What it does: Allows many users to connect to a server and play Texas holdem.

How it does it: I mixed a lot of my work from my Solitare game and my chat server.

The server will distribute a string to each client. The string will start with a number specific to the task of the string. Lets say number 1 is card distribution, the client will read the number 1 and know the rest of the string contains what cards the client should display. There will be a code for each type of interaction the client can have with the server.

The Server would handle everything, the only thing the client can do to the game is increase their bet. The client is meant to allow the user to see their cards, the dealers cards, bet, and see who won and how.

Struggles: Time