CSC 469 Program #3 – P2P App

Build a fun peer-to-peer application.

1. Overview

Program #3 is worth 10 points or 10% of your final grade. It will be due the last Friday of the term. I will be setting some intermediate dates in the near future.

The edu-macational goals of program #3 are:
1. Build an application with a P2P architecture and query flooding
2. Use UDP

Good luck!

2. Description

For our programming finale, you must:
1. Build a networking application that uses a P2P architecture,
2. Use UDP instead of TCP
3. Implement some form of query flooding in your program,
4. Have a nice gui (cough),
5. You may work alone or in a development team of 2-4 people

What to build? Some ideas:
- IM/chat – do a query flood when someone adds to the (social) network to announce his/her presence
- Card game – my personal favorite is a multi-player card game where activity ("bet", "fold", "call", "raise", "all in") is broadcast to all players
- Multi-player hangman – if you're not into gambling

This paradigm is appropriate for all sorts of multi-player shenanigans… be creative! I will add some intermediate goals probably after Program #2 is toast.

3. Grading

Create a `program03` folder on your k: drive for your deliverables…
- **README.txt** – this is your conduit to communicate to me the state of your program, where everything is, how it works, etc.
- **Your design notes** – on the k: drive
- **Your code** – on the k: drive
- **Your documentation** – on the k: drive and w: drive (see below)… the latest, greatest Javadoc magic is:
    - In jGrasp, create a project with all your source files included, then try the `Project/Generate Documentation` menu… that'll give you the cool index for all your source
    - Use the `-author` option to have your `@author` tag displayed

- o Use the `-linksource` option to have a formatted copy of your source code linked into your Javadoc web pages
- **Your tests** – on the k: drive
- **Your web page** – Post your source-linked Javadoc web pages on your noctrl. Web site

Please follow our class coding guidelines at: [DTN #3 - Java Coding Guidelines](#).

4. Hints

Our first set of CLUMP chat notes from the class discussion on Thu Feb 22:
[Program #3 Notes](#)