**README:** First run ServerPlayer1 file which contains codes for Server side and then run ClientPlayer2. Enter the port in the Server console first then Client side. I wrote the code such that until Player 1 inputs x, y value Client waits, so you need to input x, y from Server side when the game starts. As can be seen from the 3 screenshots below port is asked at execution first and then Player 1 inputs its name in ServerPlayer1 console and then Player 2 on ClientPlayer2 console.

In the below example the port was 10000, Player 1’s name is Serkan, Player 2’s name is Engin. Where it asks for input, the values entered appear in blue on the console.

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**Codes:** I wrote comment for each line in my code. It is a bit small because I could not take more screenshots since it says no more than 3 pages. You can zoom in these pictures to see my code and all of my comments.

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