Assignment 1 Demo Rubric
- Demonstrate that all clients responds to changes made by one (__ / 2)
- Use debug mode and breakpoints on one client to show: (__ / 9 total)
  - Main thread invokes connect() on a SocketChannel [putting a breakpoint on connect() and show the stop] (1)
  - Selection thread invokes finishConnect() before input [putting a breakpoint on finishConnect()] (1)
  - When a command is entered locally the AWT thread for the input executes propertyChange() [by setting a breakpoint there] (1)
  - The selection thread executes write() on a SocketChannel (1)
  - When a command is entered remotely the selection thread executes read() on a SocketChannel (1)
  - After receiving a command execute the processCommand() method (1)
  - Show tracing that indicates the above calls are being made (3)
- Create an inconsistency due to non-synchronized serialization with either breakpoints (recommended) or wait/notify [show code] and explain what happened and why (__ / 3)
- Demonstrate a solution with atomic broadcast (__ / 4 total)
  - Show code of not executing the command locally [by breakpoint] (1)
  - Show code of serialization in server side [by breakpoint] (1)
  - Show code of echoing back to connected clients [by breakpoint] (1)
  - Show execution of commands from server [by breakpoint] (1)
- Demonstrate that the client can run locally dynamically via the GUI (__ / 2 total)
  - Local execution (1)
  - Show breakpoint for sending messages not hit (1)
- Show pre-written code execution in both local and remote mode (__ / 2)
- Time 500 input command for all three case and include that in the demo (__ / 3)

Total: _____ / 25 Points

Notes and Other Comments: