

ECE419 Lab 2 Report

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Feb 12, 2010

1 Design Constraints

Based on our understanding of the lab, we have designed our implementation to meet the following constraints:

1. Be fully distributed (no server)
2. Handle up to 4 players
3. Be consistent

As a result, we have not designed our implementation to worry about failure handling,

$$x = \frac{-b + \sqrt{b^2 - 4ac}}{2a}$$