CS 3251 – Spring 2014 – Programming Project #2
Assigned: Thursday, March 27
Due: Tuesday, April 15 at 11:55pm

In this project, you will implement a BitTorrent client. Your client needs to be able to interoperate with other standards-compliant clients, as can be found on-line and (hopefully) implemented by your classmates. You should be able to test your client with currently running BitTorrent systems. We will also look into standing up a tracker exclusively for use by the class.

You many implement your client in the language of your choosing. You may use a third-party bencode library but otherwise you must implement the protocol without using other third-party libraries.

You may work in teams of two, but you do not have to do so. If you work in a team, both members will get the same grade on the project.

One thing you will find is that there is not a nice RFC documenting the protocol. The primary reference is this: https://wiki.theory.org/index.php/BitTorrentSpecification and http://www.bittorrent.org/beps/bep_0003.html.

You may also find the following helpful, though use at your own risk. It is older than the two documents referenced above and may be out of date.
http://jonas.nitro.dk/bittorrent/bittorrent-rfc.html

Don't wait to get started. This assignment is a significant step up in work from the first programming assignment. It should be fun and you will learn a lot, but more so if you don't wait until the last minute (or day or couple of days).