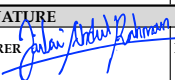

		<p align="center"><b>SCHOOL OF POLITEKNIK BRUNEI</b> <b>WEEKLY MODULE PLAN</b></p>		<p>REFERENCE NUMBER: PB/AS/LP/002 VERSION: 1.2 REVISION DATE: 06/10/2018 EFFECTIVE DATE: 1/1/2019</p>	
MODULE CODE/NAME	NS4307, Network Programming	TOPIC	Java Sockets		
SEMESTER	Semester 2, 2021 / 2022	GROUP CODE/INTAKE	DITN12 (Intake 11), DITN10R (Intake 9)		
SCHOOL/DEPT	School of ICT	WEEK	Week 5 - 20/02 - 26/02		
<b>PEDAGOGICAL APPROACH</b>					
<input type="checkbox"/> Knowledge Building <input checked="" type="checkbox"/> Presentation <input type="checkbox"/> Co-operative/ Collaborative Learning <input type="checkbox"/> Experimental Learning <input checked="" type="checkbox"/> Case Studies <input type="checkbox"/> Discussion <input checked="" type="checkbox"/> Blended Learning <input type="checkbox"/> Debate <input type="checkbox"/> Others, please specify _____					
<b>RESOURCES</b>					
Learning management system					
<b>LESSON LEARNING OBJECTIVES</b>		<b>METHOD OF INSTRUCTION/LEARNING ACTIVITIES</b>		<b>REFLECTIVE EVALUATION</b>	
At the end of this lesson, the student should be able to: 1) Able to implement basic Client Server Application		<b>Session 1:</b> Practical: 1 hour 30 minutes - Facilitate implementation of server client number guessing game. - Facilitate the implementations of the basic requirements: 1) Server generate a random number from 1 to 100. 2) Client needs to guess the random number until answering correctly. 3) Server will inform the client if the guess is more or less the generated number. 4) Client and server application will terminate after the client guessed correctly. - Facilitate implementation of the Advanced Requirements: Two-player guessing game 1) Server will match two clients into a session in a first come first serve basis and generate a random number from 1 to 100. 2) Both client needs to guess the session generated random number. 3) Server will inform the respective client if the guess is more or less the generated number. 4) The server will terminate the session after a client guessed correctly and informed who won. Exercise: 1 hour 30 minutes - Facilitate implementation of server client playing cangkul card game. - The rules of the game can be found at: <a href="https://www.pagat.com/inflation/cangkul.html#cangkul">https://www.pagat.com/inflation/cangkul.html#cangkul</a>		I underestimated the time taken to implement the guessing game together with the student including the advanced feature where most students did not managed to complete. I took 2 hour 30 minutes and the last 30 minutes are for students to read through the rules of the game cangkul.  Some issues contributes to more time needed to spend during the practical session is the misconception on how to handle two clients in one server and how to handle multiple sessions of two clients. Students enjoys seeing the result of the implementation and try it themselves.  Decided to ask student to do the exercise implementation next session.	
At the end of this lesson, the student should be able to: 1) Able to implement basic Client Server Application		<b>Session 2:</b> Lecture: 1 hour - Conduct briefing in regards to Assignment 1. - Emphasis the deadline. - Explain the scenario. - Explain how to register into group. - Explain the task distribution. - Explain grading criteria. - Explain the rules. Practical: 1 hour 30 mins - Facilitate students implementation of server client chat application. Requirements: - Server handle three clients - Client send message to server and server forward message to two clients. - Message should received concurrently even the client not yet typed anything. Exercise: 30 minutes - Facilitate implementation of server client playing cangkul card game. - The rules of the game can be found at: <a href="https://www.pagat.com/inflation/cangkul.html#cangkul">https://www.pagat.com/inflation/cangkul.html#cangkul</a>		Some students feels pressured when looking through the assignment brief. They tend to overthink the feature they need to implement. Had to emphasis that they can take a small part of the theme and break them down to features.  Some students complained that their application does not work. Upon diagnosing the issue, I found out that the students only run 2 clients instead of 3 clients. That means the application is still waiting the last client. Had to intervene and emphasis again to the class this misconception and show it to them.  Forgot that they need to do their quizzes this week. Decided to allow students to complete them and asked the students to attempt the exercise on their own time. Informed the students that I will share it to them in the future.	
At the end of this lesson, the student should be able to:		<b>Session 3:</b>			
<b>NAME &amp; SIGNATURE</b>					
MODULE LECTURER  Jailani Abdul Rahman		PROGRAMME LEADER / ASSISTANT HOS (aHOS) / HEAD OF SCHOOL (HOS)  Jamiatul Zubriah			
DATE: 24/02/2023		DATE: 27/02/2023			
<b>COMMENTS BY PROGRAMME LEADER/ ASSISTANT HOS (aHOS)/ HEAD OF SCHOOL (HOS) (If any)</b>					
Well done cg, you able to recognise several issues happen for every session. All good. Missing your signature and date.					