CS 549—Distributed Systems and Cloud Computing
Assignment Four—Websockets—Rubric

45 pts: Project has been completed

1. ☐3: ControllerClient: use CommandLineEncoder
2. ☐ 3: ControllerClient.connect
3. ☐ 3: ControllerClient.onOpen
4. ☐ 6: ControllerClient.onMessage: case for ACK
   is particularly important
5. ☐ 3: ControllerClient.shutdown
6. ☐ 3: ControllerServer @ServerEndpoint (incl config
   for decoders), @OnOpen, @OnMessage, @OnClose
7. ☐ 3: ControllerServer.onMessage
8. ☐ 3: ProxyContext: msg, msgln, err
9. ☐ 6: SessionManager.acceptSession,
10. ☐ 3: SessionManager.rejectSession(Session),
    rejectSession()
11. ☐ 3: SessionManager.closeCurrentSession
12. ☐ 6: ShellBase: accept, reject

45 pts: Testing as demonstrated by videos
1. ☐ 25: basic connect, reject, accept
2. ☐ 10: connect while already connected
   (controlling remote node)
3. ☐ 10: accept while already connected
   (controlling remote node)

10 pts: ☐ Completed rubric

Total