

# Abstract

---

Python is a modern programming language which has risen in popularity over the decade. It has been an easy go-to and understandable language for both programmer and non-programmers.

Networking remains one of the important concepts available in all the programming languages. In python, the **socket** module contains the necessary functions and variables to connect multiple hosts and server(s).

Online Gaming has grown in popularity exponentially in the last 2 decades. It is expected for the industry to be worth \$320 billion by 2026.

In my project, I will demonstrate Client-Server networking by implementing the game **CONNECT FOUR** in python. The target is to host multiple clients/players to the server by pairing them with random players and allowing the players to compete in this game.

The game is also designed to handle exceptions when the connection has failed and allows the player to reconnect to the server.

**Keywords :** Python, Socket, Client-Server, Network.