

CSCI-P 538 Fall 2016 Project 3 Overview

Here comes the last and the most important project in this course. The high-level philosophy I followed when designing this project was to take into account the diversity among students (master vs. Ph.D., prior experiences of computer networks, programming skills, career goals, *etc.*).

Consequently, you are free to choose one (and only one) from three project candidates that are summarized in the table below. Before making your decision, make sure you **have carefully read the project description documents of all three projects.**

Track	Engineering Track A	Engineering Track B	Research Track
Description	Implementation of a chatroom application over TCP/IP	Implementation of a TCP multiplexing proxy (adapted from a research paper)	A research project defined by yourself
Teamwork Allowed	No	Yes Up to two students	Yes Up to two students
Maximum Points	80	100	100
Submission Filename	project3A. zip;bz2;tar.gz	project3B. zip;bz2;tar.gz	project3C. zip;bz2;tar.gz
Presentation Required	Yes	Yes	Yes
Deadline	December 2, 2016, 23:59:59 EST, electronically on Canvas		