

# Assignment 1

- finish the Todo manager from the previous practicals

# Assignment 2

- create a simple **net** todo manager
  - 2 programs – server and client
  - server
    - manages data
    - can serve several clients concurrently
      - all clients shares single data
  - client
    - communicates with the server
    - usage via parameters of command line
      - as the previous assignment
  - use sockets
  - make up a communication protocol between client and server
  - do not forget to manage communication errors
    - e.g. the server termination while a client is still running

Tests...

# Test 1

- Is it possible to declare the variable `i` so that the following cycle never terminates?

```
while (i != i) {  
  
}
```

# Test 2

- What is printed out?

```
public class Increment {  
    public static void main(String[] args) {  
        int j = 0;  
        for (int i = 0; i < 100; i++) {  
            j = j++;  
        }  
        System.out.println(j);  
    }  
}
```

- A 100
- B 101
- C 0
- D something else
- E cannot be compiled



Slides version P10.en.2018.01

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