

Programming Project02

(Full Score: 50 points)

(Due in class, 2/17/Thursday, Midnight at Moodle)

Your name:	Score:
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This is a Networking Programming WARMING-UP Project.

1. Please go to Moodle to download Project02 package (a zipped file).
 - a. This file contains 4 folders (i.e., 4 projects in Java) for the following Networking Programming projects (for more information, please refer to “Networking Introduction” PPT file at http://cs.salemstate.edu/~b_yi/2011Spring/CSC315A/resources/index.html):
 - i. Reading a file on a web server;
 - ii. Client-server interactions with socket connections;
 - iii. Client-server interactions with datagram (connectionless);
 - iv. Tic-Tac-Toe game.
 - b. You need to use COMMANDLINE to compile the Java code.
2. What you should do?
 - a. Test each project and take one or two screenshots;
 - b. You must **test the last 3 projects on 2 different machines**, which means that you will have to modify the code:
 - i. **Important:**
 1. It will be much **EASIER** if you test the project **in MH209 lab** than in your home or other places!
 2. If you chose to test in other places, please be careful to test the screenshots such that they will show the IP addresses, which will be able to show the instructor that you have tested on 2 different machines!!

Submission:

A **compressed folder-file** that contains:

- A **single** Word or PDF file with **all the screenshots** (listed in the order of the projects);
- **3 folders for the last 3 projects** that contain *your source code* (*.java files **only**) which will show that you have modified the original source code.
- (Submit this compressed file at **Moodle**).

(Please **DO spend time in** reading the code and checking on the PPT file/Java Doc/Specifications on how to use Java Networking-related classes!—Your success on following programming projects depend on your successful understanding of these classes!!!)

This assignment can be completed in **groups** of 2 people each. But **EVERYONE must submit the work individually!**