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: