

System Programming (MEEC/MEAer)

Project Assignment 2019/2020

Group 48 Students 79681

Grade 15,38/19 (0,5 report) (0,5 discussion) (1,0 conclusion)

Server minimum functionalities <ul style="list-style-type: none"> • Server that reads the board • Accepts multiple clients • Sends board to clients • Receives characters movements • Send character updates to clients • Correct movement Client minimum functionalities <ul style="list-style-type: none"> • Client reads movements • Client updates board • Color assignment • 	8.0 Values	Concluded/Correct (100 %)
player connection <ul style="list-style-type: none"> • kick out if there is no space • update of the number of fruits • unique ID 	+ 0.5 Values	Concluded/Correct (100 %)
2 movements per second	+ 1.0 Values	Concluded/Correct (100 %)
Character inactivity (30 s + random)	+ 1.0 Values	Concluded/Correct (100 %)
Fruits eating	+ 0.5 Values	Concluded/Correct (100 %)
Superpowerd pacman <ul style="list-style-type: none"> • Transformation • Counting of fruits 	+ 0.5 Values	Concluded/Correct (100 %)
Character interaction (MM MP SPM) <ul style="list-style-type: none"> • Same player • Montsre – pacman • Superpowered pacman - monster 	+ 1.0 Values	Concluded/Correct (100 %)

Bounce on bricks	+ 0.5 Values	Concluded/Correct (100 %)
Bounce on walls	+ 0.5 Values	Concluded/Correct (100 %)
Game score board sending	+ 0.5 Values	Concluded/Correct (100 %)
player disconnect (release resources) <ul style="list-style-type: none"> • Correct disconnect of clients • Correct management (destruction) of threads, sockets, memory • Update fruits 	+ 0.5 Values	Concluded/Correct (50 %) <i>Need to revise destruction of resources, some are not are correctly destroyed in some specific situations.</i>
Project organization/quality <ul style="list-style-type: none"> • Correct structures (threads, communication channels) • Use of the correct algorithms • Correct code organization • Efficient communication 	+ 1.0 Values	Concluded/Correct (50 %) <i>• Could have more code organization which would help in all all other areas.</i>
Synchronization <ul style="list-style-type: none"> • Definition of the various critical regions and implementation of correct synchronization 	+ 2.0 Values	Concluded/Correct (10 %) <i>Critical region are too big because of code structure making it difficult to find small critical regions and have all the necessary stuff.</i>
Errors treatment <ul style="list-style-type: none"> • Verification, correction of communication errors • Verification, correction of execution errors 	+ 1.0 Values	Concluded/Correct (25 %) <i>More mechanism are made to account for all possible communication errors or execution errors.</i>
Code Structure <ul style="list-style-type: none"> • Correct implementation of suitable function to encapsulate functionalities 	+ 0.5 Values	Concluded/Correct (25 %) <i>Could be made Could be made in more and smaller independent functions.</i>
Report	+ 0.5 Values	Concluded/Correct (%)

Discussion	+ 0.5 Values	Concluded/Correct (%)
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