

**Jordan University of Science and Technology**  
**Faculty of Computer Information Technology**  
**Software Engineering Department**  
**Client Server System (SE371)**

***Assignment 4***

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- You must build a client server application that have three client and one server, all client connect at port 4040.
  
- The server makes a guess between 1... 100
- The server generates the number randomly  
\*\*\*\* Random X = rand (100) □ 81
- The clients try to guess the number
- Client 1 first, then Client 2, then Client 3
- For example if the GUESS number is 81:
- Client 1
  - Generate Random number □ 50
  - Sends to server # 50
- Server responds: Higher;
- Client 2 sends to server #80
- Server responds higher And so on.
- Repeat the process until one of the clients makes the Correct GUESS

