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: