

Assignment 2

1. Grading

- **Mandatory requirements for accepting the assignment:**
 - OOP paradigms
 - Classes of maximum 200 lines (except the UI classes)
 - Methods of maximum 30 lines
 - Java naming conventions <https://google.github.io/styleguide/javaguide.html>
- **Minimal requirements for accepting the assignment:**
 - Graphical interface displaying real-time queue evolution
 - Documentation
 - Random Client Generator
 - At least one thread or timer for the simulation
 - Log of events (Logger, Output File or TextArea)
- **Requirements for maximum grade:**

Requirement	Grading
Simulation Setup from UI	1 point
Multithreading: one thread per queue	3 points
Simulation results: average waiting time, peak time, etc	1 point

2. Tutorials

- **Java Concurrency in practice**
www.cs.unicam.it/culmone/?download=java_concurrency_in_practice.pdf
- <http://docs.oracle.com/javase/tutorial/essential/concurrency/index.html>
- http://www.tutorialspoint.com/java/util/timer_schedule_period.htm
- <http://www.javacodegeeks.com/2013/01/java-thread-pool-example-using-executors-and-threadpoolexecutor.html>
- <http://javahash.com/java-concurrency-future-callable-executor-example/>

3. Assignment delivery

- Share the source code and the documentation to the bitbucket account *utcn_dsrl*