CSUS, College of Engineering and Computer Science
Department of Computer Science
CSC 138 – Computer Network and Internet

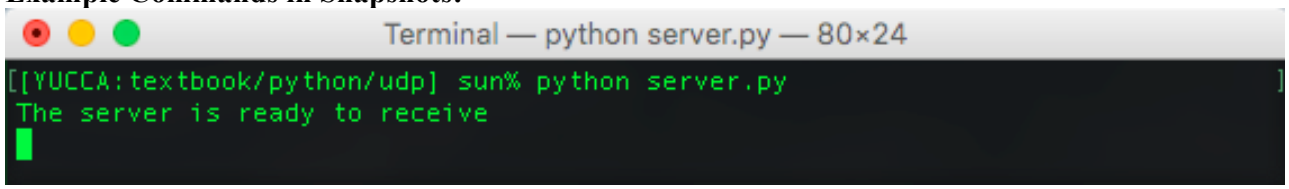
Socket Programming Assignment 1 – Lecture Example

Goal: Socket programming assignments are to help you review and apply your conceptual knowledge from this class.

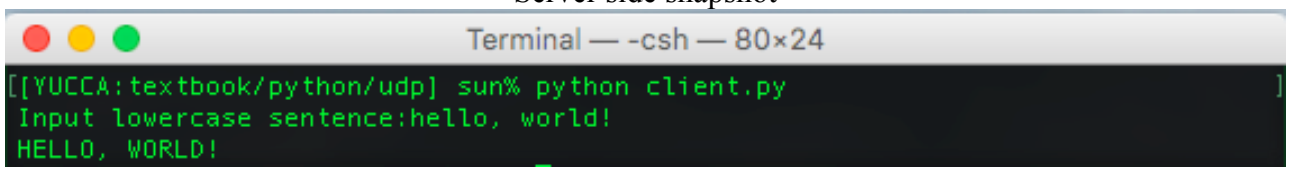
Attention: Code plagiarism is absolutely **NOT** allowed! If needed, you may be asked for a **demonstration** of running your program in front of the instructor/grader and answer their questions.

Instructions: Please repeat what's done in the lecture about implementing the **UDP** and **TCP** client/server interactions with Python. If you prefer C or Java implementation, that's OK. If you choose to do so, the caveat is that there is more help if you do it in Python.

Example Commands in Snapshots:



Server side snapshot



Client side snapshot

Deliverable: Please submit your electronic project report to my Canvas. The report is expected to include both your **source code** and some **screenshots** that can help you demonstrate your work (**commands**, **operations**, **results** and **analysis**). In this assignment, you may show your source code with screenshots. That is, you need to provide **at least 8 screenshots**: 4 to demonstrate the execution of your program (similar to the examples above), and 4 to demonstrate your source code.

Code plagiarism is absolutely **NOT** allowed! If needed, you may be asked for a **demonstration** of running your program in front of the instructor/grader and answer their questions. (which are about your code). You grade will be based on both the report and your performance during demonstration.

Requirement: The report will all be evaluated based on the following grading criteria if demo is requested.

Report Correctness, Completeness, Clarity	20%+15%+15%
Demonstration Correctness, Completeness, Question	20%+15%+15%