

≡ ⌂ (https://profile.intra.42.fr/searches)

fcasaubo

(https://
profile.intra.42.fr)

SCALE FOR PROJECT WEBSERV (/PROJECTS/ WEBSERV)

You should evaluate 3 students in this team



Git repository

<git@vogsphere.42urduliz.com:vogsphere/intra-uuid-310e62c9-eb02-485a->

Introduction

Please comply with the following rules:

- Remain polite, courteous, respectful and constructive throughout the evaluation process. The well-being of the community depends on it.
- Work with the student or group being evaluated to identify potential issues in their project. Take the time to discuss and debate the problems that may have been identified.
- You must consider that there might be some differences in how your peers might have understood the project's instructions and the scope of its functionalities. Always keep an open mind and grade them as honestly as possible. Pedagogy is useful only if peer evaluation is conducted seriously.

Guidelines

- Only grade the work that was turned in the Git repository of the evaluated student or group.
 - Double-check that the Git repository belongs to the student(s). Ensure that the project is the one expected. Also, check that 'git clone' is used in an empty folder.
 - Carefully check that no malicious aliases were used to deceive you into evaluating content that is not from the official repository.
 - To avoid any surprises and if applicable, review together any scripts used to facilitate the grading (scripts for testing or automation).
 - If you have not completed the assignment you are going to evaluate, you have to read the entire subject prior to starting the evaluation process.
 - Use the available flags to report an empty repository, a non-functioning program, a Norm error, or instances of cheating.
- In these cases, the evaluation process ends and the final grade is 0, or -42 in case of cheating. However, except for cheating, students are strongly encouraged to review together the work that was turned in, in order to identify any mistakes that shouldn't be repeated in the future.

- Remember that during the defence, no segfault or any other unexpected, premature, or uncontrolled termination of the program is allowed; otherwise, the final grade will be 0. Use the appropriate flag.

You should never have to edit any file except the configuration file if it exists. If you want to edit a file, take the time to explain the reasons with the evaluated student and make sure both of you are okay with this.

- You must also verify the absence of memory leaks. Any memory allocated on the heap must be properly freed before execution ends.

You are allowed to use any of the different tools available on the computer, such as leaks, valgrind, or e_fence. In case of memory leaks, tick the appropriate flag.

Attachments

subject.pdf (<https://cdn.intra.42.fr/pdf/pdf/157187/en.subject.pdf>)

tester (<https://cdn.intra.42.fr/document/document/32416/tester>)

ubuntu_cgi_tester (https://cdn.intra.42.fr/document/document/32417/ubuntu_cgi_tester)

cgi_tester (https://cdn.intra.42.fr/document/document/32418/cgi_tester)

ubuntu_tester (https://cdn.intra.42.fr/document/document/32419/ubuntu_tester)

Mandatory Part

Check the code and ask questions

- Install Siege using Homebrew.
- Ask for an explanation about the basics of an HTTP server.
- Ask which function the group used for I/O multiplexing.
- Ask for an explanation of how select() (or equivalent) works.
- Ask if they use only one select() (or equivalent) and how they handle server acceptance and client read/write operations.
- The select() (or equivalent) should be in the main loop and must check file descriptors for both reading and writing simultaneously. Otherwise, the grade is 0, and the evaluation process ends immediately.
- There should be only one read or one write per client per select() (or equivalent). Ask the group to show you the code from the select() (or equivalent) to the read and write of a client.
- Search for all read/recv/write/send on a socket and check that, if an error is returned, the client is removed.
- Search for all read/recv/write/send and check if the returned value is correctly checked (checking only -1 or 0 values is not enough, both should be checked).
- If errno is checked after read/recv/write/send, the grade is 0 and the evaluation process ends immediately.
- Writing or reading ANY file descriptor without going through the select() (or equivalent) is strictly FORBIDDEN.
- The project must compile without any relinking issues. If not, use the 'Invalid compilation' flag.
- If any point is unclear or is not correct, the evaluation stops.

Yes

No

Configuration

In the configuration file, check whether you can do the following and test the result:

- Search for the HTTP response status codes list on the internet. During this evaluation, if any status codes are incorrect, do not award any points related to them.
- Set up multiple servers with different ports.
- Set up multiple servers with different hostnames (use something like: curl --resolve example.com:80:127.0.0.1 http://example.com/ (http://example.com/)).
- Set up a default error page (try modifying the 404 error page).
- Limit the size of the client request body(use: curl -X POST -H "Content-Type: plain/text" --data "BODY IS HERE write something shorter or longer than body limit").
- Set up routes on a server to different directories.
- et up a default file to serve when requesting a directory.
- Set up a list of accepted methods for a specific route (e.g., try deleting something with and without permission).

 Yes No

Basic checks

Using telnet, curl, and pre-prepared files, demonstrate that the following features function correctly:

- GET, POST, and DELETE requests should work.
- UNKNOWN requests should not result in a crash.
- For every test, you should receive the appropriate status code.
- Upload some files to the server and retrieve them.

 Yes No

Check CGI

Pay attention to the following:

- The server should function correctly with CGI.
- The CGI should be run in the correct directory for relative path file access.
- With the help of the student(s), you should check that everything is working properly. You must test the CGI with the "GET" and "POST" methods.
- You must test with files containing errors to ensure that error handling works correctly. You can use a script containing an infinite loop or an error; you are free to do whatever tests you want within the limits of acceptability that remain at your discretion. The group being evaluated should help you with this.

The server should never crash, and an error should be displayed if an issue occurs.

 Yes No

Check with a browser

- Use the browser chosen by the team. Open the network tab and try connecting to the server.
- Look at the request header and response header.
- It should be compatible with serving a fully static website.
- Try an incorrect URL on the server.
- Try to list a directory.
- Try a redirected URL.
- Try anything you like.

 Yes No

Port issues

- In the configuration file, set up multiple ports and use different websites. Use the browser to verify that the configuration works correctly and serves the appropriate website.
- In the configuration, try to set up the same port multiple times. It should not work.
- Launch multiple servers at the same time with different configurations but with common ports. Does it work? If it does, ask why the server is functioning when one of the configurations is not valid. Keep going.

 Yes No

Siege & stress test

- Use Siege to run some stress tests.
- Availability should be above 99.5% for a simple GET request on an empty page using a siege with the -b flag.
- Ensure there are no memory leaks (Monitor the process memory usage; it should not increase indefinitely).
- Check that there are no hanging connections.
- You should be able to use siege indefinitely without having to restart the server (take a look at siege with -b flag).
- When conducting load tests using the siege command, be careful, it depends on your OS. It is crucial to limit the number of connections per second by specifying options such as -c (number of clients), -d (maximum wait time before a client reconnects), and -r (number of attempts). The choice of these parameters is at the evaluator's discretion. However, it is imperative to reach an agreement with the person being evaluated to ensure a fair and transparent assessment of the web server's performance.

 Yes No

Bonus part

Evaluate the bonus part only if the mandatory part has been fully completed and all error handling correctly manages unexpected or improper usage. If any mandatory points were not passed during the defense, bonus points must be completely ignored.

Cookies and session

There is a functional session and cookie system on the web server.

 Yes No

CGI

The web server supports multiple CGI systems.

 Yes No

Ratings

Don't forget to check the flag corresponding to the defense

 Ok ★ Outstanding project Empty work □ Incomplete work ☺ Invalid compilation 📈 Cheat 💀 Crash 🚫 Incomplete group ▲ Concerning situation 💧 Leaks ⚔ Forbidden function 💬 Can't support / explain code

Conclusion

Leave a comment on this evaluation (2048 chars max)

[Finish evaluation](#)

API General Terms of Use (https://profile.intra.42.fr/legal/terms/33)	Declaration on the use of cookies (https://profile.intra.42.fr/legal/terms/2)	Privacy policy (https://profile.intra.42.fr/legal/terms/5)	General term of use of the site (https://profile.intra.42.fr/legal/terms/6)	Rules of procedure (https://profile.intra.42.fr/legal/terms/4)	Terms of use for video surveillance (https://profile.intra.42.fr/legal/terms/1)	Legal notices (https://profile.intra.42.fr/legal/terms/3)
---	---	--	---	--	---	---