Computer Networks-Project Report

Introduction

The aim of this project is to apply the learning from Computer Networks Course as the result I used Socket Programming to create a Question-Answer Game.

Modules Used

- socket
- threading
- Select
- random

How to run The code

- First run server.py code   -   python server.py
- Open three more terminal and run client.py in each terminal. - python client.py
- Question Prints, after all the three clients connects to the server.py.
- BUZZER is the ENTER button so press ENTER to press buzzer.
- One who presses the BUZZER is given a chance to answer the question and others are forced to wait until he/she gives the answer.
- One should make sure that he/she should not press ENTER multiple times for a answer.
- One should make sure that he/she only uses ENTER as BUZZER.
- Game Ends when any of them gets 5 points and declares him/her as the Winner.

Problems Faced

Python do not provide implicit synchronization of threads so managing threads ourselves was a challenge.One cannot kill a Thread in python so finding some other logic over it, was a challenge.

Questions And Answers

Questions can be changed in Question_list.txt and they should be given line-by-line. Answers can be changed to corresponding questions in Answers_list.txt.

Details

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