Networking Projects: (GUI group Project will get additional marks)

Remaining group add your names as soon as possible, so that I can assign the project to them.

Networking Applications:

1. IP Messenger: **IP Messenger** is an application to chat inside your Local Area Network (LAN). This is a pop up style LAN **Messenger** for multi platforms. It is based on TCP/**IP** (UDP) and does not require server machine**. (Group-5)**
2. Sudoku: Sudoku is a logic-based, combinatorial number-placement puzzle. The objective is to fill a 9×9 grid with digits so that each column, each row, and each of the nine 3×3 subgrids that compose the grid contain all of the digits from 1 to 9. It is based on TCP/**IP** (UDP) and need multithreading concept to be known. It is multiplayer LAN game **(Group-1)**
3. Text File transfer: Almost similar to IP messenger. This you can understand as an additional utility for IP massager for transferring of text file, document. As you have seen on your mobile file sharing through wifi. **(Group-2)**
4. File compressor: In any networking application file before sending must be compressed. Your GUI ask before sending the file to be compressed with types of compression techniques. In this you have to design a compression and decompression algorithm**.( LZMA, run length coding, Huffman, etc) (Group-3)**
5. File encryption: is an important utility to prevent you text file from malicious uses or hacker. In this different types of encryption algorithm are there to convert your plane text to cipher text. Your GUI application must ask before sending any file with types of encryption techniques and decryption techniques (any four encryption technique try to incorporate) refer book (Cryptography and Network Security: Principles and Practice, by William Stallings) **(Group 4)**
6. Audio File Transfer (client-server) or Multiclient **(Group 6)**
7. Video file transfer **(Group 7)**
8. Fastest Finger First Game: Server issues a question to the entire connected client, whichever client arrange the given option in correct order in shortest time will be declared as a winner. (multithread concept) **(Group 8)**
9. Yours Geolocation through IP **(Group 9)**
10. IP tracker ->locate the originator message IP(multihop IP) **(Group 10)**
11. Image file Transfer (JPEG,PNG,BITMAP,etc…) **(Group 11)**
12. Host a file compressor services from server to client using TCP connection **(Group 12)**
13. Remote Procedure Call: (client-server) **(Group 13)**