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 is possible to declare the variable **i** so that the following cycle never terminates?

```
while (i != i) {

}
```

The example based on code from *J. Bloch, N. Gafter: Java Puzzlers*

Test 2

- What is printed out?

```java
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

The example based on code from *J. Bloch, N. Gafter: Java Puzzlers*