Name:

Assignment 4 Demo Rubric

* Explicit receive, server: launch the counter server and two counter clients with breakpoints in the loop, release the breakpoints in such a way that calls from the clients result eventually in or more receives never unblocking. Show in server tracing: ( \_\_ / 8)
	+ The server successfully intercepts calls from the clients (1)
	+ The server’s notifier enqueuing onto the correct message queue (3)
	+ The server creates a blocking queue for each specific client (1)
	+ The server’s receive call getting the message from the blocking queue (3)
* Explicit receive, client: show the three custom tracings in the correct place interlaced with GIPC’s internal tracings as well as the content of the message from server ( \_\_ / 4)
* Part 2 -- synchronous remote function/procedure call: launch the server with breakpoints set at increment and getValue ( \_\_ / 8)
	+ When the server hit the breakpoint at increment, show tracing in the client to indicate that the sent call completer is blocked on the custom receive (2) [should be blocked to demonstrate that the procedure call is synchronous]
	+ Show tracing to indicate that the receive happens within the framework of GIPC (waitForReturnValue() -> receive()) (1)
	+ Show that returnValueReceived() does not put item in the queue [show code] (1)
	+ Show the overridden version of handleProcedureReturn() in server (1)
	+ Release the breakpoint and show that remote function calls (getValue()) are handled through a similar process (1)
* Part 2 -- simulations ( \_\_ / 3)
	+ Show code used to generate the 500 commands for simulation (1)
	+ Show timing results of running the halloween simulation with GIPC calls vs explicit receive (2)

Total: \_\_\_\_\_ / 23 Points

Notes and Other Comments: