



Networks Project 1

Instructions

- You may work in groups of *up to* four for this assignment
- You may not use any external libraries in your program related to networks, only GUI.
- Submission deadlines are final, and depend on my computer's time (syncd to the internet continuously). One minute late is late. Do NOT leave anything for the last minute, or the last hour.

1 Peer to Peer Architecture

Using Java or Python, program an instant messaging client. You may use any protocol of your choice, or create your own.

Mark	Criteria
40%	Text-based client capable of sending a message
50%	Text-based client capable of sending and receiving messages
60%	Text-based client capable of sending and receiving messages over a single connection to a target IP
70%	GUI client capable of sending and receiving messages, and alerting you when a target IP is online
80%	GUI client allowing for multiple chats
90%	GUI client with aliasing rather than IP addresses, or allowing encryption
100%	GUI client at a professional and usable level

2 Deadline

Submission deadline: noon on the 6th May, on Moodle.