

Student should fill the **Concluded/Correct** percentage

Minimum functionality enough to pass	10 Values	Concluded/Correct (100 %)
Implementation of a clipboard that accepts multiple simultaneous local connections: clipboard_connect, clipboard_copy, clipboard_paste	The code fully implements this function.	
Synchronization	+1 value	Concluded/Correct (100 %)
Definition of the various critical regions and implementation of correct synchronization	The code fully implements this function.	
Efficient synchronization	+1 value	Concluded/Correct (100 %)
Implementation of synchronization on the critical regions guaranteeing that they are the shortest possible	Although our code implements synchronization, we wonder if it can be more efficient.	
Clipboard_wait	+1 value	Concluded/Correct (100 %)
Correct implementation of the clipboard_wait function	The code fully implements this function.	
Connection to another clipboard	+1 value	Concluded/Correct (100 %)
Implementation of the -c option, basic replication of the data among the various clipboards Detection of disconnect e correct execution afterwards	The code fully implements this function.	
Correct replication among clipboards	+1 value	Concluded/Correct (100 %)
Implementation of a correct synchronization algorithm that guarantees the consistency of the data when two simultaneous copies occur in different clipboards	The code fully implements this function.	
Errors treatment	+1 value	Concluded/Correct (80 %)
Verification, correction and report of communication errors Verification, correction and report of execution errors on the clipboards	The code implements this function with a few exceptions necessary for our implementation	
Correct Resources management	+1 value	Concluded/Correct (100%)
Correct management (destruction) of threads, sockets, memory	The code fully implements this function.	
Code structure	+1 value	Concluded/Correct (__ %)
Report	+1 value	Concluded/Correct (__ %)
Discussion	+1 value	Concluded/Correct (__ %)
Incorrect implementation of the API	-1..0 values	Concluded/Correct (__ %)

Architecture and components	
Communication protocol	
Resources management	
Critical regions	
Synchronization	
Replication	
Error management	
Code Structure	