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| **Student IDs** | Comments | Mark |
| 795807 1038455 | Your report is rather lacking in detail. No description about how the multi threading operates or about client server synchronisation. Some use of flow charts which was OK but I would have preferred pseudo code. No output test results. No instructions given as to how to run your game which I managed to work out eventually. Your program works ok. which is a good achievement. Rather awkward GUIs with multiple windows. Not necessary to have a separate sever GUI. It can be a simple console program. Very poorly laid out code which is not very readable. | Program 15/20  Report 9/20  Total 24/40 |
| 996025 1002938 | A very nicely presented report. Good use of design diagrams and pseudo code and an excellent report on testing. Your class Update is a strange one. This should actually be a method within the Server class! Your program doesn’t run properly. The board GUI doesn’t appear in the client window. It does seem that your server can connect 2 clients at least. You clearly haven’t got client server synchronisation working properly. Your code is well organised into sensible classes (except the Update class) and is readable with good commenting. | Program 11/20  Report 14/20  Total 25/40 |
| 1027106 1052974 | Your report is poorly presented. There is no clear description of the program design including design diagrams. It seems your pseudo code consists of a mixture of code segments and textual descriptions of what the program does rather than genuine pseudo code. Your screenshots are OK and seem to show different phases of the game. There is no discussion in your report about client/server synchronisation or how the multithreading operates. Your program doesn’t work fully. You seem to have some problem updating the board (which doesn’t appear on the GUI) . It seems to require 5 players to connect to work! Client server synchronisation seems to work OK. | Program 12/20  Report 9/20  Total 21/40 |
| 1011100 1022332 | A good effort with the report. Use of some design diagrams but it would have been nice to have seen object/class diagrams also. You seem to have some redundant classes in your design that should be either methods in other classes or instance variables in other classes. For example ‘Play’ should not be a class. It should a method!! Your pseudo code is not very detailed and doesn’t show the multi threaded aspect of the program. I would have liked to have seen more discussion about implementation also. You have a rather annoying set of sub folders with repeated files in them. Why not put them all in one folder? Excellent description of testing and use of screen shots. I couldn’t get your program to work fully. It seems it allows clients to connect to the server but nothing else. Why do you have a separate ‘Roll/Connect’ window separated from the client GUI. Its not clear which belongs to which. There doesn’t seem to be any client server synchronisation and the server throws up exceptions when I click the roll button. | Report 12/20  Program 11/20  Total 23/40 |
| 1023776 1067066 | Your report is rather lacking in detail. You have some design diagrams which are not well explained. The client and server classes are completely independent and I can’t understand the connection between the server and the GUI. The server is a simple console based program. You have a misunderstanding about the how the game operates. It is the server which controls the game and the dice. No need whatsoever to have a separate dice class. Reasonable use of pseudo code to explain implementation of classes and some use of screenshots for testing description which was OK also. Your program allows client server connection but is controlled via command line inputs to the server program. This is completely wrong. It should be controlled by GUI interaction via client programs. At least it seems the board is correctly updated. Your code is rather crude, especially in the game class. | Report 10/20  Program 10/20  Total 20/40 |
| 1036948 871618 | A very well written report with good detail about the design and implementation. I don’t think your design diagram is complete as it doesn’t reference the GUI class. Excellent and thorough testing description with nice use of screenshots. Your program works perfectly and is tightly coded. I liked the way your GUI is organised. A nice piece of work. | Report 15/20  Program 17/20  Total 32/40 |
| 888406 | Well written report containing good detail about the design, implementation and multi threading aspects of your program. Complex design involving object serialization. Very good functionality with some extended features. A nice piece of work. | Report 15/20  Program 16/20  Total 31/40 |
| 1018750 958465 | Your report is well written with a good set of design diagrams. However, I don’t understand why there is a connection between the client and server classes. These are completely independent and only interact through networking. Note that your diagrams are not labelled. Your activity diagram doesn’t indicate client server interaction. I don’t like to see code segments within the main report to indicate implementation. Please use pseudo code. A good effort with testing and use of screenshots. It’s not clear that your program exhibits any functionality. I couldn’t find a server program. Some basic GUI is displayed and not much else. You seem to have a lot of redundant classes which maybe you used for development and testing but are not part of the final system. | Report 11/20  Program 7/20  Total 18/40 |
| 1020161 1008195 | Your report is rather lacking in detailed explanation about the client server interaction and in particular how they are synchronised. I would have liked to have seen more pseudo code indicating the implementation of the client and server. I am not sure your class diagram is sensible as it indicates an interaction between the client and the game. The server plays the game, the client should merely indicate the game status. A big problem with your report is a complete lack of detail about testing. Your program has some functionality. A connection is made and the GUI is displayed but there seems to be some problem with client server synchronisation as the game would not go beyond 1 throw per player and then it hung. The client and server should be independent and not started from the same GUI. I have no idea why you did it this way! | Report 11/20  Program 12/20  Total 23/40 |
| 813396 | Your report is lacking in detailed explanation about the design and implementation and there is not much detail on the multithreaded aspects of the system or client server synchronisation. For example what message passing goes on between the client and server? Your description of testing was OK with some use of screenshots. I have no idea what the ‘Migration’ class is supposed to do. It seems rather redundant. Your program seems to work OK and the GUI is neatly organised. The code could have been more neatly packaged into a fewer number of classes. | Report 10/20  Program 14/20  Total 24/40 |
| 1032122 1010842 | Your report is very insubstantial with no detail about design or implementation. Where are the design diagrams or pseudo code? Your testing description is inadequate. A lot of what you have written is simply a repeat of the handout. Not much functionality presented but your program does seem to establish a client server connection. No board is displayed. Your client code is a complete mess with lots of commented out sections. You clearly didn’t manage to get to a final implementation. | Report 7/20  Program 10/20  Total 17/20 |
| 997142 1023688 | Overall a well written report with clear descriptions of design and implementation. Your dice and square classes are somewhat redundant. The implementation of a class to play the game itself (independent of any networking should be rather simple – you have over complicated it). My main criticism of your report is not sufficient detail about testing. There should be a thorough description including screenshots. You have in general over complicated the design with far too many classes. Your program works perfectly and interesting use of serializable objects for communication. Nice startup GUI for client/server programs. | Report  13/20  Program 16/20  Total 29/40 |
| 956581 1017701 | Your report is rather brief with not much design detail. It mainly discusses how the client/server connection is made and how the game operates. There are no object/class diagrams to indicate the structure of your system. You have included some pseudo code to explain implementation. Your testing is well planned but some screenshots verifying the test results would have improved the presentation. It was not clear from your report how to run your programs as you have presented a lot of classes, some of them unnecessary. I assume the final implementation is in the Networking folder. I was not able to run your program to demonstrate any functionality. Several of your source code files flagged compilation errors. | Report 10/20  Program 5/20  Total 15/20 |
| 1057007 1015448 | Your report is well presented with a very clear description of your overall class design. I could find little about the implementation of individual classes, especially the client and server classes. Pseudo code is the normal way of doing this. A very good effort on testing with a good description and nice use of screenshots. Your design is over complex in my opinion. There are a lot of classes aimed at simply playing the game (Snake, Ladder, Square etc). The methods of these classes could easily be encapsulated into a single class and make your code much simpler. Your program works perfectly with a clear GUI. Good compact code in the Client and Server classes. | Report 13/20  Program 15/20  Total 28/40 |
| 1006041 861692 | Your report is OK in places. Nice use of pseudo code to describe implementation. Also informative design diagrams but a UML class diagram would have improved the presentation. More detail on the networking aspects of your program and in particular client server interaction would have also helped. I thought you testing description would have been improved with a more systematic approach and use of screenshots to verify test outputs. Your program worked OK. Good clear GUI and messages. Would be an easy extension to enable/disable the roll button to indicate whose turn it is. | Report 12/20  Program 14/20  Total 26/40 |
| 1019309 1037568 | A well presented report. Good use of UML diagrams to explain the design. My main criticism is that I don’t like code segments in the main part of the report in order to explain implementation. You could put them in an appendix and refer to them. Nice description of systematic testing with good use of screenshots. A good simple design which has been well coded. Your program seems to create the correct number of client server connections and then throws an exception so I couldn’t verify the game functionality. Your GUI is OK but I don’t know why you have created a separate input dialog for the IP address and not made it part of the main GUI | Report 14/20  Program 12/20  Total 26/40 |
| 1037820 | Your report doesn’t contain anything about design or testing of your program. It mainly shows screenshots of the code development. Some rather trivial pseudo code has been presented also. No program has been presented. | Report 6/20  Program 0/20  Total 6/40 |
| 1033082 | Your report contains a lot of code which is not a suitable way to describe the implementation of your system. You have a rather over-complicated approach to playing the game itself which can be done much simpler. Not much in your report actually describes the client server communication or multi threading which are the main challenges of this assignment. You have presented some code but it does not compile so I am unable to check functionality | Report 9/20  Program 5/20  Total 14/40 |
| 916227 | Your report lacks a lot of detail. You have presented a UML class diagram for only some of your classes. The complete design is not described. There is no discussion about client server communication (protocol, synchronisation) and nothing about class method implementation such as pseudo code. Your test description is fine with good use of screenshot. Your program displays a GUI and moves the counters but there is no evidence of client server interaction. | Report 10/20  Program 9/20  Total 19/40 |
| 1044462 1031844 | Your report is not well presented. Your design diagrams are trivial and there are no detailed UML class diagrams presented. My main criticism is that I don’t like code segments in the main part of the report in order to explain implementation. You could put them in an appendix and refer to them. What little pseudo code you have presented is not genuine pseudo code as it doesn’t reflect the control flow. Testing discussion is ok with some use of screenshots. Your program shows reasonable functionality but there doesn’t seem to be any client server synchronisation. I don’t know why you have a separate input dialog to connect and roll the dice. These controls should be part of the main GUI containing the board. | Report 10/20  Program 13/20  Total 23/40 |
| 1028285 | Your report lacks any substance. No design or testing discussion. No design diagrams. There is nothing in your report about client server communication or multi threading. Your public class names don’t match your filenames so your program does not compile. In any case, your code makes no sense. I can’t see where any multi threading takes place nor where the server listens for client connections. | Report 5/20  Program 4/20  Total 9/40 |
| 1049430 1067142 | Looks like you developed this application with an IDE due to the complex nature of the directories presented. Not necessary and I had a job to extract and run the source code. Please follow SIMPLE instructions in future. I have deducted some marks for this but I have been lenient! Your report is fine with some very good design diagrams and test screenshots. However, I couldn’t get your program to work. It is not able to set up a client server connection even after I adjusted the port number. Your code looks OK so I don’t know why is doesn’t work. I was unable to verify your stated functionality. Please don’t submit code in future with a lot of it commented out. I am only interested in the final version!  Addendum:  I managed to get the program working. There seemed to be a problem with the 8080 port number which needed to be fixed on the client and server. The program works fine. My only criticism is that the client should connect from the GUI (in other words the GUI should have a ‘connect’ button but this is a minor point. | Report 12/20  Program 13/20  Total 25/40 |
| 1052959 | A very insubstantial report. No formal design description. Implementation consists of a few code segments. No testing description. A user guide of sorts has been provided which explains how to run the program. You don’t describe in detail how the client server communication works or the role of multi threading. | Report 5/20  Program 5/20  Total 10/40 |
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