

Language Study: Erlang

CMPT 333

– Lab 4 - 60 points

Goals	<ul style="list-style-type: none">to continue your distributed programming adventure by developing client/server Tic-Tac-Toe app.
Requirements and Notes	<ul style="list-style-type: none">Write two applications: tttClient and tttServer.The tttClient displays the board, prompts the player for a move, and sends a messages to the tttServer until the game is over.The tttServer receives messages from tttClient, makes the player's moves, monitors for wins and ties, makes the computer's moves, and sends appropriate messages back to tttClient.
Resources	<ul style="list-style-type: none">Our book, links on our class website, and Erlang itself.The ttt.erl source code handed out in class. Feel free to discard it or use it in its entirety. Better yet, use parts of it and improve the rest.
Hints	<p>Think about the messages that must be passed back and forth to control the flow of the game.</p> <ul style="list-style-type: none">tttClient<ul style="list-style-type: none">send: new game requestsend: computer move requestreceive: player move, game state response (including the [board])...and moretttServer<ul style="list-style-type: none">receive: new game requestreceive: computer move requestsend: player move, game state response (including the [board])...and more
Submitting Your Work	<p>Commit the following to your <i>Lab 4</i> directory in your private GitHub repository on or before the due date (see our syllabus):</p> <ul style="list-style-type: none">all of your source code;your test cases demonstrating how you handle errors and unexpected input; anda few transcripts or screen shots of gameplay sessions demonstrating the features of your game.