

Class presentations

Wednesday, December 6

Kishore

2:02-2:08

A Shortest Path Algorithm

We modify the spanning tree algorithm to find a shortest path between two given local area networks, to identify the bridges on the path, and increase their priorities. Then we show that the spanning tree algorithm generates the same path or another shortest path between them.

Fitzpatrick and Sherson

2:09-2:20

EMACS with remote file access

EMACS is a popular text editor. We will modify microEMACS on our VAXStation 3200's to allow editing of files on a remote system. We will address the problem of privileges and will provide a remote system directory command.

Instead of using the Network File System, Remote EMACS will be run as a client with a server running on the remote system.

Chong, Goyer, and Westerhold

2:21-2:34

Domain Maps

The domain name system is a hierarchical name space in which arbitrary host names can be mapped to specific internet addresses. We attempt to produce a partial map of the name space that shows zones "above" and "below" a given zone. The map tells the user what hosts serve as name servers for the zones shown. An important distinction must be made between the structure of the name space – a fairly abstract idea – and the configuration of name servers that provide the mappings between host names and internet addresses. Our program maps the structure of the name space; it does not necessarily show which name server a user would query for information about a zone.

Clagett and Whitaker

2:35-2:45

distributed/shared draw ("Netdraw")

Several distributed clients share a drawing window that draws a set of primitives (circles, lines, boxes, text - if lucky).

Palmer and Smith

2:45-2:55

The Story Game

This project implements a story writing party game using a ring network of Sun workstations. An arbitrary number of people can play, each a node on the ring. The game begins with everyone creating a title and a first sentence for their story. The sentences are passed to the player "downstream" who, attempting to maintain continuity, adds another sentence. Only the most recent sentence is passed, the earlier parts of the story are not. When a story has made it all the way around the ring the originator tries to tie the sentence that arrives back to the original title. When all the stories are completed, a player can then read (and hopefully laugh at) the stories from a menu.