

Student should fill the **Concluded/Correct** percentage

Minimum functionality enough to pass	10 Values	Concluded/Correct ( <u>100</u> %)
Implementation of a clipboard that accepts multiple simultaneous local connections: clipboard_connect, clipboard_copy, clipboard_paste		
<b>Synchronization</b>	<b>+1 value</b>	<b>Concluded/Correct ( <u>100</u> %)</b>
Definition of the various critical regions and implementation of correct synchronization		
<b>Efficient synchronization</b>	<b>+1 value</b>	<b>Concluded/Correct ( <u>100</u> %)</b>
Implementation of synchronization on the critical regions guaranteeing that they are the shortest possible		
<b>Clipboard_wait</b>	<b>+1 value</b>	<b>Concluded/Correct ( <u>100</u> %)</b>
Correct implementation of the clipboard_wait function		
<b>Connection to another clipboard</b>	<b>+1 value</b>	<b>Concluded/Correct ( <u>100</u> %)</b>
Implementation of the -c option, basic replication of the data among the various clipboards Detection of disconnect e correct execution afterwards		
<b>Correct replication among clipboards</b>	<b>+1 value</b>	<b>Concluded/Correct ( <u>100</u> %)</b>
Implementation of a correct synchronization algorithm that guarantees the consistency of the data when two simultaneous copies occur in different clipboards		
<b>Errors treatment</b>	<b>+1 value</b>	<b>Concluded/Correct ( <u>100</u> %)</b>
Verification, correction and report of communication errors Verification, correction and report of execution errors on the clipboards		
<b>Correct Resources management</b>	<b>+1 value</b>	<b>Concluded/Correct ( <u>100</u> %)</b>
Correct management (destruction) of threads, sockets, memory		
<b>Code structure</b>	<b>+1 value</b>	<b>Concluded/Correct ( <u>100</u> %)</b>
<b>Report</b>	<b>+1 value</b>	<b>Concluded/Correct ( <u>100</u> %)</b>
<b>Discussion</b>	<b>+1 value</b>	<b>Concluded/Correct ( <u>    </u> %)</b>
<b>Incorrect implementation of the API</b>	<b>-1..0 values</b>	<b>Concluded/Correct ( <u>0</u> %)</b>

REPORT Group 39 Students 84074 85228 Grade       

Architecture and components

Communication protocol

Resources management

Critical regions

Synchronization

Replication

Error management

Code Structure