Examples of games

For simplicity, it is assumed that the right answers of the client and the server are the same as '123'

(1) Client Win!

Server	Client
The server is ready to receive a game request. From Client: request_game To Client: ok Answer: 123 From Client: [3, 5, 4]/[0, 0] To Client: [6, 5, 8]/[0, 1] From Client: [1, 2, 3]/[0, 0] To Client: [8, 3, 7]/[3, 0] From Client: [1, 2, 3]/[0, 1] Server Lose!	Do you want to play a game? (Yes or No) **Yes** To Server: request_game From Server: ok Answer: 123 To Server: [3, 5, 4]/[0, 0] From Server: [6, 5, 8]/[0, 1] To Server: [1, 2, 3]/[0, 0] From Server: [8, 3, 7]/[3, 0] Client Win! To Server: [1, 2, 3]/[0, 1]

(2) Server Win!

Server	Client
The server is ready to receive a game request. From Client: request_game To Client: ok Answer: 123 From Client: [3, 5, 4]/[0, 0] To Client: [6, 5, 8]/[0, 1] From Client: [4, 6, 3]/[0, 0] To Client: [1, 2, 3]/[1, 0] From Client: [0, 0, 0]/[3, 0] Server Win!	Do you want to play a game? (Yes or No) **Yes** To Server: request_game From Server: ok Answer: 123 To Server: [3, 5, 4]/[0, 0] From Server: [6, 5, 8]/[0, 1] To Server: [4, 6, 3]/[0, 0] From Server: [1, 2, 3]/[1, 0] Client Lose! To Server: [0, 0, 0]/[3, 0]

(3) Draw!

Server	Client
The server is ready to receive a game request. From Client: request_game To Client: ok Answer: 123 From Client: [3, 5, 4]/[0, 0] To Client: [6, 5, 8]/[0, 1] From Client: [1, 2, 3]/[0, 0] To Client: [1, 2, 3]/[3, 0] From Client: [1, 2, 3]/[3, 0] Draw!	Do you want to play a game? (Yes or No) **Yes** To Server: request_game From Server: ok Answer: 123 To Server: [3, 5, 4]/[0, 0] From Server: [6, 5, 8]/[0, 1] To Server: [1, 2, 3]/[0, 0] From Server: [1, 2, 3]/[3, 0] Draw! To Server: [1, 2, 3]/[3, 0]

(2020 Computer Network 수업 프로젝트 과제)