Assignment 1 Demo Rubric

* Demonstrate that all clients responds to changes made by one ( \_\_ / 2)
* Use debug mode and breakpoints on one client to show: ( \_\_ / 9 total)
	+ Main thread invokes connect() on a SocketChannel [putting a breakpoint on connect() and show the stop] (1)
	+ Selection thread invokes finishConnect() before input [putting a breakpoint on finishConnect()] (1)
	+ When a command is entered locally the AWT thread for the input executes propertyChange() [by setting a breakpoint there] (1)
	+ The selection thread executes write() on a SocketChannel (1)
	+ When a command is entered remotely the selection thread executes read() on a SocketChannel (1)
	+ After receiving a command execute the processCommand() method (1)
	+ Show tracing that indicates the above calls are being made (3)
* Create an inconsistency due to non-synchronized serialization with either breakpoints (recommended) or wait/notify [show code] and explain what happened and why ( \_\_ / 3)
* Demonstrate a solution with atomic broadcast ( \_\_ / 4 total)
	+ Show code of not executing the command locally [by breakpoint] (1)
	+ Show code of serialization in server side [by breakpoint] (1)
	+ Show code of echoing back to connected clients [by breakpoint] (1)
	+ Show execution of commands from server [by breakpoint] (1)
* Demonstrate that the client can run locally dynamically via the GUI ( \_\_ / 2 total)
	+ Local execution (1)
	+ Show breakpoint for sending messages not hit (1)
* Show pre-written code execution in both local and remote mode ( \_\_ / 2)
* Time 500 input command for all three case and include that in the demo ( \_\_ / 3)

Total: \_\_\_\_\_ / 25 Points

Notes and Other Comments: