

Tic Tac Toe Game IV

Allow games to be played by distributed players running their own instances of the program.

For this purpose each program instance runs at a certain address depending on the communication technology employed. Pass in this address on the command line like so:

```
tttgame.exe runat=tcp://mycomputer:8080
```

This way the program instance is made ready to be connected to by another instance.

In order to connect to an already running instance, pass in its remote address on the command line like this:

```
tttgame.exe runat=tcp://mycomputer:8080 connectto=tcp://yourcomputer:8000
```

Each instance can only be connected to one other instance at a time.

As long as a connection exists, any number of games can be played. Whoever enters the “new” command, is assigned to be player 2.

Some status information should be displayed. Has a connection been made? Is the program hosting the game (player 2)?

Also moves should only be accepted by the instance of the current player, while other commands are valid in both instances.

To terminate a connection, the program needs to be exited. This should of course be reported to the other player.

At any time either player can switch on the bot to make his moves.

Here’s an example of how two players connect to each other:

<pre>tttgame.exe runat=tcp://abc:8080 Waiting for connection... Player 2 at tcp://abc:8080 Connected to tcp://xyz:8000 A B C 0 -+-+ 1 -+-+ 2 Waiting for player 1. Command:</pre>	<pre>tttgame.exe runat=tcp://xyz://8000 connectto=tcp://abc:8080 Connecting... Player 1 @ tcp://xyz:8000 Connected to tcp://abc:8000 A B C 0 -+-+ 1 -+-+ 2 Your turn, player 1. Command: a0</pre>
---	---

<pre> Player 2 at tcp://abc:8080 Connected to tcp://xyz:8000 A B C 0X -+-+ 1 -+-+ 2 Your turn, player 2. Command: b1 Player 2 at tcp://abc:8080 Connected to tcp://xyz:8000 A B C 0X -+-+ 1 O -+-+ 2 Waiting for player 1. Command: Player 1 at tcp://abc:8080 Connected to tcp://xyz:8000 A B C 0 -+-+ 1 -+-+ 2 Your turn, player 1. Command: exit </pre>	<pre> Player 1 @ tcp://xyz:8000 Connected to tcp://abc:8000 A B C 0X -+-+ 1 -+-+ 2 Waiting for player 2. Command: Player 1 @ tcp://xyz:8000 Connected to tcp://abc:8000 A B C 0X -+-+ 1 O -+-+ 2 Your turn, player 1. Command: new Player 2 @ tcp://xyz:8000 Connected to tcp://abc:8000 A B C 0 -+-+ 1 -+-+ 2 Waiting for player 1. Command: The other party disconnected. Terminating program. </pre>
--	--