CSUS, College of Engineering and Computer Science
Department of Computer Science
CSC 138 – Computer Network and Internet

Socket Programming Assignment 1 – Class Example
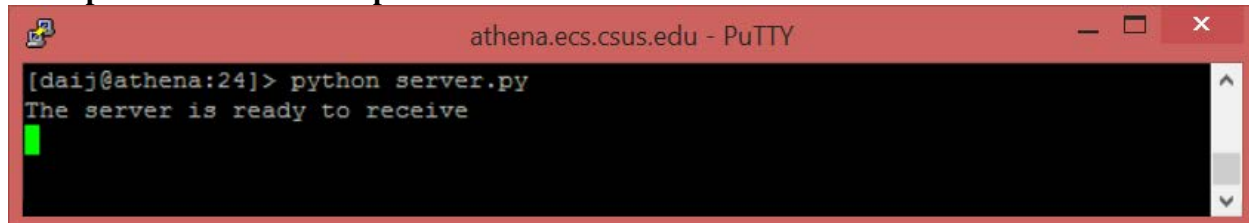## Release Date: Feb 27, 2016
Due Date: March 10, 2016 (11:59pm)

Goal: Practice makes perfect! Socket programming assignments are to help you review and apply your conceptual knowledge from this class.
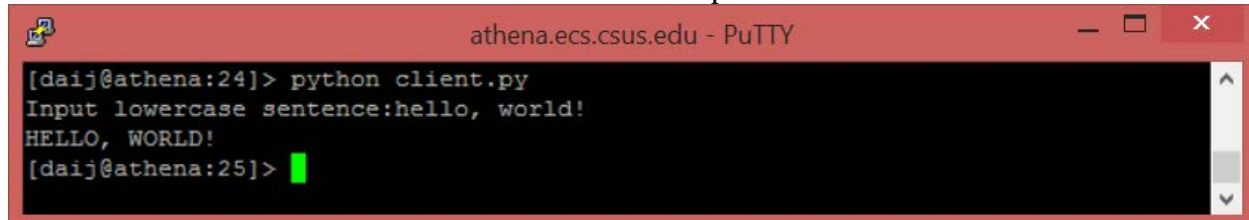
Attention: Code plagiarism is absolutely **NOT** allowed! Please prepare for a **demonstration** of running your program in front of the instructor/grader and answer their questions.

Instructions: Please repeat what's done in the course slides about implementing the **UDP** and **TCP** client/server interactions with Python. If you prefer C or Java implementation, that's OK. If you choose to do so, the caveat is that there is more help if you do it in Python.

Example Commands in Snapshots:

Server side snapshot

Client side snapshot

Deliverable: A project report, with both an **electronic submission** to my SacCT and a **printed submission** to my office, is expected to include both your **source code** and some **screenshots** that can help you demonstrate your work (**commands**, **operations**, **results** and **analysis**). Code plagiarism is absolutely **NOT** allowed! Please also prepare for a **demonstration** of running your program in front of the instructor/grader and answer their **questions** (which are about your code). You grade will be based on both the report and your performance during demonstration.

Requirement: The report will all be evaluated based on the following grading criteria.

Report Correctness, Completeness, Clarity	20%+15%+15%
Demonstration Correctness, Completeness, Question	20%+15%+15%