

Auto Marking Program Guideline(UDP Chatting)

Things to do for UDP P2P Chatting Program

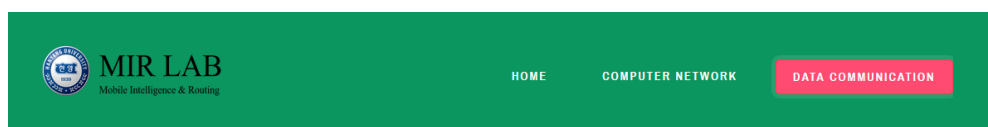
1. You have to handle message received from UDP client with multi thread(Iteration Structure, Single Thread Structure is not acceptable)
2. Check if Student's UDP Server is able to receive Packet and Send ACK by using your Server
3. Create UDP Client Socket in order to make P2P Structure
 - A. Firstly you have to send Response by using your UDP Server
(***YOUR UDP SERVER: RECEIVE, SEND***)
 - B. After the sequences by using your UDP Server, you have to send Response by using your UDP Client(***YOUR UDP SERVER: RECEIVE, YOUR UDP CLIENT: SEND***)
 - C. This conditions are for testing criteria
 - D. Follow the instruction that you receive from Auto Marking Server
4. Condition: You have to set receive Buffer over '62000'Bytes

List of grading items

- (1) Socket & Program Handling
 - A. Socket is opened normally
 - B. Multi Thread –Server should handle message with multi thread on each messages
- (2) P2P Structure
 - A. UDP Server and Client run on the same process

How to test?

1. Approach 166.104.143.225/index through your web browser (Internet Explorer, Chrome, Firefox and etc.)



[Computer Network] Auto Marking Program List



UDP Chatting Marking

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

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




Web Client Marking

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

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

2. Fill in the blanks


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Step1. Type your profile and UDP Chatting System Information in English

***Access Information**

Date	Time	Your IP	Your Port
2018.3.9	2:36	/0:0:0:0:0:0:1	52925

Fill out your Information


***Student Information that you should type**

Student Name	Student Number	UDP Server IP	UDP Server Port
<input style="width: 80%;" type="text" value="HYUNJINPARK"/>	<input style="width: 80%;" type="text" value="2017102889"/>	<input style="width: 80%;" type="text" value="127.0.0.1"/>	<input style="width: 80%;" type="text" value="9876"/>

Ready to start your program marking?

SUBMIT
RESET

3. Create UDP Server Socket


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Step2. Access your Web Client to the below address Server

***Your Information**

Student Name	Student Number	Web Client IP	Web Client Port
HYUNJINPARK	2017102889	127.0.0.1	9876

Try to Connect auto marking Server Using Your WebClient

IP Address : Port

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

Ready to start your program marking?

SUBMIT
RESET

접근하는 학생 별로 소켓 생성

해당 주소로 UDP Client를 이용하여 접근

서버의 소켓은 접속 후 10분 간 유지된다.

학생의 Program은 Step2. 이전에 실행되고있어야 한다. Step2.가 시작되고 1초 후 채점 프로그램은 학생의 서버에 질문을 전달한다

4. Check Result

Step5. Check your Result

*Your Information

Student Name	Student Number	Web Client IP	Web Client Port
HYUNJINPARK	2017102889	127.0.0.1	9876

* Test Result

접근한 학생의 정보와 학생 서버 정보

Mission Index	Result	Comment
Mission 1: Send ACK 'Hello' Message	true	
Mission2: Check Your Information	true	
Mission3: UDP Server Multi Thread Check	false	Your Server should implement Multi Thread, We send Random number of Message to your Server
Mission4: P2P Structure Check	true	
Mission5: P2P Structure based Calculator	true	

틀린 항목에 대한 코멘트와 수정 방법

* Testing log

YOU	Marking Server
	Hello, if you want to go next step answer me 'Hello'
Hello	
	What is your name and student number? (format : HYUNJINPARK/2017102889)
HYUNJINPARK/2017102889	
	We sent random number of Message How many message have you received?
20	
	Connect to Marking Server by using your UDP Client and Send 'Hello' Message
Hello	
	Send Success! Point to Point: Receive Packet by using your UDP Server Send Packet by using your Client
	What message can you see if you can see answer 'YES'
Yes	
	Answer to this Question(Calculator function) : e.g. 10+10 Should implement calculator function and use It Answer Form: 'Answer=> 20'
Answer=> 20	

- (1) The questions will asked by Auto Marking Server
- (2) Students should follow the requisite
- (3) You can check what you answered on 'Testing Log'