

**CSC 325**  
**Fall 2014**

**Programming Assignment #4**  
**Due Date: 10/9/2014**

“Last Year's” textbook gives an example of a multi-threaded TicTacToe Server and a TicTacToe Client that allows two players to connect to the server over a network and play ticktacktoe against each other. Use this code to design a multi-threaded server and client programs that allow two players to connect to the server and play “Rock Paper Scissors Lizard Spock.” The Client program should provide buttons for the players to click to signal their choice and a text area for the server to indicate the choices made by the players and announce the winner. The game should continue until one of the clients disconnects from the server. The server should report a running score of how many times each player has won.

