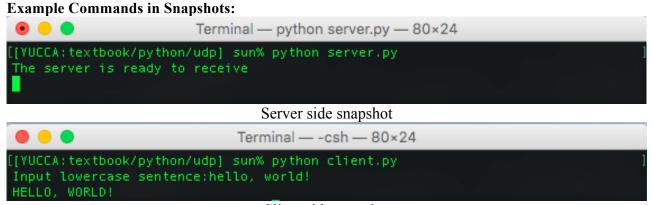
CSUS, College of Engineering and Computer Science Department of Computer Science CSC 138 – Computer Network and Internet

## Socket Programming Assignment 1 – Lecture Example Release Date: Sep 18, 2017 Due Date: Oct 1, 2017, Sunday (11:59pm)

**Goal**: Socket programming assignments are to help you review and apply your conceptual knowledge from this class.

**Attention**: Code plagiarism is absolutely **NOT** allowed! If needed, you may be asked 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 lecture about implementing the **UDP** and **TCP** client/server interactions with Python. If you prefer C or Java implementation, that's OK. If you choose to do so, the caveat is that there is more help if you do it in Python.



Client side snapshot

**Deliverable**: Please submit your electronic project report to my SacCT. The report is expected to include both your <u>source code</u> and some <u>screenshots</u> that can help you demonstrate your work (commands, operations, results and analysis). In this assignment, you may show your source code with screenshots. That is, you need to provide at least 8 screenshots: 4 to demonstrate the execution of your program (similar to the examples above), and 4 to demonstrate your source code.

Code plagiarism is absolutely **NOT** allowed! If needed, you may be asked 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 if demo is requested.

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