Milestone 2: Requirement & Design Analysis

Problem 1
Develop a concept design of the Remoting architecture. Identify the major entities, their types (i.e., value or reference), and the location of these entities.

Problem 2
Design the protocol between game, dealer, and at least 3 players. You should use state sequence diagrams and state transition diagrams (DFA) to model the protocol.

Submission deadline: Friday, November 4, 2003, 4:10 p.m.
Submission procedure: on paper in class (text files only) and electronically using the milestone2 script, which is located in ~cs430x/public/bin. Please use the printout of the submission confirmation email as cover page and check the problems that you have solved.

In order to submit your homework solutions, go (using your CS UNIX account) into the directory that contains your solution (i.e., C#-source files and all related project files). In that directory run the command “~cs430x/public/bin/milestone2”. After a successful submission, your will receive a confirmation email. Before the due date, you can resubmit your solutions as often as you like.

On the department's Windows XP systems you can use the command csc to compile C#-programs. However, it is recommended to use Visual Studio .NET, because most assignments require some GUI work.