import socket

import random

def main():

server\_socket = socket.socket(socket.AF\_INET, socket.SOCK\_STREAM)

server\_socket.bind(('10.141.115.19', 8000))

server\_socket.listen(2)

print("Aguardando conexão de dois jogadores...")

(player1, address1) = server\_socket.accept()

print("Jogador 1 conectado de ", address1)

(player2, address2) = server\_socket.accept()

print("Jogador 2 conectado de ", address2)

number = random.randint(1, 100)

print("O número a ser adivinhado é: ", number)

for i in range(10):

guess1 = player1.recv(1024)

guess1 = int(guess1.decode('utf-8'))

guess2 = player2.recv(1024)

guess2 = int(guess2.decode('utf-8'))

if guess1 == number and guess2 == number:

player1.send(b'Empate')

player2.send(b'Empate')

player1.close()

player2.close()

server\_socket.close()

return

elif guess1 == number:

player1.send(b'Ganhou')

player2.send(b'Perdeu')

player1.close()

player2.close()

server\_socket.close()

return

elif guess2 == number:

player1.send(b'Perdeu')

player2.send(b'Ganhou')

player1.close()

player2.close()

server\_socket.close()

return

else:

if guess1 < number and guess2 < number:

player1.send(b'Maior')

player2.send(b'Maior')

elif guess1 > number and guess2 > number:

player1.send(b'Menor')

player2.send(b'Menor')

else:

player1.send(b'Perdeu')

player2.send(b'Perdeu')

player1.close()

player2.close()

server\_socket.close()

return

player1.send(b'Perdeu')

player2.send(b'Perdeu')

player1.close()

player2.close()

server\_socket.close()

if \_\_name\_\_ == '\_\_main\_\_':

main()