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```
# Starten Sie die Schachengine als separaten Prozess
self.engine_process = subprocess.Popen(
    ['python', engine_path],
    stdin=subprocess.PIPE,
    stdout=subprocess.PIPE,
    stderr=subprocess.STDOUT,
    text=True,
    bufsize=1
)

self.listener_thread = threading.Thread(target=self.engine_listener,
self.listener_thread.start()

def register_observer(self, observer):
    self.observers.append(observer)

def notify_observers(self, message):
    for observer in self.observers:
        observer.update(message)

def engine_listener(self):
    while True:
        output = self.engine_process.stdout.readline()
        if output == '' and self.engine_process.poll() is not None:
            break
        if output:
            self.notify_observers(output.strip())

def send_command(self, command):
    self.engine_process.stdin.write(command + "\n")
    self.engine_process.stdin.flush()

def close(self):
    self.engine_process.terminate()
```

GameController Klasse



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