

Programming Assignment #1: Stitching Substrings into a Byte Stream

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POSTECH CSE

Department of Computer
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Master Timetable

Regular schedules indicated by color. Regular due is at 23:59 of the last day of the same color.
Late submissions are accepted until 24 hours grace period after the regular due (at **20% penalty**)

February

S	M	T	W	T	F	S
28	29	30	31	1	2	3
4	5	6	7	8	9	10
11	12	13	14	15	16	17
18	19	20	21	22	23	24
25	26	27	28	29	1	2
3	4	5	6	7	8	9

March

S	M	T	W	T	F	S
25	26	27	28	29	1	2
3	4	5	6	7	8	9
10	11	12	13	14	15	16
17	18	19	20	21	22	23
24	25	26	27	28	29	30
31	1	2	3	4	5	6

April

S	M	T	W	T	F	S
31	1	2	3	4	5	6
7	8	9	10	11	12	13
14	15	16	17	18	19	20
21	22	23	24	25	26	27
28	29	30	1	2	3	4
5	6	7	8	9	10	11

May

S	M	T	W	T	F	S
28	29	30	1	2	3	4
5	6	7	8	9	10	11
12	13	14	15	16	17	18
19	20	21	22	23	24	25
26	27	28	29	30	31	1
2	3	4	5	6	7	8

Allocated Days & Relative Score Weights

Source: “**Sponge**” in Stanford CS144 ‘Introduction to Computer Networking’ by Prof. Keith Winstein

- We will provide our own materials with proper localization. While you are free to refer to the original CS144 materials, our materials will precede in case of discrepancy.
- Complexity would vary with assignment; LoC per assignment may be between 25 and 150 lines.
- Per-assignment weights and days are differently allocated, reflecting the varying complexity.
- After each assignment, within 7 days, the **best submission will be chosen and disclosed** to the class.

The author of the best submission is rewarded with +10% extra score on top of what she/he earned from that assignment.

No.	Theme	Days allocated (regular + late)	Relative weights allocated
0	Warmup	9 + 1	7
1	Byte streams	7 + 1	9
2	TCP receiver	10 + 1	14
3	TCP sender	12 + 1	18
4	TCP connection	19 + 1 (including mid-term week)	18
5	Network interface	12 + 1	14
6	IP router	10 + 1	11
7	Putting altogether	7 + 1	9

Where to Submit

At PLMS: **Week 4 (03/11, 03/13)**

- Chapter 2. Application Layer
- Chapter 3. Transport Layer

 [Assignment] #1. stitching substrings into a byte stream 2024-03-04 00:00:00 ~ 2024-03-10 23:59:00

For assignment description and resources, please refer to:

- Attached slides
- Our assignment webpage: <https://tomahawk.postech.ac.kr/csed353/>
 - For off-campus access including the dormitory, you need to turn on POSTECH VPN: <https://vpn.postech.ac.kr/>


Programming Assignment #1: Stitching substrings into a byte stream

VM setup instructions
Note. M1 mac users, please pay special attention.

CSED353: Computer Network

Before you start 😊

- Check [here](#) for virtual machine setup instructions.
- Check [here](#) for Assignment FAQs.

 Programming Assignments

Topic	Due date	Materials
Assignment #0: Networking Warmup	2024-03-01 23:59	Code Docs
Assignment #1: Stitching substrings into a byte stream	2024-03-10 23:59	Code Docs

Assignment description

GitHub repo

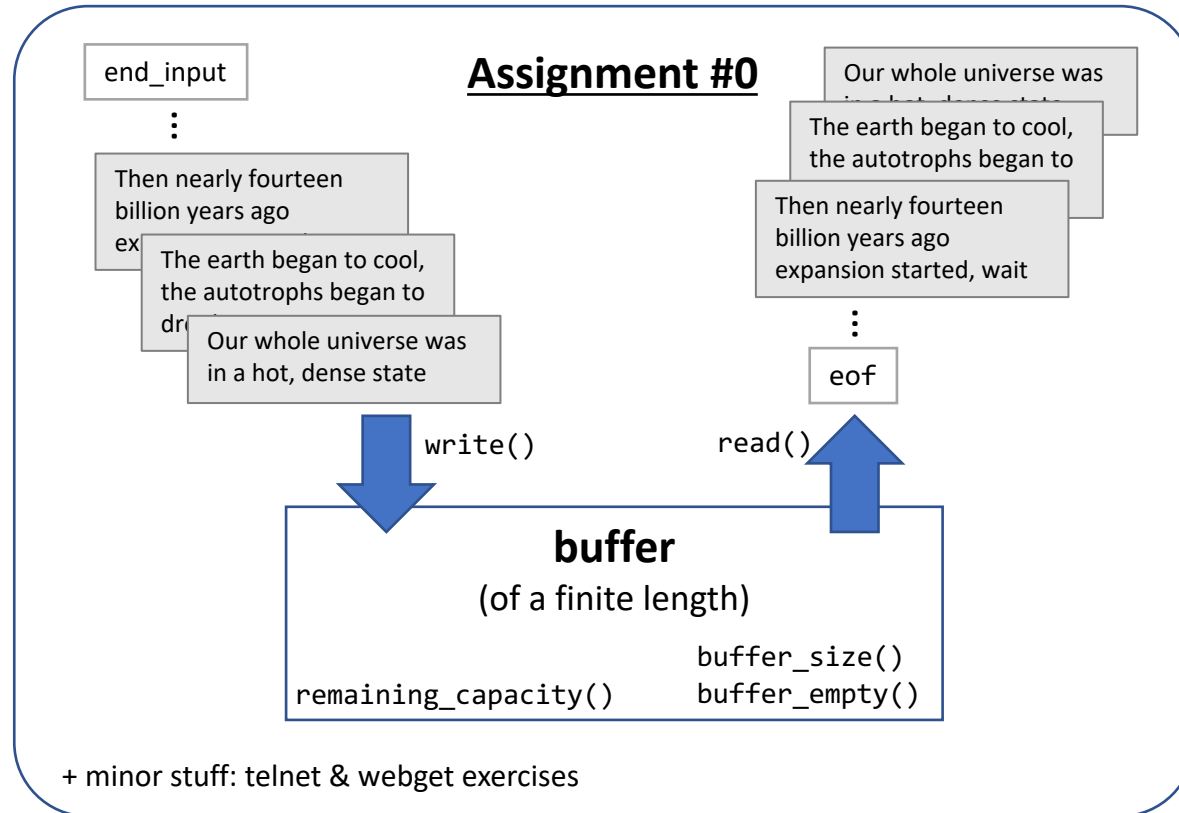
API docs

<https://tomahawk.postech.ac.kr/csed353/>

For off-campus access (including dormitory), get POSTECH VPN first: <https://vpn.postech.ac.kr/>

In addition, please visit regularly **PLMS → Announcement bulletin** for important updates about assignments.

[Review] Programming Assignment #0: Networking Warmup



Grading Criteria

- **Assignment score** will be graded based on the test cases you pass.
- **Best submission** (+10% reward, code disclosure) will be selected based on various quality metrics, including:
 - Latencies to pass test cases
 - Readability and comments
 - Coding styles, DOs & DON'Ts (as per guidelines in section 3.2, Assignment #0 description)
- We inspect code similarities. **No mercy** will be shown to a misconduct with assignment codes.
 - Using whole or part of third party's code (e.g., someone else, Internet repo, LLM)

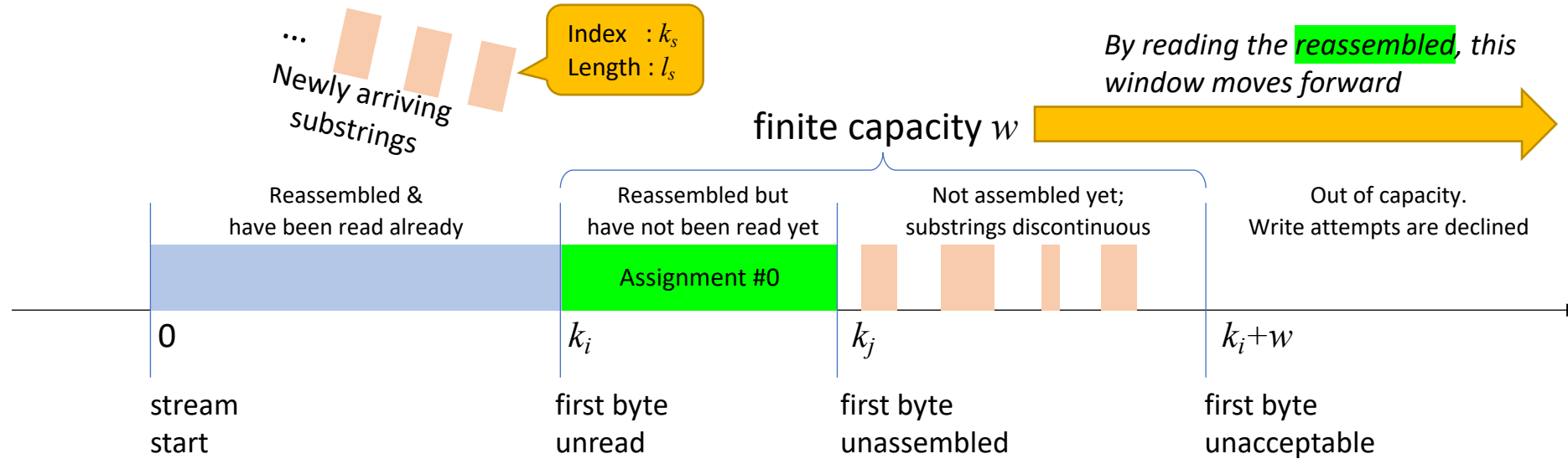
Honestly, the net time to code for this assignment would be just 2-3 hours.

Extra time is reserved to accommodate:

- One-time set up of your assignment environment (VirtualBox etc.) – 1 hour
- Reading the assignment description PDF – 1 hour
- Getting familiar with GitHub – 1 hour
- *Letting you enjoy the beautiful spring season – 8 days*



Programming Assignment #1: Stitching Substrings into a byte stream

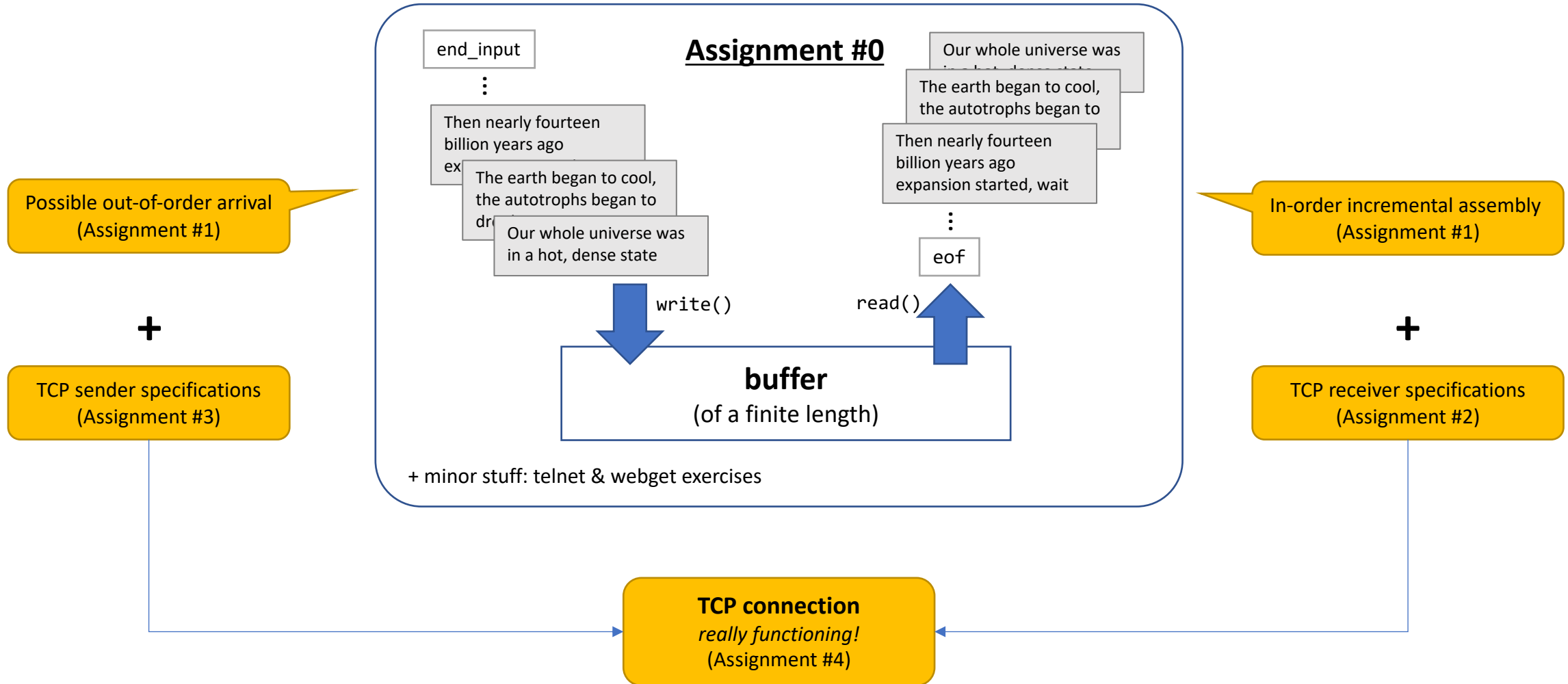


Why you do Assignment #1?

- IP packets may arrive out-of-order.
- TCP ensures in-order reassembly, providing stream abstraction to applications

- **Regular due** : March 10, 23:59 (7 days including today)
- **Late due** : March 11, 23:59 (20% penalty)
- **9% weight** out of the whole programming assignments
- **Naming convention:** <your_student_id>.git (e.g., 20209876.git)

Programming Assignment: Roadmap #0 – #4



Please start working on your assignment **early**

- You may find troubles in setting up your environment.
- You may find some differences between your output and the assignment PDF.
 - Partly our mistakes that a known discrepancy was not fixed already.
- You are welcome to post questions, as long as you are not asking us to solve or debug your assignment directly.
- However, it takes time for us to provide responses, typically ≤ 24 hours.
 - If many of you do your assignment close to the deadlines, many questions will be poured in a short period of time.
 - Due to the peak load, our responses may get delayed.
 - In the worst case, you may not have your answer before the deadline. Still, the due won't be extended.