Auto Marking Program Guideline

Things to do for Go-Back-N Chat

1. Before you make a program, You consider a rules that we provide
    A. You must be send to data that we set

    B. Window size that you have to set is 6

2. You have to make a program structure that p2p(server and program) and multi thread

    (Future work)

3. This program will send to you about nak-number randomly, so you must be a correspond with nak-number.

4. After send to signal about nak, you have to send a sequence correspond that rules of GBN.

**What you can get in this project**

you can understand knowledge about sliding window protocol. And you get a how to make a chat program.

List of grading items

(1) Mission1: Data validation

    - You have to send a data 'mirlabmirlab'

(2) Mission2: ACK & NAK Check

    - Reponse about NAK that sent from server

(3) Mission3: Correct Sequence

    - After mission 2 complete, you have to send a sequence correspond that rules of GBN.

(4) Mission4: Set window size

    -You have to set a window size is six

How to test?

1. Approach *166.104.143.225/index* through your web browser (Internet Explorer, Chrome, Firefox and etc.)
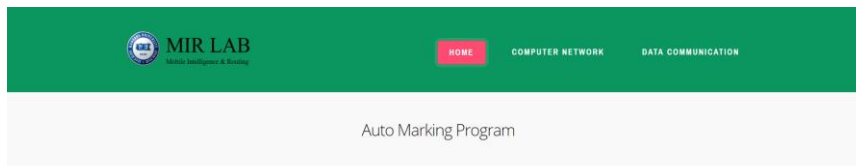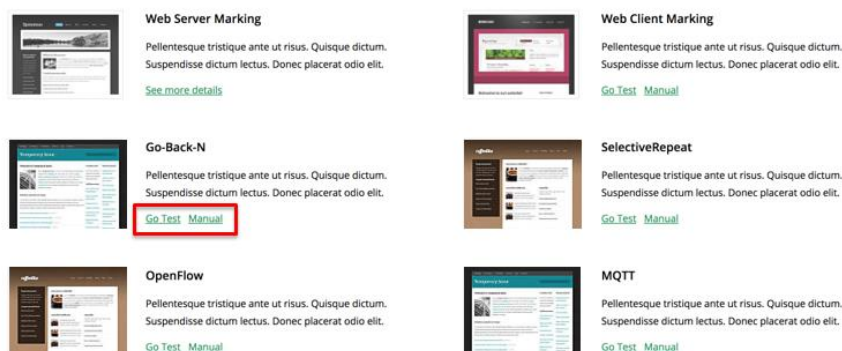
2. You have to choice in list association with your project (In this case, you should choose Go back N)

3. Fill out your information on blank.

   A. Student Number(2017xxxxx)

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B. Student Name (Should be written in English)

C. Your Web Server IP Address. If you are hard to find your global IP, refer to Current Connection Info in case you approaches this web site with the same computer

D. Port that you assign for your Web server, Check this out on your Source Code

4. In this step, you check to mission that we provide before run your program

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*****

You must be a think before run your chat program

(1) Set IP and PORT we gave

(2) Set your Window size is 6

(3) Data format you send is, for example 'm1,i2,r3..'('m' is data , '1' is sequence number)

(4) After forty second, your test will be a end

(5) Socket that you use is a setting that end after 10minute. So after click submit button, for 10minute your test is must be a end.

(6) If you want to test again, have to return step 2

5. Result Page

Step5. Check your Result

*Your Information

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

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

(1) You can see what is wrong or correct with Reason