Name:

Assignment 2 Demo Rubric

* Demonstrate that all clients (at least 3) respond to inputs from one ( \_\_ / 2)
* Use breakpoints to show: ( \_\_ / 4 total)
  + Inputting simulation makes a remote method call in the server (1)
  + The server executing the call (1)
  + The server makes a remote method call in non-inputting client (1)
  + A non-inputting client executing the method (1)
* Show that atomic broadcasting does not create inconsistencies with non-communicating ops ( \_\_ / 3)
* Demonstrate a change in broadcasting mode via one of the clients is broadcast to all clients by attempting to create an inconsistencies ( \_\_ / 6 total)
  + Change broadcasting mode in one client, show the change reflected in other clients (either via GUI or console) (2)
  + Create an inconsistency using inputs from at least one client other than the one you used to change broadcasting mode in (4)
* Show the results of the three performance experiments ( \_\_ / 3 total)
  + Show code in main thread used for performance testing (1)
  + Show the results of the coding running in local, atomic and non-atomic broadcasting methods. (2)

Total: \_\_\_\_\_ / 18 Points

Notes and Other Comments: