Net-centric Programming

Lab: TCP Socket

I. Objective:
   – Get familiar with TCP Socket Programming using Golang

II. Questions:

- Server maintain a list of user record, each user contains the following information: username, password, full name, list of email, list of address (home address, working address,…)
- Password must be encrypted, Base64 (or any) can be used
- All user record must be save in .JSON or .GOB file
- Authentication is needed when client connect to the server
- Server also generate a random integer value and send back to client after authentication is finished. This key is unique among clients
- Message exchange between client server need to attach this key as a prefix. Example: 125_Hello server , 125_Hello client

   Simple hangman game (similar to "Chiec non ky dieu" game show on VTV)
- Server main tain a list of word and its description. Can be stored in file
- Unrevealed letter must be display using underscore _ symbol
- 2 or more players can play this game
- Each player has 30 second to guess a letter
- If the guessed letter is correct. Player will get 10pts x number of appearance of the letter. Player can continue the next guess
- If the guessed is wrong, player loose his/her turn and the other player can make the guess
- The game ends when onle player finish revealing the hidden word

The end.