

# Kahoot! over WLAN

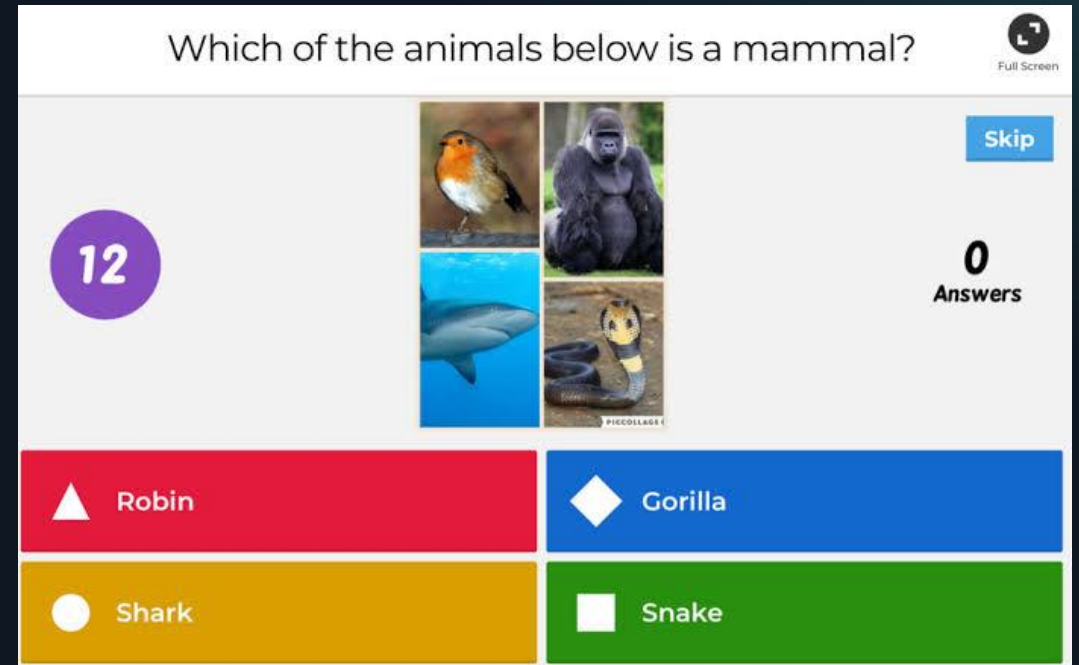
A. Berat Sert – Fahreddin Akalin

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[beratsert41@gmail.com](mailto:beratsert41@gmail.com) - [fahreddin.akalin@gmail.com](mailto:fahreddin.akalin@gmail.com)

# What is Kahoot?

- Web based online quiz application
- Scores users due to their respond time



# Implemented Protocols

Check the reliability of the communication

1

## Greeting Protocol

Who is there?

2

## Start – Ready Protocol

Are you ready?

3

## Fairness in the quiz

Making sure about the delivery of the questions simultaneously

# Greeting Protocol

- Announce packet
- Response packet





# Start – Ready Protocol

- Checks multicasting process
- Informs about the start
- Takes permission of the clients

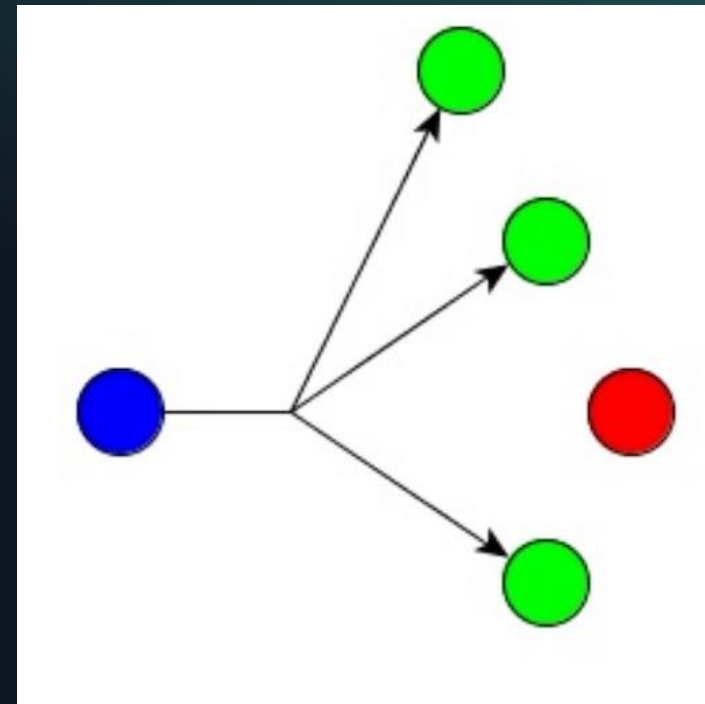
# Fairness in the quiz

- By multicasting, questions go to a virtual node.
- Answers with UDP
- Scoring in different threads



# HOSTS

- Multicasts questions
- Scores users
- Display scoreboard

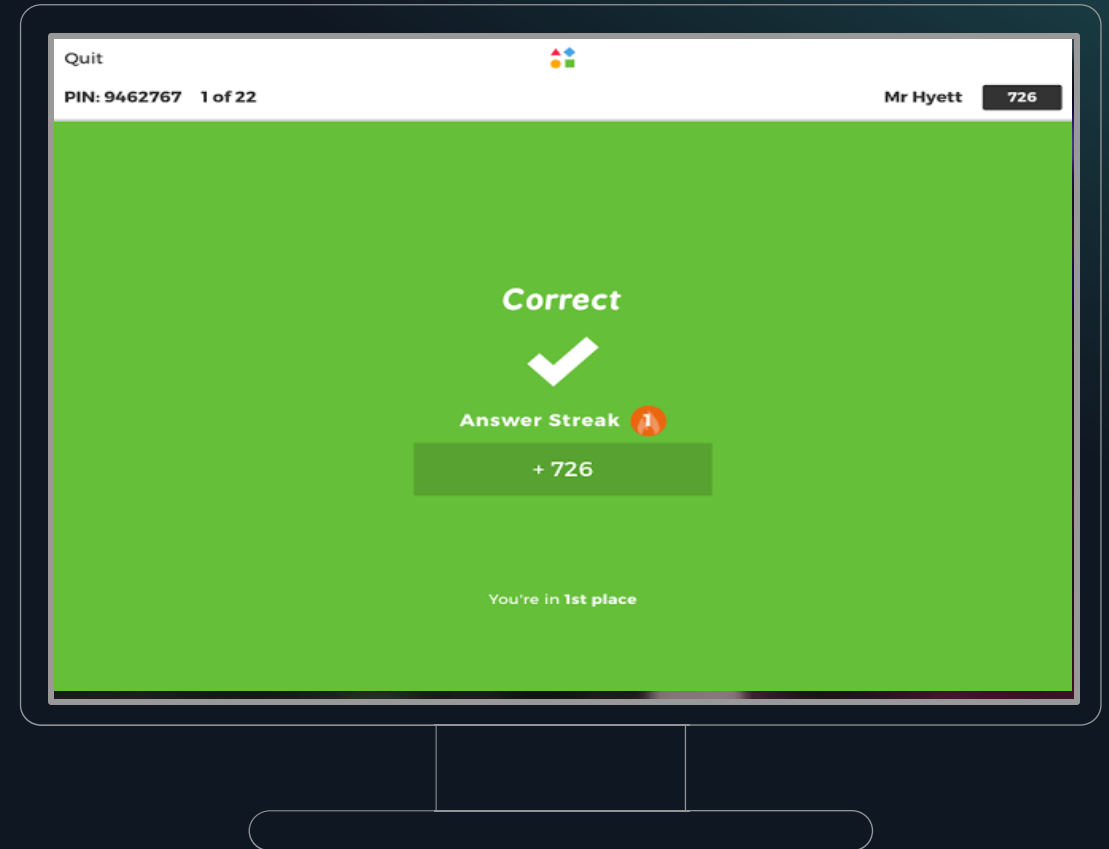


Scoreboard	
Next	
Nathan	28,008
Susan	15,225
Marcus	12,100
James	9,001
Hayley	7,658
End quiz	
★ Up 10 places - Michelle is the highest climber!	



# CLIENT

- Displays questions
- Takes answer
- Sends answers via UDP
- Display score





# THANK YOU!

**Berat Sert**

*Email:*

**beratsert41@gmail.com**

**Fahreddin Akalin**

*Email:*

**fahreddin.akalin@gmail.com**