School of Information and Communication Technology
NS4307 NETWORK PROGRAMMING

POLITEKNIK BRUNEI

Marking Scheme for Assignment 1: Develop a Server Client Application

Group Assignment:

GROUP CODE:	
GROUP ID:	

NO.	STUDENT ID	STUDENT NAME
1		
2		
3		

Criteria			Criteria Breakdown					
Criteria	Maximum Percentage	Percentage Gained	Criteria Breakdown	Maximum Marks	Marks Gained	Maximum Percentage	Percentage Gained	Remark
Feature 1								
Implementation complexity	10	10.00	Feature should affect the state of the application	9	9	3	3.00	
			Feature is appropriate for networked application of the theme	6	6	2	2.00	
			Feature complexity	15	15	5	5.00	
Feature is unique from one another.	1	1.00	Feature is unique	3	3	1	1.00	
Feature 2								
Implementation complexity	10	10.00	Feature should affect the state of the application	9	9	3	3.00	
			Feature is appropriate for networked application of the theme	6	6	2	2.00	
			Feature complexity	15	15	5	5.00	
Feature is unique from one another.	1	1.00	Feature is unique	3	3	1	1.00	
Feature 3								
Implementation complexity	10	10.00	Feature should affect the state of the application	9	9	3	3.00	
			Feature is appropriate for networked application of the theme	6	6	2	2.00	
			Feature complexity	15	15	5	5.00	
Feature is unique from one another.	1	1.00	Feature is unique	3	3	1	1.00	
Feature 4								
Implementation complexity	10	10.00	Feature should affect the state of the application	9	9	3	3.00	
			Feature is appropriate for networked application of the theme	6	6	2	2.00	
			Feature complexity	15	15	5	5.00	
Feature is unique from one another.	1	1.00	Feature is unique	3	3	1	1.00	
Feature 5								
Implementation complexity	10	10.00	Feature should affect the state of the application	9	9	3	3.00	
			Feature is appropriate for networked application of the theme	6	6	2	2.00	
			Feature complexity	15	15	5	5.00	
Feature is unique from one another.	1	1.00	Feature is unique	3	3	1	1.00	
Server Client Code Structure :								
No direct user input in server application	3	3.00	No direct user input in server application	9	9	3	3.00	
The server can handle multiple independent sessions and all client and server application features work accordingly.	5	5.00	The server can handle multiple independent two-player sessions and all client and server application features work accordingly.	15	15	5	5.00	
Communications are done through sockets.	3	3.00	Communications are done through sockets.	9	9	3	3.00	
Communications are using binary input / output.	4	4.00	Communications are using binary input / output.	12	12	4	4.00	
Server's data should remain consistent for all clients.	5	5.00	Clients should interact with each other through the server.	15	15	5	5.00	
Code Structure								
Basic code structue	5	5.00	Consistent naming scheme	3	3	1	1.00	
			Consistent coode structure and easy to read	6	6	2	2.00	
			The codes are properly commented	6	6	2	2.00	
Group Collaboration in GitHub								
Group Collaboration in GitHub	10	10.00	The respective group's GitHub repository are consistently committed meaningful implementation to their source code	15	15	5	5.00	
			Each member committed at least five (5) meaningful implementations to their respective group GitHub repository's source code	15	15	5	5.00	
Video Demonstration								
Video demonstration	10	10.00	Demonstrated and explain how to interact with the complex shapes	12	12	4	4.00	
			Demonstrated and explain which complex shapes can interact with each other	12	12	4	4.00	
			Demonstrated within 5 to 10 minutes with each member explains their respective complex shapes	6	6	2	2.00	
Total Percentage Achieved		100.00						

Overall Marks Achieved				
			Number of working day(s) late	0
Total Percentage Achieved (out of 100%)		100.00	Assignment Weightage (%)	25

Total Percentage Based on Assignment Weightage (out of 25%)				25.00
Grade	F	P	M	D

Marker Details	
Name	
Signature	
Date	
Additional Note	

- END OF MARKING SCHEME -