



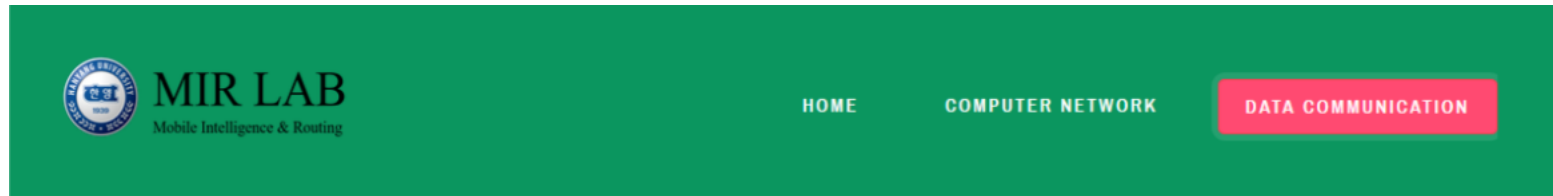
Auto Marking Program Guideline

OpenFlow-server Test



How to test ?

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



[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 OpenFlow Server Information in English

You can see a information about port, tou have to use this port number on your server program to setting for send to marking server

*Access Information

*Before click 'SUBMIT', you have to excute server that you made

*Don't forget port number that we gave you

Before click the submit button, you have to run your server and client.

Date	Time	Your IP	OpenFlow Server
2018.9.5	4:56	127.0.0.1	49755

*Student Information that you should type

Student Name	Student Number	Student IP	Student Port
<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>

Fill out your information on blank

Ready to start your program marking?

SUBMIT

RESET



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

Step2. Access your Openflow Server to the below address OpenFlow(Server)

*Your Information

Student Name	Student Number	Client IP	Client Port
LEE	2018117148	127.0.0.1	3000

Try to Connect auto marking Server Using Your Client

IP :/127.0.0.1Port:49755
Port :

Mission 1: Set Ip that connect your OpenFlow-Server

Mission 2: You have to exactly response about request from Agent

Mission 2: You have to exactly send flow of openflow

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

*****After 25 second, automatically you can see a result*****

After 25 seconds, it will show the result automatically.

In Step 3, the student tries to connect to the server of the automatic scoring program

You should send the correct response for the message sent from the server.

You must follow the flow order of Openflow message.

Step 4. Check your result



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

Openflow test

From Mission1 to Mission7 is essential Requirements

Mission Index	Result	Comment
Mission 1: Response from client about 'HELLO' message from server	true	
Mission2: Response from client about 'FEATURES_REPLY' message from server	false	You have to send message about message(FEATURE_REQUEST) that from server
Mission3: Response from client about 'STATS_REPLY' message from server	false	You have to send message about message(MULTI_PART_REQUEST) that from server
Mission4: Response from client about 'GET_CONFIG_REPLY' message from server	false	You have to send message about message(GET_CONFIG_REQ) that from server
Mission5: Response from client about 'BARRIER_REPLY' message from server	false	You have to send message about message(BARRIER_REQ) that from server
Mission6: Response from client about 'STATS_REPLY2' message from server	false	You have to send message about message(MULTI_PART_REQ) that from server
Mission7: Response from client about 'ROLE_REPLY' message from server	false	You have to send message about message(ROEL_REQUEST) that from server
Mission4: Response from client about 'PACKET_IN' message from server	false	You have to send message about message(PACKET_IN) that from server