the protocol of client - server:

\* when the client has no move it send to the server point of "-2,-2"

\* when the client know the game was ended it send to the server point of "-3,-3"

\*flow of the protocol: the server is online and waiting to clients to connect. when the first client is connected,

the server send it a massage that needs to wait to the other client to join.

after the other client joined, each client reciving an id : 1 or 2.

after it, the game starts and the client that connected first has the first turn.

if it is the first turn - the client just send to the server a massage of the point of the turn thar it played.

else - the client reciving a point from the server (that is the point of the other client is played) and play

the turn of the other client and update the board, then play his turn, and send to the server the point of his turn.

when the game is over the server close the socket of the two clients.