


(https://profile.intra.42.fr)

SCALE FOR PROJECT RUSHES (/PROJECTS/RUSHES) / FROZEN (/PROJECTS/RUSHES-FROZEN)

You should evaluate 2 students in this team



Git repository

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Introduction

To ensure this evaluation goes smoothly, please respect the following set of rules :

- Please remain courteous, polite, respectful and constructive at all times during this exchange. The trust bond between the school's community and yourself depends on it.
- Should you notice any malfunctions within the submitted project, make sure you take the time to discuss those with the student (or group of students) being graded.
- Keep in mind that some subjects can be interpreted differently. If you come accross a situation where the student you're grading has interpreted the subject differently than you, try and judge fairly whether their interpretation is acceptable or not, and grade them accordingly. Our peer-evaluation system can only work if you both take it seriously.


Guidelines

- You may only evaluate whatever is in the GiT submission directory of the student you are grading.
- Make sure to check wether the GiT submission directory belongs to the student you're grading, and that

it's the right project.

- If the student who is grading this project hasn't done the project him/herself yet, he/she must read the whole topic before starting the evaluation session.

Attachments

 Subject (<https://cdn.intra.42.fr/pdf/pdf/5636/frozen.en.pdf>)

Mandatory

*In this part, basic functionality of the server will be evaluated. The team will be awarded points if they implemented the corresponding commands listed below and met other requirements. The project **MUST** be written in the GO programming language and it should not contain the use of any third-party library. Otherwise, the submission is off topic and the final grade is 0.*

Concurrency

Does the server use goroutines to handle multiple clients?

☒ Yes

☐ No

PASS NICK USER

Test connecting to the server and award points for the following:

Is the server password protected? (global password to join the server) (+1)

Can clients have unique usernames and unique nicknames? (+1)

Do they have a method of user verification? (individual username + password) (+1)

Is it RFC compliant? Have them prove it. (+2, and only if all of the above are correct)

Rate it from 0 (failed) through 5 (excellent)

5

NICK

Test nickname functionality and award points for the following:

Can a user change their nickname once created? (+1)

Are verifications done to avoid duplicate nicknames? (+1)

Are verifications done to sanitize input? (+1)

(hint: Set a username to Ctrl-G and see what happens)

Are the username specs and responses RFC? (+2, and only if all of the above are correct)

Rate it from 0 (failed) through 5 (excellent)

5

JOIN

Test channel functionality and award points.

If you join an empty channel, is it created? (+1)

Can multiple users join the same channel? Really? (+1)

Are the channel names sanitized? (+1)

Are the channel functionalities RFC compliant? (Not including channel modes, just the response codes) (+2)

Rate it from 0 (failed) through 5 (excellent)

5

PART

Can a user leave the channel?

☒ Yes☐ No**NAMES**

Can a user see all other users? (+3)

Are the responses RFC compliant with invisible, etc? (+2)

Rate it from 0 (failed) through 5 (excellent)

5

LIST

Can a user see all the channels? (+3)

Are the listings in RFC? Do they show the channel attributes? (+2)

Rate it from 0 (failed) through 5 (excellent)

5

PRIVMSG

Test the things... award points.. you know the drill

Can a user message another user? (+1)

Can a user message a channel? (+2)

Are the codes RFC compliant? (+2, and only if all of the above are correct)

Rate it from 0 (failed) through 5 (excellent)

5

Bonus

The bonus part is available if and only if the mandatory part is complete and perfect.

RFC Compliance

Are the channel and user modes fully implemented?

Did they implement commands not listed in the PDF? (PING, NOTICE, KICK, ...)

✓ Yes

✗ No

Extra Features

Does data persist if the server shuts down?

Can you share files? Through the server, or P2P?

Does the server talk to other servers?

Do they have a client?

Rate it from 0 (failed) through 5 (excellent)



Ratings

Don't forget to check the flag corresponding to the defense

✓ Ok

★ Outstanding project

■ Empty work

■ Incomplete work

💬 No author file

⚙ Invalid compilation

📄 Cheat

💻 Crash

👤 Incomplete group

🚫 Forbidden function

Conclusion

Leave a comment on this evaluation

Finish evaluation

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