

1. Whenever a user runs the client program, this will result

```
Enter your name.  
rishi  
  
Welcome rishi to the game server.  
To find the list of all online player type: listonline  
To leave enter /quit in a new line.  
To see the list of all commands type: listcom
```

2. Whenever a new person enters the server every other person on the server is also notified along with an updated list of players online.

```
Enter your name.  
rishi  
  
Welcome rishi to the game server.  
To find the list of all online player type: listonline  
To leave enter /quit in a new line.  
To see the list of all commands type: listcom  
  
A new player saurabh has entered the game server  
Updated list of people online and redy to play:  
rishi  
saurabh  
list of people currently playing:  
no one currently playing  
  
A new player harshil has entered the game server  
Updated list of people online and redy to play:  
rishi  
saurabh  
harshil  
list of people currently playing:  
no one currently playing  
harshil has requested to play with you  
to accept this request type:accept harshil
```

3. When a person request to play with other person, the person requested is notified about the request.

|   |   |
|---|---|
| <pre>Avilable commands:<br/><br/>1.request [name of online player] :to request an online player<br/>2.listonline :to get the updated list of player online<br/>3.dropreq :to drop an already made request<br/>4.reqlist :to diaplay names of people who made request to you<br/>5.accept [name of the person who made a request to you]:to accept request<br/>request rishi<br/>request made to rishi</pre> | <pre>Updated list of people online and redy to play:<br/>rishi<br/>saurabh<br/>harshil<br/>list of people currently playing:<br/>no one currently playing<br/>harshil has requested to play with you<br/>to accept this request type:accept harshil</pre> |
|---|---|

4. The list of people who made request to you can be viewed using the command reqlist.

```
saurabh has requested to play with you
to accept this request type:accept saurabh

reqlist
list of people who made request to you:
saurabh
harshil
```

5. The request can be accepted using the command accept. The player whose request is accepted is also notified about the acceptance.

|   |  |
|---|--|
| no one currently playing<br>request saurabh<br>You entered wrong name or the player is no longer ready to play.<br>request rishi<br>request made to rishi<br>rishi has accepted your request<br>type anything and press enter to continue | reqlist<br>list of people who made request to you:<br>saurabh<br>harshil<br>accept saurabh<br>connection with saurabh established<br>game running between you and saurabh<br>type quit to quit this game |
|---|--|

6. The person who also sent request is also notified. This player is now allowed to send request to some other player.

```
accept [name of the person who made a request to y
request rishi
request made to rishi
rishi has accepted someone else request
```

7. Once the game is started, for now, they are now allowed to chat with one another.

|   |  |
|---|--|
| Unknown command<br>game running between you and rishi<br>type quit to quit this game<br>rishi:hey man<br>hi bro | game running between you and saurabh<br>type quit to quit this game<br>hey man<br>saurabh:hi bro |
|---|--|

8. The game between the will end anytime if one of the player types quit.

|                              |  |
|------------------------------|--|
| hi bro<br>quit<br>game ended | saarabh:hi bro<br>game ended, type anything and press enter to continue<br>■ |
|------------------------------|--|

9. The program also displays the list of people currently playing.

```
1.request [name of online player] :to request an online player
2.listonline :to get the updated list of player online
3.dropreq :to drop an already made request
4.reqlist :to display names of people who made request to you
5.accept [name of the person who made a request to you]:to accept request
request rishi
request made to rishi
rishi has accepted someone else request

A new player guest has entered the game server
Updated list of people online and ready to play:
harshil
guest
list of people currently playing:
rishi
saarabh
```

10. Everyone online and ready to play are notified when a person leaves the server.

```
user harshil left the game server
Updated list of people online and ready to play:

guest

new list of people currently playing:

rishi
saarabh
```

11. The deadlock situation can never occur because every player is given the power to drop their request, using dropreq. The requested person is also notified about this.

|  |   |
|--|---|
| request lol<br>request made to lol<br>dropreq<br>you have pulled your request<br>to make a request again use the request command | rishi has requested to play with you<br>to accept this request type:accept rishi<br><br>rishi has cancelled their request<br>To see the updated list of people who have made request to you type: reqlist |
|--|---|