Exercise 3: Network HiLo

1. Write a network server using TCP that plays the Hi/Lo game.
   1. The server thinks of a number from 1 to 100.
   2. The client connects and sends guesses.
   3. The server responds to each guess with “higher” or “lower” or “got it”.
2. Write a client program to prompt the user for guesses and send them to the server.
3. Optional: write a client program that plays hi/lo against the server.

A close up of a toy

Description generated with high confidence