

Computer Network Project 2



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Project 2



Project 2

- **Requirement**
 - Client-Server
 - Multiprocessing (or Multithread)
 - Design protocol
 - Design user interface

Project 2

- **Requirement**

- Registration(ID, Password, IP:Port, ...)
 - Whenever a client comes in / leaves, broadcast to users.
- Send/Receive messages to/from others_s(ID)
 - Broadcast and private message
- Send/Receive files to/from others_s(ID)
- Historical messages
- Off-line messages
- Special function

Project 2

- **Requirement**
 - Multiprocessing(or Multithread)
 - Server always listens for new requests while processing previous requests.
 - Design protocol
 - Design new application layer protocol for your system.
 - Design user interface
 - Easy to use **without** documents.
 - Instructions should show up **only** when the users need.

Project 2

- **Constraints**

- Forcibly 3 persons/group
- Language: C / C++
- Command-line **ONLY**
 - Big challenge on user interface
- Use machines on the **same LAN** or **Public IP**
 - Ex. Linux@217 or CSIE wireless network LAN
 - Don't care "NAT traversal"

Project 2

- **Grouping**
 - Forcibly 3 persons/group
 - Form a group and choose a time to demo
 - **Live demo**
 - **Demo date: Fri. 12/28 (Taipei)**
 - **Demo time**
 - <http://tinyurl.com/c8kjww2>

Project 2

- **Submission**

- **Deadline: Fri. 12/28 23:59 (Taipei)**
- **Late penalty: -10/day**
- Compress your code and report into a zip/rar file named teamleader_student_ID like b99902xxx.zip
 - Report template
- EMAIL
 - Send to: **lawlietdo@gmail.com**
 - Subject: **[CN] HW2 teamleader_student_ID**

Project 2

- Grading
 - (70% + **bonus 10%**) Client-Server
 - (10%) Registration / List users
 - (15%) Send/Receive messages to/from others**s**
 - (20%) Send/Receive files to/from others**s**
 - (15%) Off-line messages
 - (10%) Historical messages
 - (15%) Report
 - (10%) Design user interface
 - (5%) Multiprocessing (or Multithread)

- CSIE_Network @ ptt

Q&A