

Download the zip file. There is the server and the client source code in the zip file.

1. Review the code. What does it do?
2. Which lines of code are key for .NET Remoting?
3. What are the pros and cons for WCF? (hint: today's slides and reading material)
4. How does WCF differ from .NET Remoting? (hint: today's slides and reading material)
5. Which design patterns are used? (This is linked to lecture/lab next week, Week 46)
6. Execute the code. For this I suggest that you use the terminal/command line. Open one tab for the Server and another the Client. Run the server first and then the client (in that order). To do so, using the terminal/command line locate the .exe file for the server. It should be in the following folder /Server/Server/bin/Debug and the .exe for the Client is in /Client/Client/bin/Debug
Now to execute use "mono" command. E.g., mono Server.exe
Then do the same for the Client.
From the Client enter text and hit enter. What happens on the Client and on the Server side?
7. From the usability perspective, the client is not good. Which issues have you noted? Can you fix it?
8. Add exception handling on the Client.
9. Now the server handles quite too much functionality (low cohesion). How would you improve modifiability, improve reusability of functions in the server (i.e., maybe easily reuse some functionality in another server), improve coupling and cohesion.
10. Bonus1: brainstorm on how to improve the reliability of the server.
11. Bonus2: Add your own functionality to the server.