Knock Knock!

95-702 Distributed Systems
Knock Knock Jokes

• Why play?
• Knock Knock Jokes are fun.
• The protocol maintains state.
• Different players must be identified.
• Several approaches are possible and the non-functional characteristics are interesting.
• We’ll mainly discuss interoperability and performance.
Four Demonstrations

1. Client and server talk using TCP sockets.
   KnockKnockConsole[client|server]project

2. Client and server talk using HTTP/TCP.
   KnockKnockTraditionalWebAppProject

3. Client and server talk using SOAP/HTTP/TCP.
   KnockKnockWebServiceClientProject  KnockKnockWebServiceProject

4. Client and server talk using URL parameters and XML. Here we will use an Android phone.
   Eclipse: AndroidKnockKnockProject
   Netbeans: KnockKnockWebApplication