

## Computer Networks (UE22CS252B) - Mini-Project - Rubrics

Criteria \ Marks	5-Marks	4-Marks	3-Marks	2-Marks	1/0-Mark
<b>Demonstration</b>	An error free demonstration as mentioned in the abstract. Answering 95% of the questions.	An error free demonstration as mentioned in the abstract. Answering 85% of the questions.	An error free demonstration as mentioned in the abstract. Answering 60% of the questions.	An error free demonstration as mentioned in the abstract. Answering <50% of the questions.	Errors or buggy demonstration and not answering almost any question.
<b>Multiple Clients &amp; Servers</b>	Supports any number of servers and clients. Does not need rewriting or recompiling code.	Supports any number of servers and clients. Needs rewriting or recompiling code.	Supports only a specific number of clients & servers. Does not need rewriting or recompiling code.	Supports only a specific number of clients & servers. Needs rewriting or recompiling code.	Does not support multiple clients and servers.
<b>Protocol Development</b>	Proper justification and explanation of the algorithm developed for client and server interaction. Parallel channels for data and control Tx.	Proper justification and explanation of the algorithm developed for client and server interaction. Single channel for data and control Tx.	Buggy explanation of the algorithm developed. Irrespective of data and control Tx.	Justification and explanation not possible for implemented algorithm. Irrespective of data and control Tx.	No thought on algorithm development. No idea on separate channels for data and control tx.

<b>Raw Sockets Handling</b>	Not using any third party library to handle socket handling and management. Supports graceful termination and does not give bind error.	Not using any third party library to handle socket handling and management. Does not support graceful termination and gives bind error.	Using a third party socket handling and connection management library. Support graceful termination and does not give bind error.	Using a third party socket handling and connection management library. Does not support graceful termination. Gives bind error.	No idea of which library has to be used to create and manage the sockets. But the code works.
<b>SSL Implementation</b>	A working SSL implementation with proper justification.	A working SSL implementation without justification.	A buggy implementation of SSL with explanation.	A buggy implementation of SSL without explanation.	No SSL implementation.