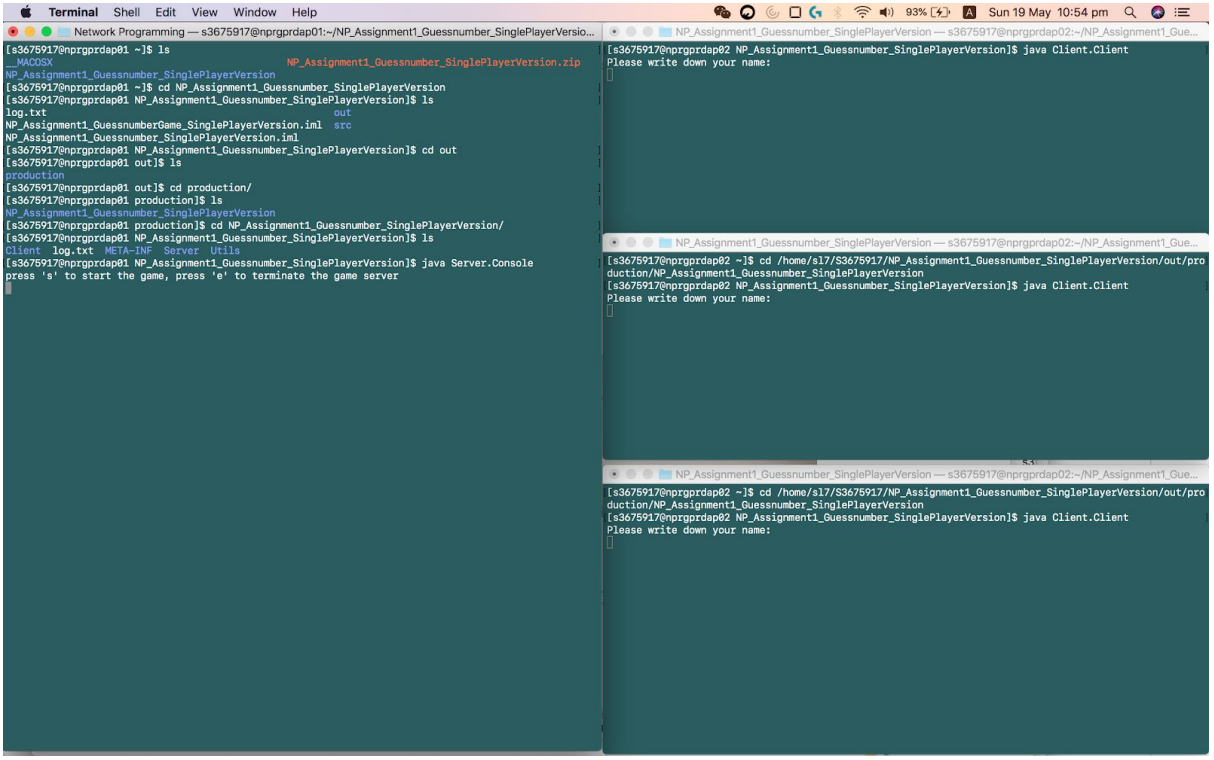
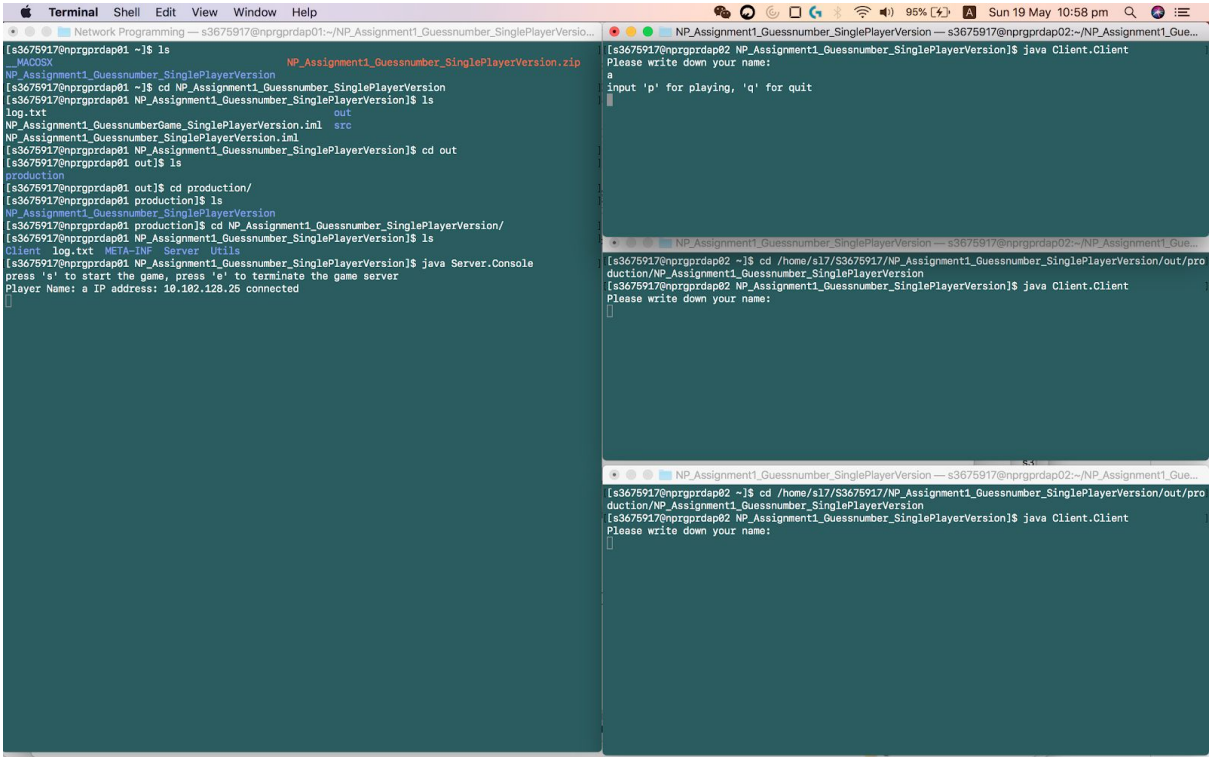
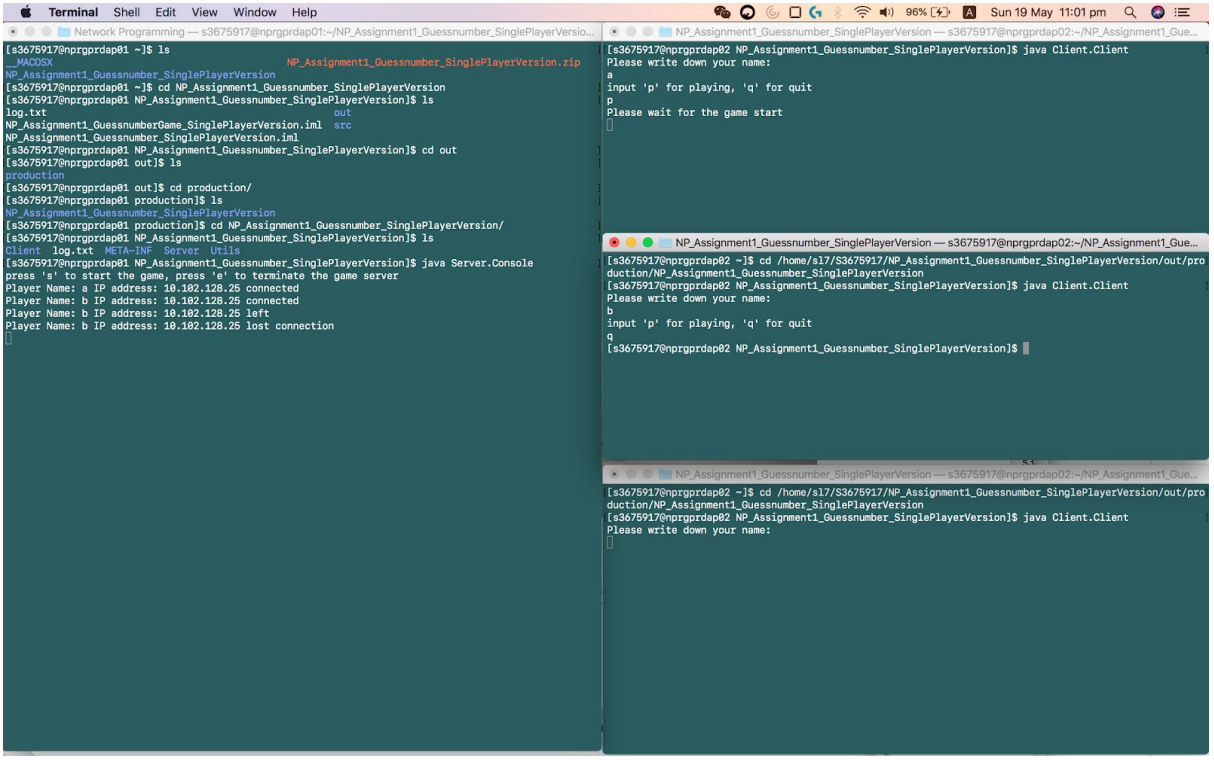


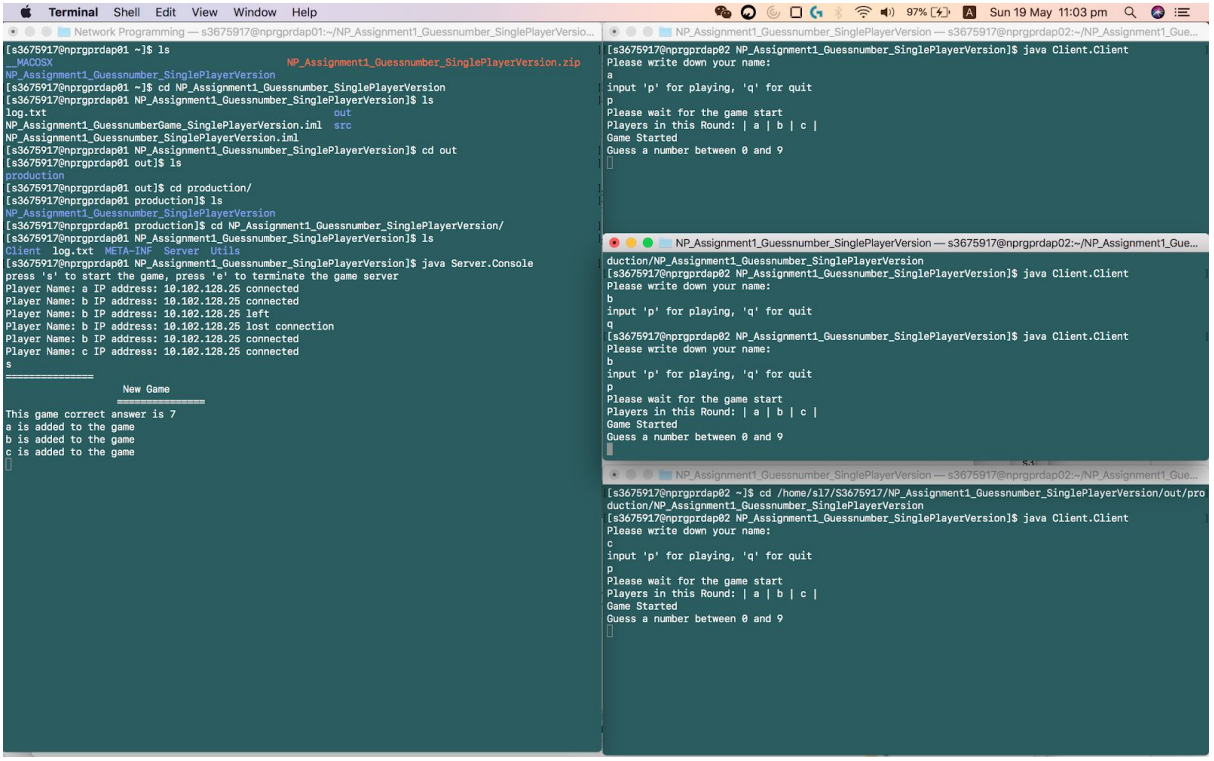
The left window is the server console, the left three are client consoles. Server shows the instruction about how to control the server side either press ‘s’ to start or ‘e’ to terminate.



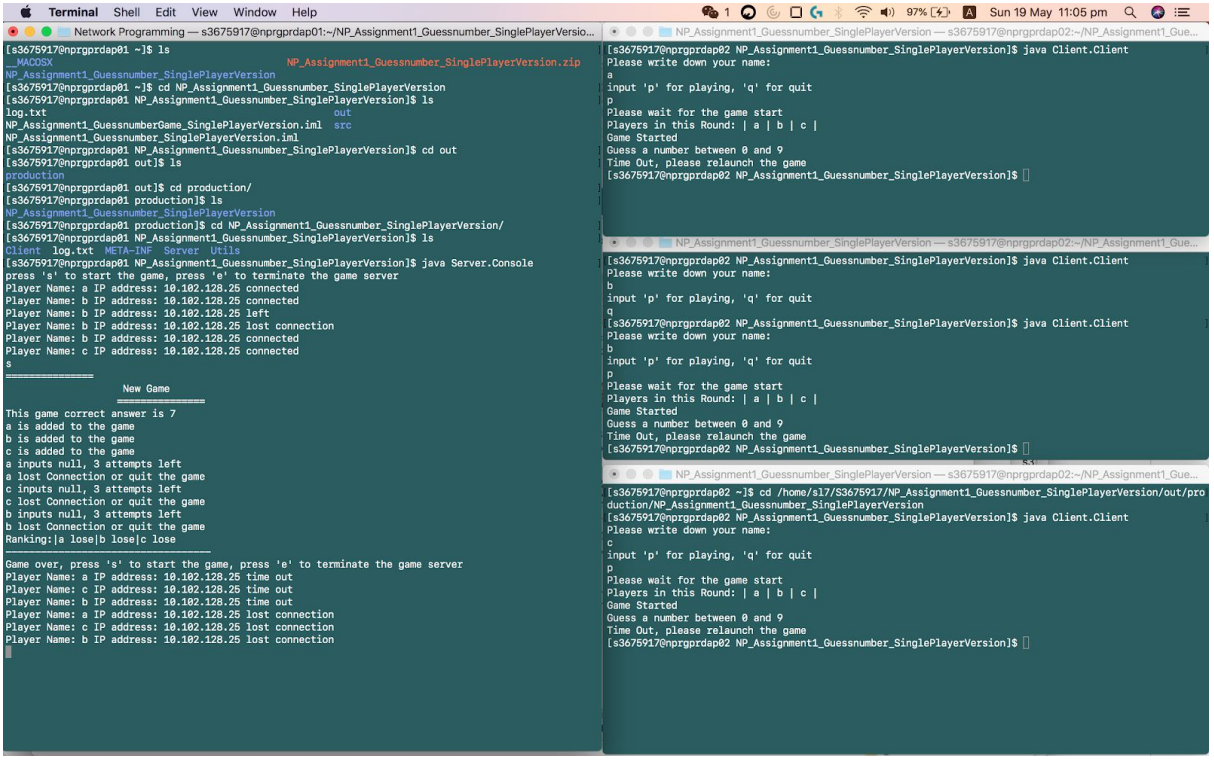
When client top insert its name ‘a’, server will show it’s name and ip address. The instruction then is showing on client screen that input ‘p’ to play or ‘q’ to quit.



When client insert ‘p’, it will be put to the queue for the game(top client). While if ‘q’ is inserted, the client will be terminated, and a lost connection message will be showed on server by the keep alive thread.



When all the clients are ready for the game, if server presses ‘s’ the game will start.



After 60 seconds if client don't finish its game, a timeout will be caused and the connection will be terminated.

About The Queue:
I was doing this screenshot at home. The queue works but only four connections to the netprog2 were allowed through private connection, so I couldn't do the demo here.

The Log:
The Log will be stored in the log.txt when the server input 'e' to exit. The new log will be appended to the old data.