HW4-2. The game of "묵찌빠" in Prolog

❖ **Complete the server and client for "묵찌빠" game in Prolog.**

❖ **The server works as the judge of the game.**
- Take the total number of games as input. (ex. 7)
- After the games, the server should print the score. (ex. 4:3)

❖ **The client is the player, who selects one of the 'mook', 'zzi', 'bba' and sends the information to the server.**

❖ **Messages from the server to the clients are only 'select', 'result-X' and 'end'.**

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❖ **Please submit documentation of your program, too.**
  - The documentation should explain the usage of your program, your algorithms and comments on each predicate.

❖ **Due: 5/22 3:30pm**