MIR Lab
Mobile Intelligence & Routing

# Auto Marking Program Guideline

Go-Back-N

# How to test ?

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

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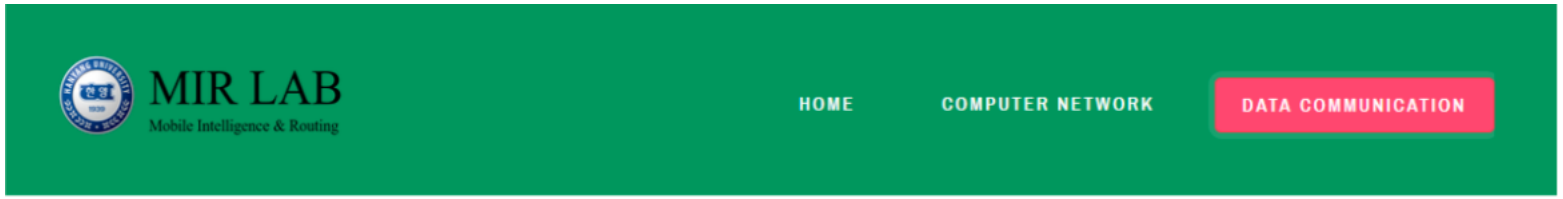


## [Computer Network] Auto Marking Program List

**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

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

***Access Information**

| Date | Time | Your IP | Your Port |
|---|---|---|---|
| 2018.8.3 | 2:1 | 127.0.0.1 | 56799 |

***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

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## 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**

*******Socket will be living for 10minutes! *******
*******After 40 second, automatically you can see a result*******
40초가 지나면 자동으로 결과를 보여주게 된다.

Step3에서 학생은 자동채점프로그램의 서버에 연결을 시도한다.

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

윈도우 사이즈는 6을 유지한다.
서버에서 랜덤은로 받은 '비정상'신호에 대한 처리를
Go-Back-N 형식에 맞게 처리한다.

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 Windowsize that sent from client to server | false | You have to set windowsize about 6 of size |