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., the use of the LaTeX template, page limit, the existence of student ID, the order of your name (first name and last name) and 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]**