Name:

Assignment 2 Demo Rubric

- Demonstrate that all clients (at least 3) respond to inputs from one (__ / 2)
- Use breakpoints to show: (__ / 4 total)
  - Inputting simulation makes a remote method call in the server (1)
  - The server executing the call (1)
  - The server makes a remote method call in non-inputting client (1)
  - A non-inputting client executing the method (1)
- Show that atomic broadcasting does not create inconsistencies with non-communicating ops (__ / 3)
- Demonstrate a change in broadcasting mode via one of the clients is broadcast to all clients by attempting to create an inconsistencies (__ / 6 total)
  - Change broadcasting mode in one client, show the change reflected in other clients (either via GUI or console) (2)
  - Create an inconsistency using inputs from at least one client other than the one you used to change broadcasting mode in (4)
- Show the results of the three performance experiments (__ / 3 total)
  - Show code in main thread used for performance testing (1)
  - Show the results of the coding running in local, atomic and non-atomic broadcasting methods. (2)

Total: _____ / 18 Points

Notes and Other Comments: