Name:

Assignment 4 Demo Rubric

- Explicit receive, server: launch the counter server and two counter clients with breakpoints in the loop, release the breakpoints in such a way that calls from the clients result eventually in or more receives never unblocking. Show in server tracing: (__ / 8)
  - ○ The server successfully intercepts calls from the clients (1)
  - ○ The server's notifier enqueuing onto the correct message queue (3)
  - ○ The server creates a blocking queue for each specific client (1)
  - ○ The server's receive call getting the message from the blocking queue (3)
- Explicit receive, client: show the three custom tracings in the correct place interlaced with GIPC's internal tracings as well as the content of the message from server (__ / 4)
- Part 2 -- synchronous remote function/procedure call: launch the server with breakpoints set at `increment` and `getValue` (__ / 8)
  - ○ When the server hit the breakpoint at increment, show tracing in the client to indicate that the sent call completer is blocked on the custom receive (2) [should be blocked to demonstrate that the procedure call is synchronous]
  - ○ Show tracing to indicate that the receive happens within the framework of GIPC (`waitForReturnValue() -> receive()`) (1)
  - ○ Show that `returnValueReceived()` does not put item in the queue [show code] (1)
  - ○ Show the overridden version of `handleProcedureReturn()` in server (1)
  - ○ Release the breakpoint and show that remote function calls (`getValue()`) are handled through a similar process (1)
- Part 2 -- simulations (__ / 3)
  - ○ Show code used to generate the 500 commands for simulation (1)
  - ○ Show timing results of running the halloween simulation with GIPC calls vs explicit receive (2)

Total: _____ / 23 Points

Notes and Other Comments: