

PROG2121 – WINDOWS PROGRAMMING

A06 - SERVICES

OVERVIEW

On the Windows platform, servers are generally run as services. This eliminates the need for a user to log into the computer to start the server service.

In this assignment, you will convert your server (from assignment 05) to run as a service.

Ideally, you will work in the same group as you did with Assignment 05.

OBJECTIVES

Compare Windows Services with Windows desktop applications from a development perspective.

ACADEMIC INTEGRITY AND LATE PENALTIES

- Please refer to the SET Policies document regarding [Academic Integrity Information](#)
- Please refer to the SET Policies document regarding [Late Policy](#)

EVALUATION

- Please see the rubric for this assignment in the course shell in eConestoga.

REQUIREMENTS

Submission in groups of 2 – should be the same group as you had for Assignment 5

Essentially, you will convert the server portion of your Assignment 05 to a Windows Service.

- Use the code for the server you created in Assignment 5 as the basis of your code. All of the same functional requirements for the game code applies in this assignment.
- The code for the client should be used from Assignment 5. There are no new requirements for the client code. In theory, it should work without any changes.
- The server service must report when the service is started and stopped and any exceptions that occur in the service code. This “log” should be a *text file* you are appending to. The log file pathname must be provided in the app.config file. Each log entry must have a date and time of the event and a log message.
- Any configuration information must be in the app.config file and read by the program.

- You DO NOT need to implement Pause and Resume for the service.
- Do not use the default names for the service or installer
- Please follow SET programming standards and good programming practices.
- You will be demonstrating the assignment during the labs. This demonstration will include:
 - o Show that the service is installed
 - o Show that the service can be started and stopped
 - o Show service reporting start and stop to the log text file
 - o Show game clients from Assignment 05 working successfully with the service
- Github Classroom must be used to make timely commits during the process. You will use the same groups as you did in Assignment 5, and you will use the same Git repository as you did in Assignment 5.

FILE NAMING REQUIREMENTS

- There are no specific file naming requirements

SUBMISSION REQUIREMENTS

The submission includes:

- Both client solution (same as that in Assignment 5) and server service solution in one zipped folder.