

QUIZ GAME

By- Vinayak Agarwal
(IMT2018086)

General Outline:-

This project is an implementation of simple version of TV game show in which host(quizmaster) runs the server program and 3 players can join the quiz by running client program. The host has a list of 20 questions and picks a question randomly and send to players. Each correct answer will give player 1 point. The player who first reaches the score of 5 will be declared winner. If no player get winning score after 20 questions then game will be over.

Instructions:-

- 1) First, run the file "server.py" by giving IP address of host and port number of host respectively as command line arguments. Example

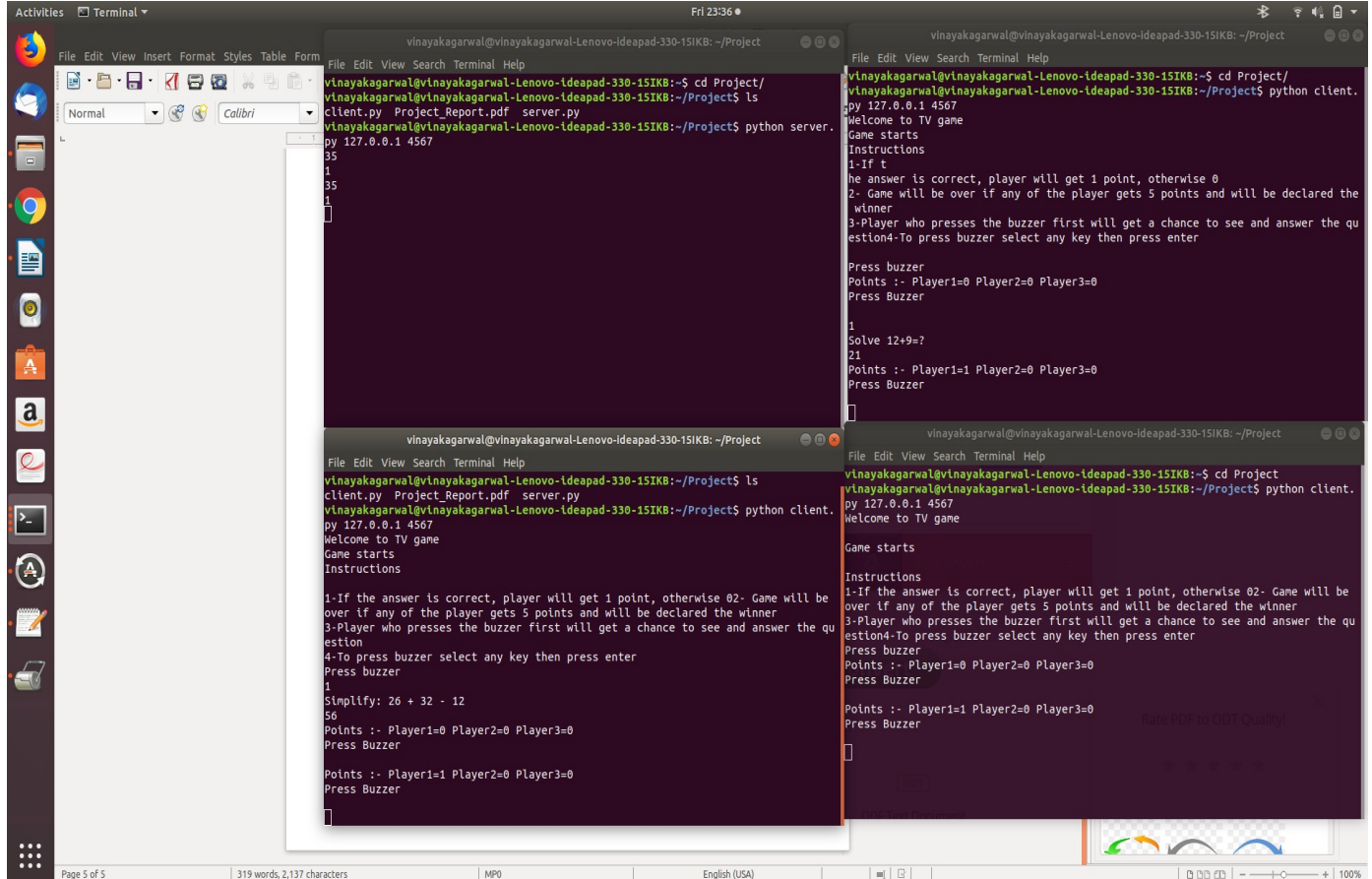
- “python server.py 127.0.0.1 5678”.

2) In three different terminals, run the file “client.py” by giving IP address and port number of server(host) respectively as command line arguments.

Example - “python client.py 127.0.0.1 5678”.

3) Now, our game starts and the player(client) who first press the buzzer will be given chance to answer the question (first question will appear then client can answer who press the buzzer first).

4) Server sends the updated scoreboard to players after every question.



Steps Taken:-

1)Basic knowledge of sockets

and ports in computer networks.

2)Language proficiency in python. 3)Learn to create socket,bind socket and connections.

4)To handle multiple connections using multithreading.

References:-

--

<https://www.geeksforgeeks.org/simple-chat-room-using-python/>
(Multithreading)

-- <https://www.youtube.com/watch?v=6jteAOmdsYg&list=PLhTjy8cBISerYuLZ>

[UvVOYsR1giva2payF](https://www.youtube.com/watch?v=6jteAOmdsYg&list=PLhTjy8cBISerYuLZ) (For Basic Understanding of Multithreading)

Conclusion:-

From this project I learnt about socket and ports in computer networks. I learnt to create socket, bind socket. I learnt how to use socket and threading modules in python. I learnt how to handle multiple clients using multithreading. The most important thing that I learnt is how to handle

errors with patience and using internet for debugging efficiently. I also get motivated to create more projects in socket programming(with encryption and decryption). Overall it was a very good experience.