Socket Programming Project – Chat Room

Name	Major	Client (50 pts)	Server (50 pts)	Total Score (100 pts)

Evaluation Rubric – Client Objectives (50 pts possible):

Description	Points	Score
All user interface functions handled through GUI (Error messages and debugging information can still use console)	10	
Client implements CHAT/1.0 protocol (JOIN, LEAVE, TEXT messages)	10	
Client is asynchronous (incoming messages can be received while a new message is composed; GUI is decoupled from network operations, etc…)	20	
Client supports required command-line arguments	5	
Client tested with server from another student	5	
Total (50 pts possible)		

Evaluation Rubric – Server Objectives (50 pts possible):

Description	Points	Score
Server implements CHAT/1.0 protocol (JOIN, LEAVE, TEXT messages)	10	
Server supports multiple sockets, one per connected client	5	
Server forwards incoming messages to all connected clients except for the client that sent the message	15	
Server is asynchronous (incoming message from a slow client will not delay incoming message from a fast client; server does not block waiting for non-responsive client)	15	
Server tested with client from another student	5	
Total (50 pts possible)		

Comments: