



University
of Glasgow | Department of
Computing Science

GIM

People
People

Level 3 Project — 21 February 2011

Abstract

The abstract goes here

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Chapter 1

Introduction

1.1 Introduction

blah blah blah

1.2 Problem Definition

blah blah blah

Chapter 2

Design

2.1 Protocol Design

blah blah blah

2.2 Client Design

blah blah blah

2.3 Server Design

blah blah blah

2.4 Networking Design

blah blah blah

Chapter 3

Implementation

3.1 Client

blah blah blah

3.2 Server

blah blah blah

3.3 Client-Server Communication

blah blah blah

3.4 Storage

blah blah blah

Chapter 4

Evaluation

4.1 Server Evaluation

blah blah blah

4.2 Client Evaluation

blah blah blah

4.3 User Evaluation

blah blah blah

Chapter 5

Conclusion

5.1 Contributions

blah blah blah

5.2 Reflective

blah blah blah

Appendix A

Appendices