CSE 681 – Software Modeling and Analysis
Project 4
Multicore Processing and Asynchronous Computing

Learning Objective

Be able to create a thread or new process
Be able to handle multicore programming

Description

For this project you will need to break up your program to a present the data and one for communication requests to the server. For this project, your main program will launch two threads: one for presentation and one for communication. The presentation thread will request the data and wait and the communication thread will send the request and wait for the response. When the response is received, the data will be presented to monitor.

Functional Requirements

1. Shall have multiple threads in the program

Non-Functional Requirements

1. Shall be implemented in C# or another OOP language
2. Your system design should be flexible and clean utilizing OOD principles.
3. Your system should be maintainable by providing adequately detailed module operations and maintenance history as well as function prologue.
4. Your system should be designed with reusability in mind by utilizing modular and cohesive units.
5. Show a graph of the handshaking between the client and server.

Submission

Your submission should include:

1. Show a model of your user interface and how they interact with data objects.
2. Source code and any instructions to run if outside regular user interface work.
3. Zip up and submit the structure of your program in Project 4