

TicTacToeServer

Fri May 20 07:47:15 PKT 2022: Server started at socket 8000
Fri May 20 07:47:15 PKT 2022: Waiting for players to join session 1

Tic Tac Toe.iml

- tictactoeserver
 - Client
 - Client\$Cell\$ClickListener.class
 - Client\$Cell.class
 - Client.class
 - NewSession
 - Server

Run: Server

Tic_Tac_Toe - Client.java

```
ver.java x Client.java x
toeserver;

Client extends JApplet implements Runnable {

    static final int PLAYER1 = 1;

    static final int PLAYER2 = 2;

    public static final int PLAYER1_WON = 1;
    1 usage
    public static final int PLAYER2_WON = 2;
    1 usage
    public static final int DRAW = 3;
    public static final int CONTINUE = 4;
    4 usages
```

Notifications

Timeline

Clear all

All files are up-to-date 07:47

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