**Grading Rubric**

**CS 3800 - Assignment 3: Client/Server chatroom**

**Maximum possible points: 125**

|  |  |
| --- | --- |
| **Functionality and Implementation** | |
| Basic socket functionality (bind, connect, accept, listen, gethostname, etc) and implementation.  [The client should be able to transfer to the server and vice versa(this must be functional for any of the below points to be obtained)] | 40 |
| Error checking to confirm if bind(),listen(), thread create etc are successful | 5 |
| The server correctly echoes data to all clients, except for the sender | 10 |
| The server and client correctly display all welcome and disconnect msg and prefix all messages with the nickname tag | 10 |
| Server prints message and then quits correctly/cleanly after 10 seconds on shut down | 10 |
| Messages are always correctly formatted (contain no extraneous newlines or other garbage under any conditions) | 10 |
| Clients and server close sockets correctly and are able to reconnect on the same port | 10 |
| Special commands work correctly(/exit, /quit, /part) and client prints error message on ctrl-C instead of quitting | 20 |
| **Code Readability** | |
| Header, Commenting and indentation | 10 |

**Total: 125 points**

**Bonus:**

|  |  |
| --- | --- |
| Implement a user friendly graphical user interface. (e.g. separate and colorful windows/buttons for login, chatting, and termination) | 25 |