CSUS, College of Engineering and Computer Science
Department of Computer Science
CSC/CPE 138 – Computer Network and Internet

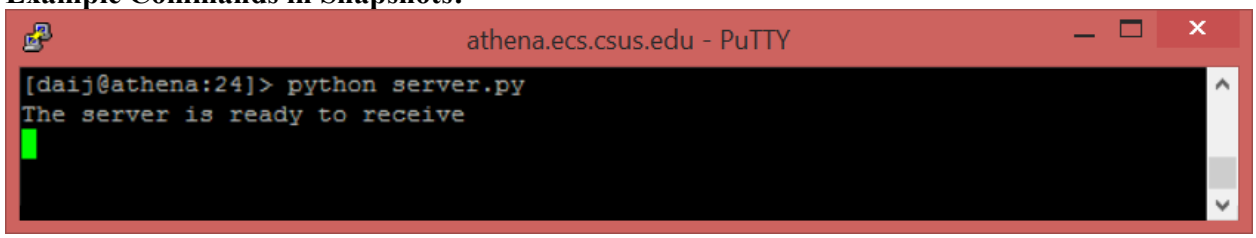
Socket Programming Assignment 1 – Class Example

Goal: Practice makes perfect! Socket programming assignments are to help you review and apply your conceptual knowledge from this class.

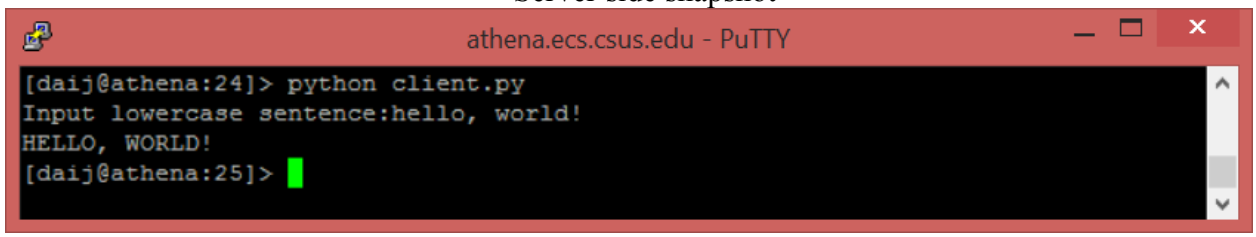
Attention: Code plagiarism is absolutely **NOT** allowed! Please prepare for a **demonstration** of running your program in front of the instructor/grader and answer their questions.

Instructions: Please repeat what's done in the course slides about implementing **both** the **UDP** and **TCP** client/server interactions with Python.

Example Commands in Snapshots:



Server side snapshot



Client side snapshot

Deliverable: A project report, an **electronic submission** to Canvas, is expected to include both your **source code** and some **screenshots** that can help you demonstrate your work (**commands**, **operations**, **results** and **analysis**). Code plagiarism is absolutely **NOT** allowed! Please also prepare for a **demonstration** of running your program in front of the instructor/grader and answer their **questions** (which are about your code). You grade will be based on both the report and your performance during demonstration.

Requirement: The report will all be evaluated based on the following grading criteria.

Report Correctness, Completeness, Clarity	20%+15%+15%
Demonstration Correctness, Completeness, Question	20%+15%+15%