

Stage 1: design and implement your own client-side simulator with LRR**Name:****SID:**

Workshop:

Design document (6 marks)

- Introduction [/1]
- System overview [/1]
- Design [/1]
- Implementation [/1]
- Presentation (e.g., no typos, efficient use of space) [/1]
- References (including the proper use of figures) [/1]

*Implementation (7 marks; **NO MARKS** given if you don't show up and the code doesn't compile):
marked during DEMO*

- Server connection (1 mark) [/1]
- Initial message exchanges (1 mark) [/1]
- Job scheduling (deduct 1 mark for each incorrect schedule; a max deduction of 5) [/5]

Design at code level (3 marks; note we'll use a code plagiarism check tool in addition to manual coding style marking)

- Elegance (no redundant code, use of appropriate data structures, etc.) [/1]
- Efficiency (efficient memory management, no magic numbers, etc.) [/1]
- Readability (good naming convention, proper indentation and comments, etc.) [/1]

Compliance (2 marks)

e.g., page limit and formatting, student ID, the order of your name (first name and last name),
provision/access of git repository URL [/2]

Project management (2 marks)

based on primarily the commit history in your project git repository, e.g., genuine, regular commits
throughout the duration of Stage 1 (the earlier the better, e.g., Week 2) [/2]

Total [/20]