

Submission instructions for Project 1

Please follow the following submission instructions for your Web server project: The following are the items to be submitted with your project:

1. Source code for your Web server. (This can be in any language C, C++, Java, etc., although the template given is Python)
2. Include full documentation and references to code used from other sources.
3. Any auxiliary files or instructions needed to compile the project. (You will be compiling and running the servers on the PCs in our Lab.)
4. Printouts (screenshots with Client and Server IP addresses) of the Web page that was supplied for this project.
5. Don't forget that your server should also send status messages (e.g. 200 OK, 404 Not Found, 301 Moved Permanently, etc.)
6. Signed "Academic Dishonesty Policy" form (provided below)

All projects must be submitted by email as a **single .zip file** to: mitchellke@umkc.edu

Note: All projects are the effort of your group only. Any project similar to the work of other groups either this semester or from previous semester projects will receive a 0 and the matter will be forwarded to the Dean's office.

Academic Dishonesty Policy

Academic dishonesty includes cheating, plagiarism or sabotage. Cheating includes, but is not limited to: (i) unauthorized assistance in taking quizzes, tests or examinations; (ii) dependence upon the aid of sources beyond those authorized by the instructor in solving problems or carrying out other assignments; (iii) acquisition or possession without permission of tests or other academic material belonging to a member of the faculty or staff; (iv) knowingly providing any unauthorized assistance to another student on quizzes, tests or examinations.

Plagiarism includes, but is not limited to: (i) use by paraphrase or direct quotation of the published or unpublished work of another person without fully and properly crediting the author with references; (ii) unacknowledged use of materials prepared by another person or agency engaged in the selling of term papers or other academic materials; or (iii) unacknowledged use of original work/material that has been produced through collaboration with others without release in writing from collaborators.

Sabotage includes but is not limited to, the unauthorized interference with, modification of, or destruction of the work or intellectual property of another member of the University community.

Other conduct that is subject to disciplinary action includes the actual or attempted theft or other abuse of computer time, including but not limited to: (i) unauthorized entry into a file to use, read or change the contents, or for any other purpose; (ii) unauthorized transfer of a file; (iii) unauthorized use of another individual's identification and password; (iv) use of computing facilities to interfere with the work of another student, faculty member or University official; (v) use of computing facilities to interfere with normal operation of the University computing system; (vi) knowingly causing a computer virus to become installed in a computer system or file.

For this class, work turned in must be original and represent an individual effort unless otherwise indicated. IF DUPLICATE COPIES OF PROJECTS OR HOMEWORKS ARE RECEIVED, AN AUTOMATIC GRADE OF ZERO WILL BE GIVEN TO ALL PARTIES INVOLVED. Code which is not your own must be referenced (e.g. when using code libraries). Persons observed cheating on tests will forfeit the test and receive a zero for that test. Names of persons involved in any of these incidents will be forwarded to the campus Primary Administrative Officer. Those students will be subject to sanctions as outlined in the general catalog. Sanctions may result in dismissal from the University.

I have read and I understand the Class Policies regarding Student Conduct. I agree to abide by these policies.

Signed:_____ch.p.krishna_____

Date:_____11-22-2015_____