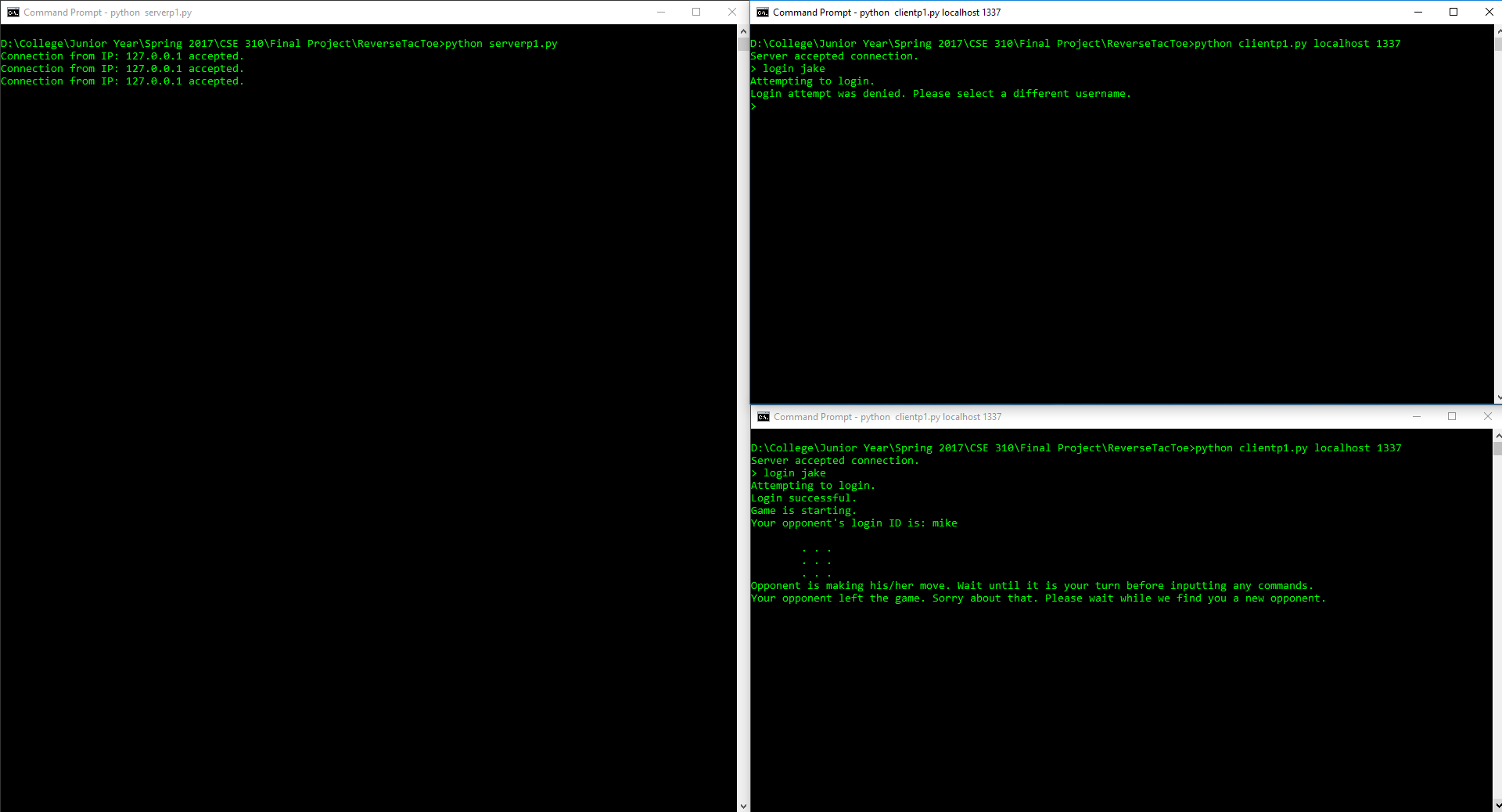


Figure 12: First client unsuccessfully tries to login with a username already in use

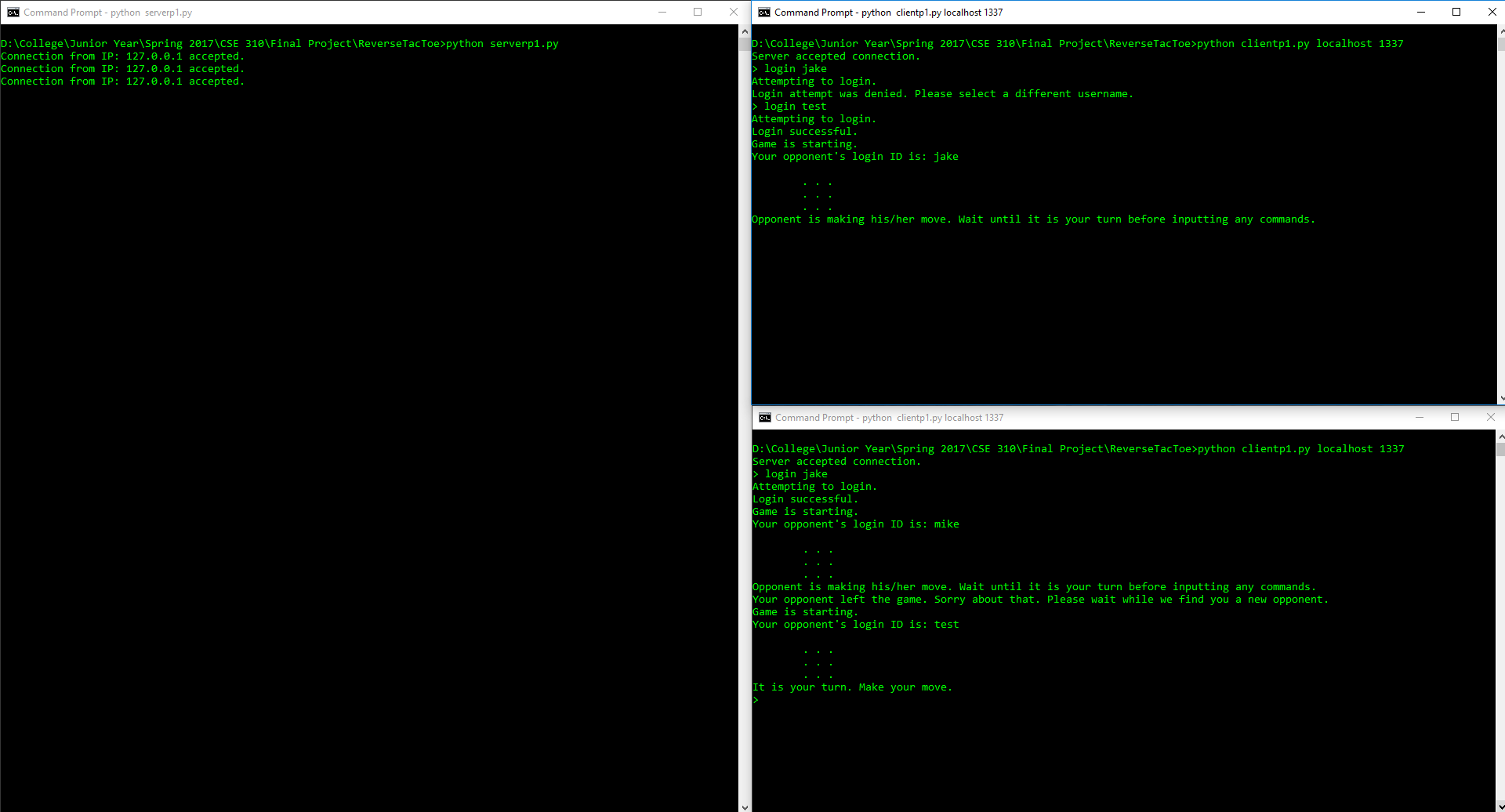


Figure 13: First client logs in and is auto-matched with existing player (after initial exit)

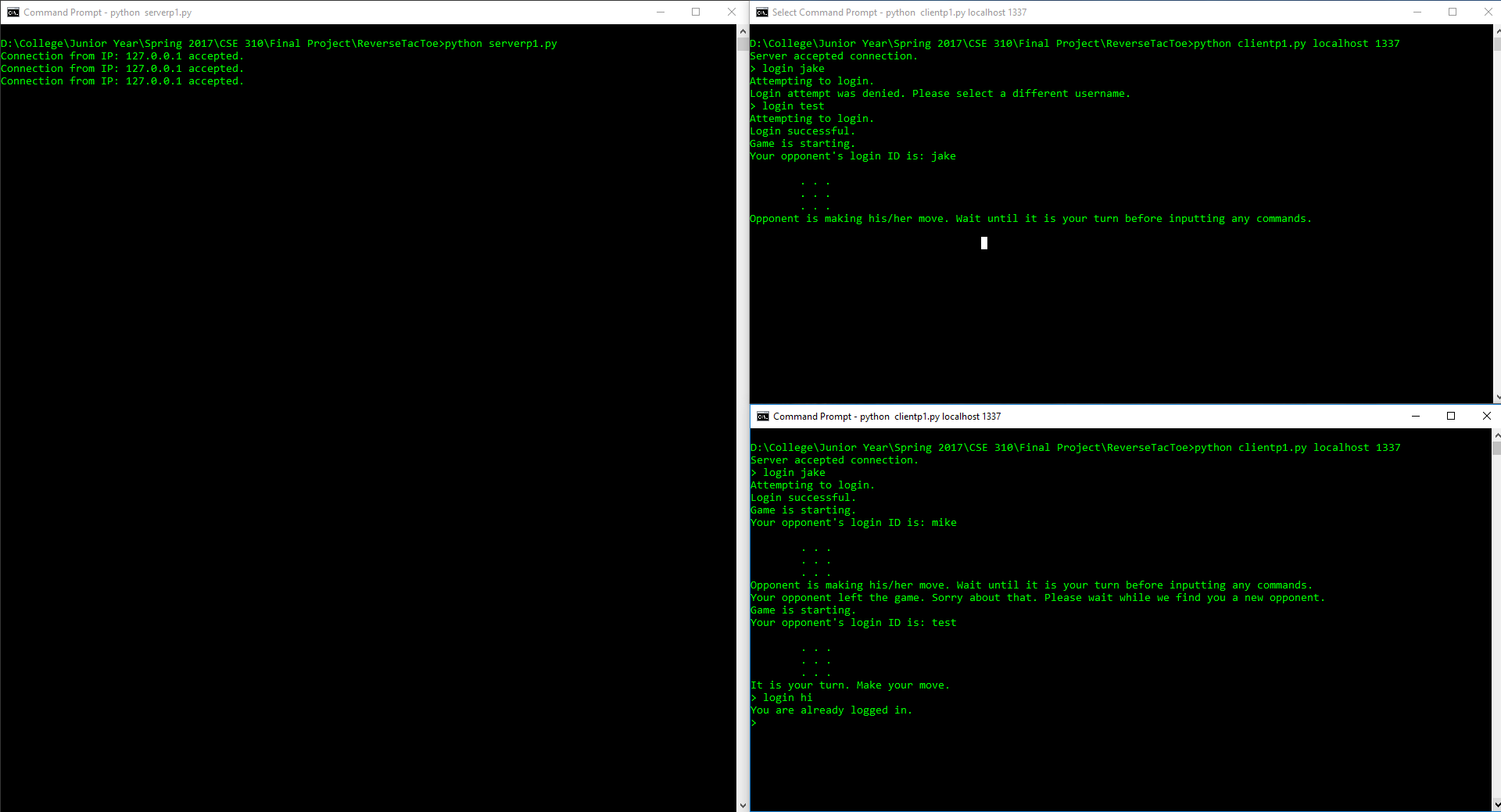


Figure 14: Second client unsuccessfully tries to login while already logged in