

نمونہ سیکال لغاتر یک بازی ساسه سین ۲ کاربر

manager
(main server)

room
(sub server)

user 1

user 2

std in std out

%server.out
127.0.0.1 {port} {num}

stdin stdout

stdin stdout

"manager is here"

TCP ← %client.out
127.0.0.1
{port}

"we have a new
player"

TCP → "please enter
your name"

TCP ← Ali

"new player
name is Ali"

TCP → "Room
menu"

TCP → 1
~~obit TCP~~ TCP

TCP → "waiting for
second player"

TCP → (Now you're
connected to
port's room = 109 10)

TCP ← %client.out
127.0.0.1
{port}

"we have a new
player"

TCP → "please
enter
your name"

TCP ← Mammad

"new player
name is Ali"

TCP → "Room
Menu"

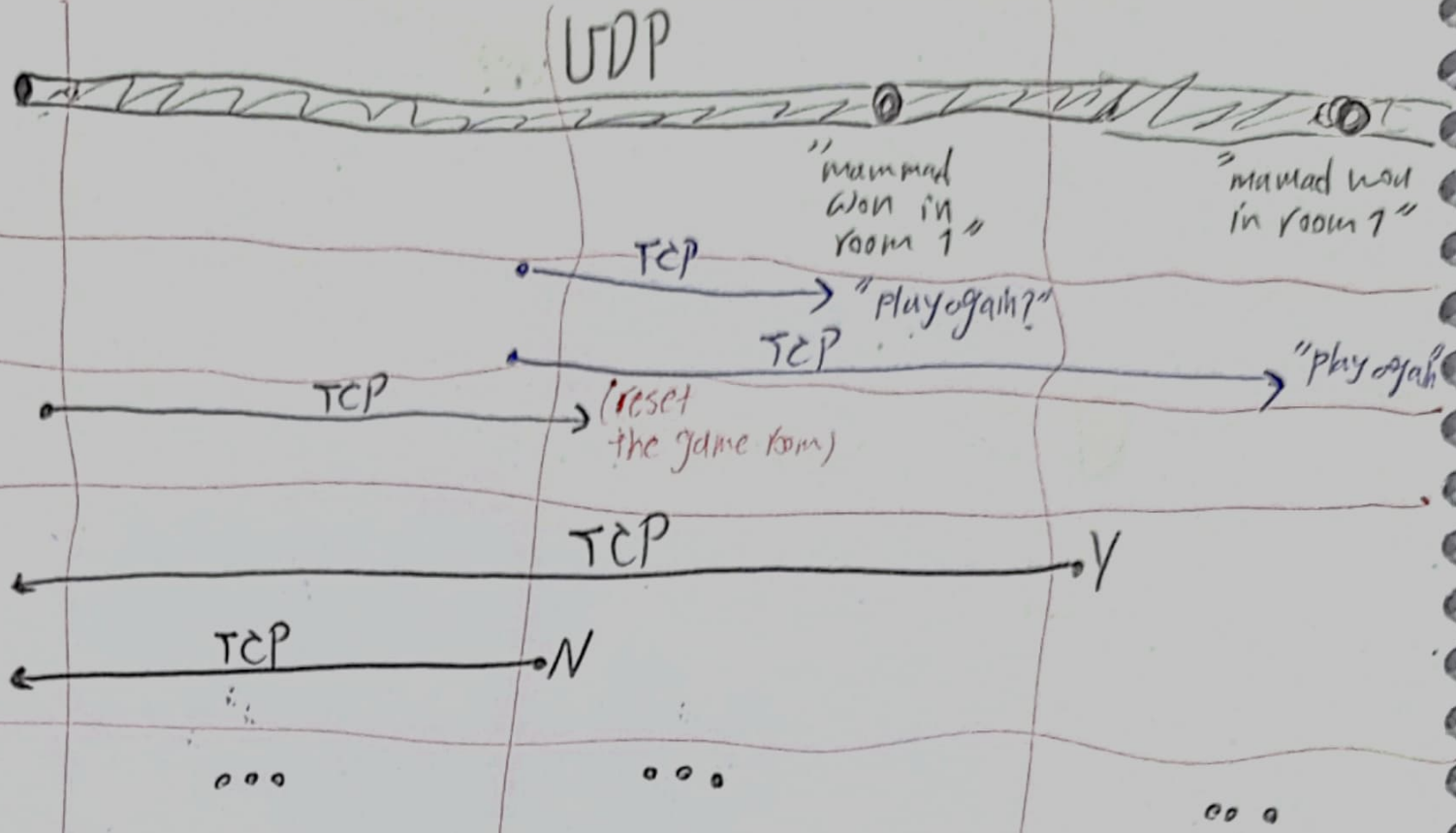
TCP → 1
~~obit TCP~~ TCP

TCP → "select a
number (Rock, Paper, ...)"

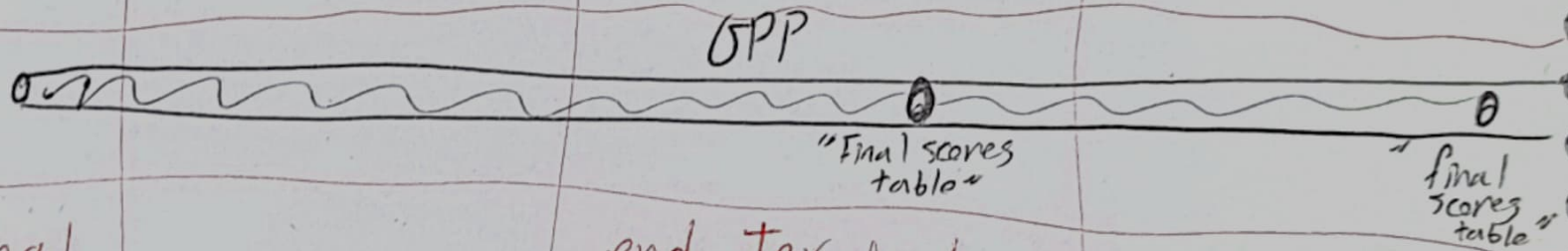
"select a
number
(Rock, Paper, ...)"

TCP ← 1 (Rock)

TCP ← 2 (Paper)



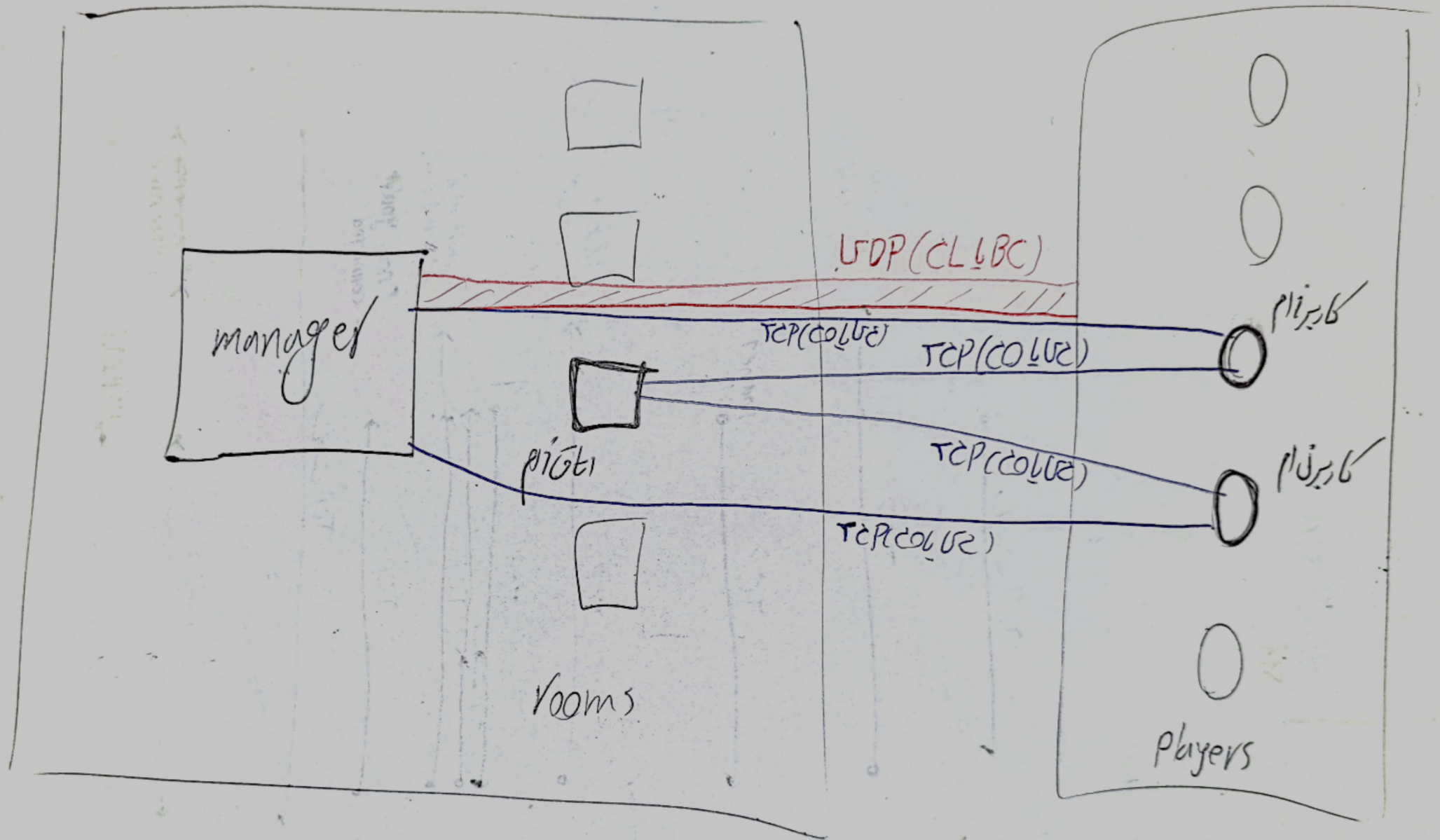
end-game



end terminal

end terminal

end terminal



`server.cpp`

`client.cpp`