



# Socket Programming Project Rubric

CS 334/534 Networking

Task	Description	Points
Socket Programming Project: Step 2	STUDENT has to connect to the ROBOT TCP Port 3310 and send your BlazerID via the connection established.	10
Socket Programming Project: Step 3	The ROBOT will then send a 5 char string ddddd to the STUDENT. STUDENT will need to create a TCP socket s_2 at port ddddd to accept a new connection. The ROBOT will initiate the new connection 1 second later after sending ddddd.	10
Socket Programming Project: Step 4	ROBOT will then send a 12 char string "fffff,eeee." to the STUDENT using the new connection. STUDENT needs to decode the message and create a UDP socket s3 to send a variable num ( $5 < \text{num} < 10$ ) to ROBOT on port fffff. Then ROBOT will send a char string xxx with length $\text{num} * 10$ to STUDENT one second after receiving num and STUDENT will receive the string using s3 on port eeeee.	10
Socket Programming Project: Step 5	When the STUDENT received the char string xxx, it will send back the string to the ROBOT at UDP port fffff. Similar to the ROBOT, the string will be sent 5 times, once every 1 second.	10
Socket Programming Project: Step 6	Run ROBOT and STUDENT on 2 different machines and make sure all the steps 2-5 can be successfully executed.	10
Lab Demo	Demonstrate your working program for questions 2-6 to the TA.	50
	Total:	100