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CSCI 4311

Programming Assignment 2 – Report

I decided to create a game called “Random Number Battle.” It is essentially the game called War that one would play using playing cards but without the actual playing cards.

In order to implement this game, I used a random number generator and assign each client a random number from 0 to 99. The client with the highest number wins.

**Server Source Code:**

Text

Description automatically generated

The client types “StartGame” which in turns allows the server to send the instructions to each client. The server then assigns a random number to each of the clients and is stored as a variable in the Clients class.

Each client then types “MyNumber” to reveal the random number that they were assigned. Both clients can see the number that they were assigned and the winner is determined.

Here is the output of both the Server and the two clients connecting and leaving the game.

**OUTPUT:**

**Server:**

Text

Description automatically generated

**Client1: Text

Description automatically generated**

**Client2:**

**Text

Description automatically generated**