

yazanzoabi 209105790 [yazanzoabi@mail.tau.ac.il](mailto:yazanzoabi@mail.tau.ac.il)

khimel 207001702 [khimel@mail.tau.ac.il](mailto:khimel@mail.tau.ac.il)

Computer networks

Homework 2 – practical

**Files:** we submitted with this homework 3 helping modules in addition to the nim and nim-server implementations. The files are:

1. botsClass: this module provides game object for each of the connected clients(saves data and handles every aspect of the game itself) *this module should be in the same directory with nim-server.*
2. trafficHandler: this module provides functions that help with dealing with a large number of open connections with clients at the same time either the clients are active and playing or just waiting in Queue. *This module should be in the same directory with nim-server.*
3. mySOCKET: this module implements basic socket functions while handling OS errors and keyboard interrupts, *this module should be in the directory with both nim and nim-server.*

#### **Basic explanations:**

**nim:** with this python script we didn't change a lot from last HW provided we upgraded the connections methods with select functions.

**Nim-server:** in this python script, we handled multiple games by saving the sockets and games(bot objects) in lists and used trafficHandler module to handle traffic in and out from games to sockets and vice versa.