Process Management & Distributed Computing Criteria Assessment Sheet (Weighting 30%)

Student Name(s): Student Number(s):

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/	6	5	4-3	2-1	Mark
Server implements a thread pool - max of 10 concurrent client connections. Synchronisation primitives for shared data structures Authentication	Server creates new thread for each client max 10 clients Synchronisation primitives for shared data structures Authentication implemented Text files	Single-thread client implementation only Authentication implemented Text files generally tokenised correctly Client displays account information mostly as per	Correctly implements some of the functionalities as stated in assignment specifications The program runs but contains some run time errors during execution Signal handling not	Implements only small part of functionality as stated in assignment specifications Contains serious run time errors Application not menu driven	
implemented Text file(s) tokenised correctly Client displays account information as per specifications Signal handling ATM menus as per specifications Command line & default parameters	 Client displays account information as per specifications Signal handling ATM menus as per specifications Command line & default parameters 	Signal handling mostly correct ATM menus generally correct however lacks some functionality Command line & default parameters Implements most of the required functionality	 Signal handing not implemented No command line arguments and/or default values Not all of menu options implemented Client displays incorrect account information &/or not as per specifications Unnecessary file I/O overhead 	Application is not implemented using BSD sockets Limited, corrupted or no communication between server and client Is not a valid C program &/or does not compile on Linux command line	
60-75 marks	45-59 marks	35-44 marks	25-34 Marks	0-24 marks	/7
Comments:		<u> </u>	<u> </u>	1	
	implements a thread pool - max of 10 concurrent client connections. • Synchronisation primitives for shared data structures • Authentication implemented • Text file(s) tokenised correctly • Client displays account information as per specifications • Signal handling • ATM menus as per specifications • Command line & default parameters	implements a thread pool - max of 10 concurrent client connections. Synchronisation primitives for shared data structures Authentication implemented Text file(s) tokenised correctly Client displays account information as per specifications Signal handling ATM menus as per specifications Signal handling ATM menus as per specifications Command line & default parameters thread for each client - max 10 clients Synchronisation primitives for shared data structures Authentication implemented Text files tokenised correctly Client displays account information as per specifications Signal handling ATM menus as per specifications Command line & default parameters	implements a thread pool - max of 10 concurrent client connections. Synchronisation primitives for shared data structures Authentication implemented Text file(s) tokenised correctly Client displays account information as per specifications Signal handling ATM menus as per specifications Signal handling ATM menus as per specifications Command line & default parameters thread for each client max 10 clients Synchronisation primitives for shared data structures Authentication implemented Text files generally tokenised correctly Client displays account information mostly as per specifications Signal handling ATM menus as per specifications Command line & default parameters implementation only Authentication implemented Text files Client displays account information mostly as per specifications Signal handling ATM menus as per specifications Command line & default parameters Implementation only Authentication implemented Text files Client displays account information as per specifications Signal handling ATM menus as per specifications Command line & default parameters Implemented Text files generally tokenised correctly Client displays account information as per specifications Signal handling ATM menus as per specifications Command line & default parameters Implemented Text files Command ling ATM menus as per specifications Command line & default parameters Implemented Text files Client displays account information mostly as per specifications Signal handling ATM menus as per specifications Implemented Text files Client displays account information as per specifications Signal handling ATM menus as per specifications Implemented Text files Client displays account information as per specifications Signal handling ATM menus as per specifications Implemented Text files Client displays Command line & Implemented Text files Command line & Implemented Text files Client displays Command line & Implemented Text files Text files Command line & Implemented	thread pool - 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Code Quality Fificient use of ADTs to represent required data structures with minimal code duplication. Code is structured logically and efficiently, sensible variable and function ames. All functions are commented (including pre and post conditions). Sensible use of flues. Use of thread safe flues. Use of thread safe fluestions. Dynamic memory, threads, sockets and files are handled efficiently during program execution and program exemply fluing pet program execution and prog	Cuitouio / Obioativa	Performance Level					N. A. a. alla
Efficient use of ADTs to represent required data structures with minimal code duplication. Code is structured with minimal code duplication on ADTs (and post conditions). Sensible and post conditions). Sensible use of header files. Use of thread safe functions. Dynamic memory, threads, sockets and files are handled efficiently during program execution and program termination. Efficient parameter passing	Criteria / Objective	7	6	5	4-3	2-1	Mark
Implementation uses efficient data structures with minimal code duplication. Code is structured logically and efficiently, sensible variable and function names. All functions are commented (including pre and post conditions). Sensible use of header files. Use of thread safe functions. Dynamic memory, threads, sockets and files are handled efficiently during program execution and program execution and program termination. Efficient parameter passing the minimal code efficient data structures (including pre anameter passing the minimal code of the data structures (including pre anameter passing) ADTs to represent required data structures (implementing structured data structures (implementing structured implementing structured with majority of code. Some data synchronisation synchronisation primitives appropriate in most cases Some data synchronisation synchronisation primitives appropriate in most cases Some data synchronisation synchronisation primitives appropriate in most cases Some data synchronisation synchronisation primitives appropriate in most cases Some data synchronisation synchronisation primitives appropriate in most cases Some data synchronisation synchronisation primitives mostly implemented synchronisation synchronisation primitives appropriate in most cases Some data synchronisation synchronisation primitives appropriate in most cases Some data synchronisation synchronisation primitives appropriate in most cases Some data synchronisation synchronisation primitives appropriate in most cases Some data synchronisation synchronisation primitives appropriate in most cases Some data synchronisation synchronisation primitives appropriate in most cases Some data synchronisation synchronisation primitives appropriate in most cases Some data synchronisation synchronisation primitives appropriate in most cases Some data synchronisation synchronisation primitives appropriate in most cases Some data synchronisation primitives appropriate in most cases Source code is most cases Some data syn	Code Quality						
violation of constraints with respect to word pairs being visible to client. commenting 18-20 marks 15-17 marks 10-14 marks 5-9 Marks 0-4 marks	efficient data structures with minimal code duplication. Code is structured logically and efficiently, sensible variable and function names. All functions are commented (including pre and post conditions). Sensible use of header files. Use of thread safe functions. Dynamic memory, threads, sockets and files are handled efficiently during program execution and program termination. Efficient parameter passing between functions. No violation of constraints with respect to word pairs	ADTs to represent required data structures • Code logically structured with minimal code duplication • Endianness addressed • Professionally commented • Dynamic memory allocated is freed. • Threads, sockets and files managed efficiently • No run time errors/compilation warnings • Data synchronisation • No magic numbers	of ADTs for implementing functionality has been used in majority of code. • Sensible Synchronisation primitives mostly implemented • Source code is mostly efficient with minimal code duplication • Majority of code is commented professionally • Dynamic memory and file I/O managed reasonably well • Sensible use of global variables only where appropriate	appropriately in most cases Some data synchronisation implemented Synchronisation primitives appropriate in most cases Code commenting is only adequate Use of magic numbers rather than using defines &/or constants Some inappropriate use of global variables Not all dynamic memory is released File I/O and thread management is not overly efficient Code structure reasonable however some code duplication	appropriately in some cases Inefficient use of synchronisation primitives Race conditions, busy waits and deadlocks may occur Functions are overly long and/or there is significant code duplication Violation of constraints of handling of text files as per assignment specifications Poor variable and/or function names Source code is inefficient in 50% or more of implementation Minimal to no commenting	implemented ADTs Large amount of straight line code rather than implementing sensible functions Large amount of code duplication Minimal to no synchronisation primitives Deadlocks, starvation, race conditions may or do occur Code does not compile at Linux command line Frequent run time errors Code is generally very poorly structured No commenting	/20

	Performance Level					
Criteria / Objective	7	6	5	4-3	2-1	Mark
Assignment Report						
Report consists of: 1. Statement of Completeness 2. Description of Data Structures 3. Description of synchronisation primitives 4. Each student's contribution to submission NOTE: Please include instructions for compiling both the Server and the Client at the command line in a separate text file If both students' contribution is not roughly equal each student must sign document to signify agreement in disclosure.	• Statement of Completeness indicates each task attempted including any deviations from the assignment specification, and/or problems and deficiencies in the solution. • Short concise description of ADTs implemented with valid justification of choices made • Short concise description of the synchronisation primitives with valid justification of choices made • Short statement of each student's contribution (if each student contributes equally simply state this explicitly) 5 marks Comments:	Statement of Completeness is mostly relevant and truthful Discussion of the ADTs implemented is mostly complete and justification is generally reasonable Description of the synchronisation primitives implemented is mostly complete with reasonable justification Short statement of each student's contribution (if each student contributes equally simply state this explicitly) 4 marks	Statement of Completeness is fairly relevant and truthful Discussion of the ADTs implemented is acceptable but lacks details and/or justification for choices Description of the synchronisation primitives implemented is acceptable but lacks details and/or justification for choices Statement of each student's contribution is included but not clear 3 marks	• Statement of Completeness includes relevant information but is incomplete with significant omission of deficiencies in solution • Discussion of the ADTs implemented is attempted but incomplete, not justified or poorly justified • Description of the synchronisation primitives implemented is attempted but incomplete, not justified or poorly justified • No disclosure of each student's contribution	No Statement of Completeness No discussion of ADTs implemented No discussion of synchronisation primitives No report included in submission No disclosure of each student's contribution O marks	/5