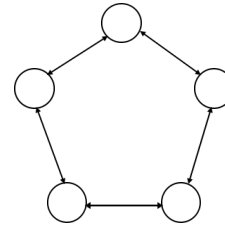


Hot potato

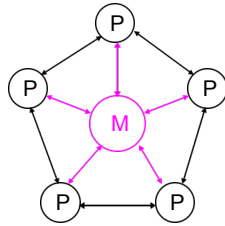
Game



5 players

Program

- Two components
 - Master
 - Player
- Master
 - Always 1
 - Starts/ends game
 - Has N connections
- Player
 - N players
 - Has 3 connections
 - Left, right, master



Steps

- Set up network
 - 3N duplex links between N+1 processes
 - Can be on any machine
 - Do not implement remote startup; manual login
- Master launches potato to randomly selected player
- Concurrently players/master accept potato
 - Player decrement hop, send left or right
 - If last hops, send to master
- Master terminates players

Sockets

- What: duplex (bi-direction) communication channel
- Set up:
 - Listen
 - Create socket
 - Bind to a name/address
 - Listen for connection
 - Accept a connection
 - Connect
 - Create socket
 - Connect to a socket