



# Auto Marking Program Guideline

Selective repeat

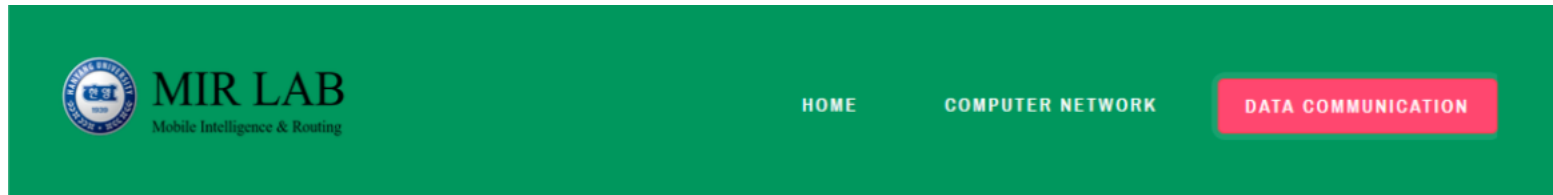


# How to test ?

Step 1. Enter 166.104.143.225/index.html in URL of your web browser.



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## [Computer Network] Auto Marking Program List



### Web Server Marking

Pellentesque tristique ante ut risus. Quisque dictum.  
Suspendisse dictum lectus. Donec placerat odio elit.

[See more details](#)



### Web Client Marking

Pellentesque tristique ante ut risus. Quisque dictum.  
Suspendisse dictum lectus. Donec placerat odio elit.

[Go Test](#) [Manual](#)



### Go-Back-N

Pellentesque tristique ante ut risus. Quisque dictum.  
Suspendisse dictum lectus. Donec placerat odio elit.

[Go Test](#) [Manual](#)



### SelectiveRepeat

Pellentesque tristique ante ut risus. Quisque dictum.  
Suspendisse dictum lectus. Donec placerat odio elit.

[Go Test](#) [Manual](#)



### OpenFlow

Pellentesque tristique ante ut risus. Quisque dictum.  
Suspendisse dictum lectus. Donec placerat odio elit.

[Go Test](#) [Manual](#)



### MQTT

Pellentesque tristique ante ut risus. Quisque dictum.  
Suspendisse dictum lectus. Donec placerat odio elit.

[Go Test](#) [Manual](#)

## Step 2. Input your information on blank



### Step1. Type your profile and SR Chatting System Information in English

#### \*Access Information

Date	Time	Your IP	Your Port
2018.8.3	2:43	127.0.0.1	56902

#### \*Student Information that you should type

Student Name	Student Number	UDP Server IP	UDP Server Port
LEEGILHO	2018117148	192.168.1.143	4441

Ready to start your program marking?

SUBMIT

RESET

Step 3. Connect your client to server of auto-Marking

**Step2. Access your Web Client to the below address Server**

**\*Your Information**

Student Name	Student Number	Client IP	Client Port
LEEGILHO	2018117148	192.168.1.143	4441

**Try to Connect auto marking Server Using Your Client**

**IP :/0Port:56774**

**Port :**

**Mission 1: Set Ip that connect your client**

**Mission 2: Set Port that connect your client**

**Mission 3: Set WindowSize that send your client is 6**

**Mission 4: Set Data that send your client is mirlabmirlab that type is String**

**Mission 5: example data format : m1 , i2**

Step3에서 학생은 자동채점프로그램의 서버에 연결을 시도한다.

데이터는 'mirlabmirlab'을 보낸다. (Time set 3second)

윈도우 사이즈는 6을 유지한다.

서버에서 랜덤으로 받은 '비정상'신호에 대한 처리를  
Selective Repeat 형식에 맞게 처리한다.

**\*\*\*\*\*Socket will be living for 10minutes! \*\*\*\*\***

**\*\*\*\*\*After 40 second, automatically you can see a result\*\*\*\*\***

40초가 지나면 자동으로 결과를 보여주게 된다.

## Step 4. Check your result



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## Step5. Check your Result

### \*Your Information

Student Name	Student Number	Web Client IP	Web Client Port
LEEGILHO	2018117148	192.168.1.143	4441

You can see the implementation **results** between the client and the server and see the **reason** of fail.

### From Mission1 to Mission4 is essential Requirements

Mission Index	Result	Comment
Mission 1: Check data sent to server from client	false	Send 'mirlabmirlab' Message as ACK by using your UDP Server
Mission2: Response check signal that NAK from server to client	false	You must send the correct data for the signal sent by the server.
Mission3: After mission3 complete, re-send number check	false	After mission3 complete, You must send the correct data for the signal sent by the server.
Mission4: Check Window size that sent from client to server	false	You have to set window size about 6 of size