

CS 511 – Quiz 7: Message Passing in Erlang

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Names:

Pledge:

Exercise 1

You are asked to implement a guessing game. A server receives requests to play the game from clients. These requests are of the form `{From,Ref,start}`, where `From` is the Pid of the client, `Ref` is a reference number and `start` is an atom. The server should then:

1. spawn a “servlet” process that plays the game with the client; and
2. then receive new client requests.

Note that by spawning a servlet the server is always responsive to new game requests. The servlet should behave as follows:

- generate a pseudorandom number in the range `[0,10]`;
- wait for guesses from the client of the form `{Pid,Ref,Number}`, where `Pid` is its Pid, `Ref` is a reference number and `Number` is the number the client is guessing.
- answer each message, indicating whether the client has guessed (`gotIt`) or not (`tryAgain`).

Once the client has guessed, the servlet simply ends its execution.

You can use the function `rand:uniform(N)` for generating random numbers between 1 and N. Also, you may include helper functions.

```
-module(gg).  
-compile(export_all).  
  
start() ->  
    spawn(fun server/0).  
  
server() ->  
    exit(incomplete).  
  
client(S) ->  
    exit(incomplete).
```