SERVER MULTI:

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import socket
from _thread import start_new_thread

def determine_winner(p1, p2):     #DE MODIFICAT IN FUNCTIE DE CERINTA
    if p1 == p2:
        return "draw"
    elif (p1 == "rock" and p2 == "scissors") or (p1 == "scissors" and p2 == "paper")
or (p1 == "paper" and p2 == "rock"):
        return "player1"
    else:
        return "player2"

def client_thread(conn, player):
    conn.send(player.encode()) #CONEXIUNEA CU CLIENTUL
    while True:
        try:
            choice = conn.recv(1024).decode()
            if not choice or choice == "surrender":  #DE AICI
                break
            choices[player] = choice
            if len(choices) == number_of_clients:
                winner = determine_winner(choices["player1"], choices["player2"])
                for p, c in connections.items():
                    p.send(winner.encode())          #PANA AICI DE MODIFICAT IN
FUNCTIE DE CE AI
                choices.clear()
        except ConnectionResetError:
            break
    print(f"{player} disconnected")
    del connections[player]
    conn.close()

server = socket.socket(socket.AF_INET, socket.SOCK_STREAM)
host = "127.0.0.1"
port = 12345
number_of_clients=2
server.bind((host, port))
server.listen(number_of_clients)

connections = {}       #DICTIONARELE TREBUIE MODIFICATE
choices = {}           #AICI LA FEL
player_number = 1

while len(connections) < number_of_clients:       #DE AICI
    conn, addr = server.accept()
    player = f"player{player_number}"
    connections[player] = conn
    print(f"{player} connected")
    start_new_thread(client_thread, (conn, player))
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    player_number += 1                          #PANA AICI DE MODIFICAT IN FUNCTIE
DE CE AI

while len(connections) > 0:
    pass

server.close()


CLIENT_MULTI:
import socket

def main():
    client = socket.socket(socket.AF_INET, socket.SOCK_STREAM)
    host = "127.0.0.1"
    port = 12345
    client.connect((host, port))
    player = client.recv(1024).decode() #DE MODIFICAT
    print(f"You are {player}") #DE MODIFICAT

    while True:
        choice = input("Enter your choice (rock, paper, scissors) or 'surrender' to
quit: ").lower() #DE MODIFICAT INPUTUL
        client.send(choice.encode())        #DE MODIFICAT CHOICE CU CE AI
        if choice == "surrender":       #DE AICI
            break
        result = client.recv(1024).decode()
        if result == player:
            print("You win!")
        elif result == "draw":
            print("It's a draw!")
        else:
            print("You lose!")

    print("Game over.")    #PANA AICI DE MODIFICAT IN FUNCTIE DE CE AI
    client.close()

if __name__ == "__main__":
    main()



SERVER_NORMAL:
import socket
import random
import threading

def amesteca_cuvant(cuvant):
    cuvant_amestecat = list(cuvant)
    random.shuffle(cuvant_amestecat)
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    return ''.join(cuvant_amestecat)


def handle_client(client_socket, address):
    cuvinte = ["python", "programare", "socket", "server", "client", "joc",
"cuvinte", "retea", "computere", "cod"]
    cuvant_ales = random.choice(cuvinte)
    cuvant_amestecat = amesteca_cuvant(cuvant_ales)
    client_socket.send(cuvant_amestecat.encode('utf-8'))
    while True:
        incercare = client_socket.recv(1024).decode('utf-8')
        if incercare == cuvant_ales:
            client_socket.send("Correct!".encode('utf-8'))
            break
        else:
            client_socket.send("Wrong answer! Try again".encode('utf-8'))
    client_socket.close()

def start_server():
    host = '127.0.0.1'
    port = 5052

    server_socket = socket.socket(socket.AF_INET, socket.SOCK_STREAM)
    server_socket.bind((host, port))
    server_socket.listen()
    print("Server is listening...")


    client_socket, address = server_socket.accept()
    thread = threading.Thread(target=handle_client, args=(client_socket, address))
    thread.start()

start_server()

CLIENT_NORMAL:

import socket

host = '127.0.0.1'
port = 5052

client_socket = socket.socket(socket.AF_INET, socket.SOCK_STREAM)
client_socket.connect((host, port))

print("Try guessing")
data = client_socket.recv(1024).decode('utf-8')
print(data)

while True:
    guess = input("Enter your answer:")
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    client_socket.send(guess.encode('utf-8'))
    answer = client_socket.recv(1024).decode('utf-8')

    print(answer)

    if answer.startswith("Correct!"):
        break

client_socket.close()
```