Submission Worksheet

CLICK TO GRADE

https://learn.ethereallab.app/assignment/IT114-003-F2024/it114-module-5-project-milestone-1/grade/rev

Course: IT114-003-F2024
Assigment: [IT114] Module 5 Project Milestone 1
Student: Ricardo V. (rev)

Submissions:

Submission Selection

1 Submission [submitted] 10/16/2024 10:36:03 PM

Instructions

COLLAPSE

Overview Video: https://youtu.be/A2yDMS9TS1o

1. Create a new branch called Milestone1
2. At the root of your repository create a folder called Project if one doesn't exist yet
    1. You will be updating this folder with new code as you do milestones
    2. You won't be creating separate folders for milestones; milestones are just branches
3. Copy in the code from Sockets Part 5 into the Project folder (just the files)
    2. https://github.com/MattToegel/IT114/tree/M24-Sockets-Part5
4. Fix the package references at the top of each file (these are the only edits you should do at this point)
5. Git add/commit the baseline and push it to github
6. Create a pull request from Milestone1 to main (don't complete/merge it yet, just have it in open status)
7. Ensure the sample is working and fill in the below deliverables 1. Note: Don't forget the client commands are /name and /connect
8. Generate the output file once done and add it to your local repository
9. Git add/commit/push all changes
10. Complete the pull request merge from the step in the beginning
11. Locally checkout main
12. git pull origin main

Branch name: Milestone1

Group

100%

Group: Start Up
Tasks: 2
Points: 3

COLLAPSE

Task

100%

Group: Start Up
Task #1: Start Up
Weight: ~50%
Points: ~1.50

COLLAPSE

Details:
Important: Code screenshots should be fairly concise (try to show only the sections of code relevant to the question)

Capturing all possible code (i.e., including a lot of irrelevant code) can lead to a reduced grade.

Columns: 1

Sub-Task

100%

Group: Start Up
Task #1: Start Up
Sub Task #1: Show the Server starting via command line and listening for connections

Task Screenshots

Gallery Style: 2 Columns

4 2 1

Server starting via command line and listening for connections

Caption(s) (required) ✓

Caption Hint: *Describe/highlight what's being shown*

Sub-Task

100%

Group: Start Up
Task #1: Start Up
Sub Task #2: Show the Server Code that listens for connections

Task Screenshots

Gallery Style: 2 Columns

4 2 1

the Server Code that listens for connections

Caption(s) (required) ✓

Caption Hint: *Describe/highlight what's being shown (ucid/date must be present)*

Task Response Prompt

Briefly explain the code related to starting up and waiting for connections

Response:

The code sets up a basic server that listens for connections on the local host and handles each connection by printing a message.

Sub-Task

100%

Group: Start Up

Task #1: Start Up

Sub Task #3: Show the Client starting via command line

Task Screenshots

Gallery Style: 2 Columns

4 2 1

the Client starting via command line

Caption(s) (required) ✓

Caption Hint: *Describe/highlight what's being shown*

Sub-Task

100%

Group: Start Up

Task #1: Start Up

Sub Task #4: Show the Client Code that prepares the client and waits for user input

Task Screenshots

Gallery Style: 2 Columns

4 2 1

the Client Code that prepares the client and waits for user input

Caption(s) (required) ✓

Caption Hint: *Describe/highlight what's being shown (ucid/date must be present)*

Task Response Prompt

Briefly explain the code/logic/flow leading up to and including waiting for user input

Response:

The code here prompts the user to enter the hostname and port number.

End of Task 1

Task

100%

Group: Start Up
Task #2: Connecting
Weight: ~50%
Points: ~1.50

COLLAPSE

Details:

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Capturing all possible code (i.e., including a lot of irrelevant code) can lead to a reduced grade.

Columns: 1

Sub-Task

100%

Group: Start Up
Task #2: Connecting
Sub Task #1: Show 3 Clients connecting to the Server

Task Screenshots

Gallery Style: 2 Columns

4 2 1

3 Clients connecting to the Server

Caption(s) (required) ✓

Caption Hint: *Describe/highlight what's being shown*

Sub-Task 100%

Group: Start Up
Task #2: Connecting
Sub Task #2: Show the code related to Clients connecting to the Server (including the two needed commands)

Task Screenshots

Gallery Style: 2 Columns

4 2 1

the code related to Clients connecting to the Server
(including the two needed commands)

Caption(s) (required) ✓

Caption Hint: *Describe/highlight what's being shown (ucid/date must be present)*

Task Response Prompt

Briefly explain the code/logic/flow

Response:

The client creates a Socket object to connect to the server using the server's IP address and port number and then uses input and output streams to communicate with the server.

End of Task 2

End of Group: Start Up
Task Status: 2/2

Group

100%

Group: Communication
Tasks: 2
Points: 3

COLLAPSE

Task

100%

Group: Communication
Task #1: Communication
Weight: ~50%
Points: ~1.50

COLLAPSE

Details:
Important: Code screenshots should be fairly concise (try to show only the sections of code relevant to the question)

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Columns: 1

Sub-Task

100%

Group: Communication
Task #1: Communication
Sub Task #1: Show each Client sending and receiving messages

Task Screenshots

Gallery Style: 2 Columns

4 2 1

each Client sending and receiving messages

Caption(s) (required) ✓

Caption Hint: *Describe/highlight what's being shown*

Sub-Task

100%

Group: Communication
Task #1: Communication
Sub Task #2: Show the code related to the Client-side of getting a user message and sending it over the socket

Task Screenshots

Gallery Style: 2 Columns

4 2 1

the code related to the Client-side of getting a user message and sending it over the socket

Caption(s) (required) ✓

Caption Hint: *Describe/highlight what's being shown (ucid/date must be present)*

Task Response Prompt

Briefly explain the code/logic/flow involved

Response:

The client prompts the user for input, reads the message, and sends it to the server through an established socket connection using an output stream.

Sub-Task

100%

Group: Communication
Task #1: Communication
Sub Task #3: Show the code related to the Server-side receiving the message and relaying it to each connected Client

Task Screenshots

Gallery Style: 2 Columns

4 2 1

the code related to the Server-side receiving the message and relaying it to each connected Client

Caption(s) (required) ✓

Caption Hint: *Describe/highlight what's being shown (ucid/date must be present)*

Task Response Prompt

Briefly explain the code/logic/flow involved

Response:

The server accepts client connections, reads incoming messages, and broadcasts these messages to all connected clients using their respective output streams.

Sub-Task

100%

Group: Communication
Task #1: Communication
Sub Task #4: Show the code related to the Client receiving messages from the Server-side and presenting them

Task Screenshots

Gallery Style: 2 Columns

4 2 1

the code related to the Client receiving messages from the Server-side and presenting them

Caption(s) (required) ✓

Caption Hint: *Describe/highlight what's being shown (ucid/date must be present)*

Task Response Prompt

Briefly explain the code/logic/flow involved

Response:

The client establishes a socket connection to the server, sets up an input stream to read messages, and continuously displays these messages to the user.

End of Task 1

Task

100%

Group: Communication
Task #2: Rooms
Weight: ~50%
Points: ~1.50

COLLAPSE

Details:

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Capturing all possible code (i.e., including a lot of irrelevant code) can lead to a reduced grade.

Columns: 1

Sub-Task

100%

Group: Communication
Task #2: Rooms
Sub Task #1: Show Clients can Create Rooms

Task Screenshots

Gallery Style: 2 Columns

4 2 1

Show Clients can Create Rooms

Caption(s) (required) ✓

Caption Hint: *Describe/highlight what's being shown*

Sub-Task

100%

Group: Communication
Task #2: Rooms
Sub Task #2: Show Clients can Join Rooms (leave/join messages should be visible)

Task Screenshots

Gallery Style: 2 Columns

4 2 1

Show Clients can Join Rooms

Caption(s) (required) ✓

Caption Hint: *Describe/highlight what's being shown*

Sub-Task

100%

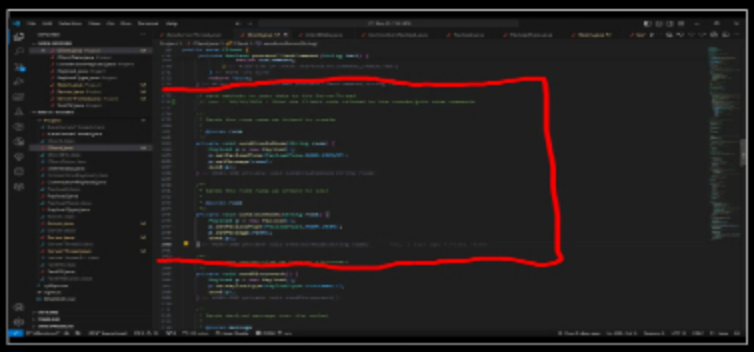
Group: Communication
Task #2: Rooms
Sub Task #3: Show the Client code related to the create/join room commands

Task Screenshots

Task Screenshots

Gallery Style: 2 Columns

4 2 1



Show the Client code related to the create/join room commands

Caption(s) (required) ✓

Caption Hint: *Describe/highlight what's being shown (ucid/date must be present)*

Task Response Prompt

Briefly explain the code/logic/flow involved

Response:

The client sends a command to the server to create or join a room, and the server processes this command to either create a new room or add the client to an existing room, enabling group communication.

Sub-Task

100%

Group: Communication
Task #2: Rooms
Sub Task #4: Show the ServerThread/Room code handling the create/join process

Task Screenshots

Gallery Style: 2 Columns

4 2 1

Show the Room code handling the create/join process

Show the ServerThread code handling the create/join process

Caption(s) (required) ✓

Caption Hint: *Describe/highlight what's being shown (ucid/date must be present)*

Task Response Prompt

Briefly explain the code/logic/flow involved

Response:

The server thread processes client commands to create or join a room by either initializing a new room instance or adding the client to an existing room, facilitating group communication.

Sub-Task

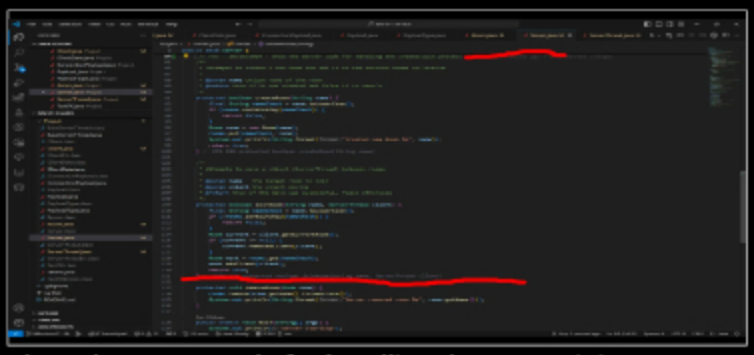
100%

Group: Communication
Task #2: Rooms
Sub Task #5: Show the Server code for handling the create/join process

Task Screenshots

Gallery Style: 2 Columns

4 2 1



Show the Server code for handling the create/join process

Caption(s) (required) ✓

Caption Hint: *Describe/highlight what's being shown (ucid/date must be present)*

Task Response Prompt

Briefly explain the code/logic/flow involved

Response:

The server processes create/join commands by either initializing a new room instance or adding the client to an existing room, ensuring proper room management and client allocation.

Sub-Task

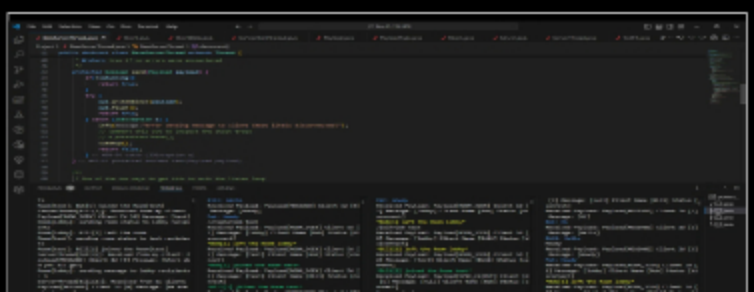
100%

Group: Communication
Task #2: Rooms
Sub Task #6: Show that Client messages are constrained to the Room (clients in different Rooms can't talk to each other)

Task Screenshots

Gallery Style: 2 Columns

4 2 1



Show that Client messages are constrained to the Room

Caption(s) (required) ✓

Caption Hint: *Describe/highlight what's being shown*

Task Response Prompt

Briefly explain why/how it works this way

Response:

Client messages are constrained to their respective rooms because the server routes messages only to clients within the same room, ensuring isolated group communication.

End of Task 2

End of Group: Communication
Task Status: 2/2

Group

100%

Group: Disconnecting/Termination
Tasks: 1
Points: 3

COLLAPSE

Task

100%

Group: Disconnecting/Termination
Task #1: Disconnecting
Weight: ~100%
Points: ~3.00

COLLAPSE

Details:

Important: Code screenshots should be fairly concise (try to show only the sections of code relevant to the question)

Capturing all possible code (i.e., including a lot of irrelevant code) can lead to a reduced grade.

Columns: 1

Sub-Task

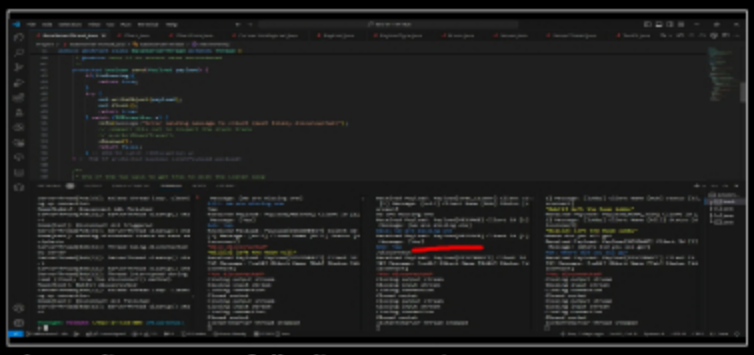
100%

Group: Disconnecting/Termination
Task #1: Disconnecting
Sub Task #1: Show Clients gracefully disconnecting (should not crash Server or other Clients)

Task Screenshots

Gallery Style: 2 Columns

4 2 1



Show Clients gracefully disconnecting

Caption(s) (required) ✓

Caption Hint: *Describe/highlight what's being shown*

Sub-Task

100%

Group: Disconnecting/Termination

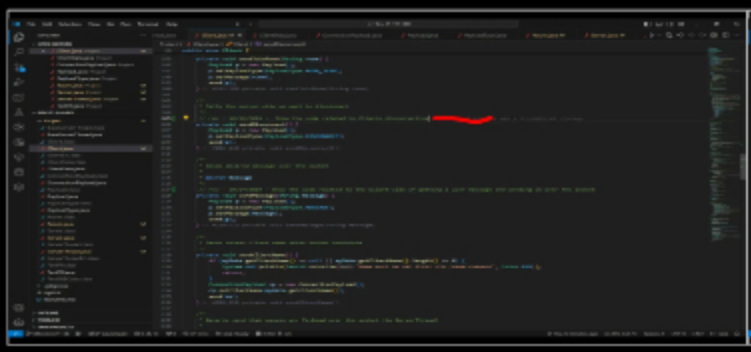
Task #1: Disconnecting

Sub Task #2: Show the code related to Clients disconnecting

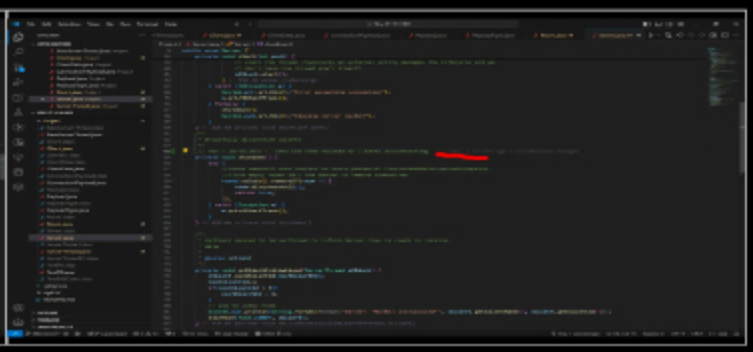
Task Screenshots

Gallery Style: 2 Columns

4 2 1



Show the code related to Clients disconnecting



Show the code related to Clients disconnecting

Show the code related to Clients disconnecting

Caption(s) (required) ✓

Caption Hint: *Describe/highlight what's being shown (ucid/date must be present)*

Task Response Prompt

Briefly explain the code/logic/flow involved

Response:

When a client disconnects, the server removes the client's socket from the list of active connections and closes the associated input/output streams to free up resources.

Sub-Task

100%

Group: Disconnecting/Termination
Task #1: Disconnecting
Sub Task #3: Show the Server terminating (Clients should be disconnected but still running)

Task Screenshots

Gallery Style: 2 Columns

4 2 1

Show the Server terminating

Caption(s) (required) ✓

Caption Hint: *Describe/highlight what's being shown*

Sub-Task

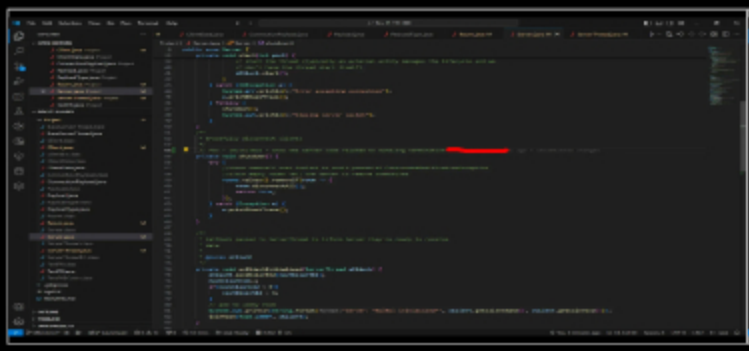
100%

Group: Disconnecting/Termination
Task #1: Disconnecting
Sub Task #4: Show the Server code related to handling termination

Task Screenshots

Gallery Style: 2 Columns

4 2 1



Show the Server code related to handling termination

Show the Server code related to handling termination

Caption(s) (required) ✓

Caption Hint: *Describe/highlight what's being shown (ucid/date must be present)*

Task Response Prompt

Briefly explain the code/logic/flow involved

Response:

The server handles termination by closing all active client connections, releasing resources, and shutting down the

server socket to ensure a clean exit.

End of Task 1

End of Group: Disconnecting/Termination
Task Status: 1/1

Group

Group: Misc
Tasks: 3
Points: 1

COLLAPSE

Task

Group: Misc
Task #1: Add the pull request link for this branch
Weight: ~33%
Points: ~0.33

COLLAPSE

Task URLs

URL #1
https://github.com/RicardoVas9991/Rev-IT-11[illegible]

URL
https://github.com/RicardoVas9991/Rev-IT-114-0

End of Task 1

Task

Group: Misc
Task #2: Talk about any issues or learnings during this assignment
Weight: ~33%
Points: ~0.33

COLLAPSE

Details:
Few related sentences about the Project/sockets topics

Task Response Prompt

Response:

There weren't any major issues, more like having trouble finding out which code does this or that again—labeling and explaining them, too.

End of Task 2

Task

100%

Group: Misc
Task #3: WakaTime Screenshot
Weight: ~33%
Points: ~0.33

COLLAPSE

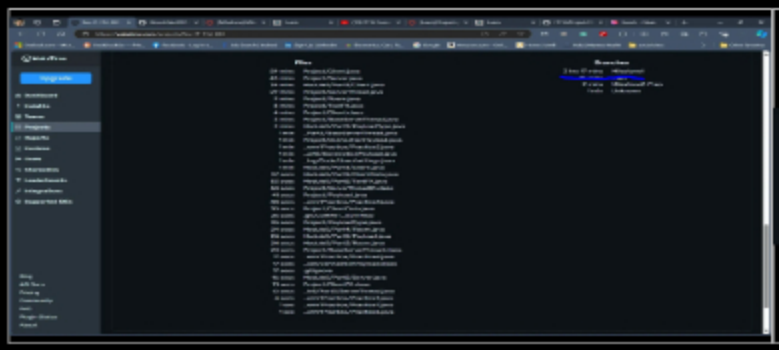
Details:
Grab a snippet showing the approximate time involved that clearly shows your repository.

The duration isn't considered for grading, but there should be some time involved.

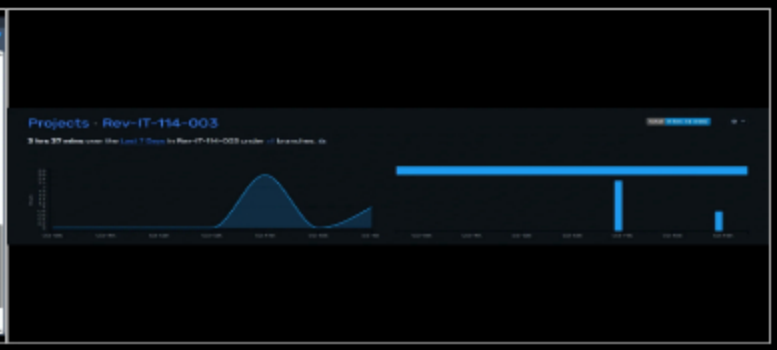
Task Screenshots

Gallery Style: 2 Columns

4 2 1



WakaTime Screenshot



WakaTime Screenshot

End of Task 3

End of Group: Misc
Task Status: 3/3

End of Assignment