Özgür Yazılım

Weekly Report 02.11.2006 – 08.11.2006

Abdulkerim Mızrak

This week I have searched for sockets and ports to be able to connect two or more computers via an aplication program. There are some C&C++ libraries for network connection. I started to study this libraries.

Moreover, I have studied 3D applications with OpenGL. This study was related with both Graph course and our project.

Additionally, I have searched through internet for “Treasure Hunt” games. Most of them are 2D games or games with no image, just with question and answer. I could not find any “Treasure Hunt” games with 3D.

Fırat Erdoğan

We mainly worked on our requirement analysis report so i have not found much time for individual work. I have made some research to compare openGL and directX. this week I have analyzed 3D rad program.This is a 3D environment development tool. And I have found a C++ network library for games, Raknet.

Onur Demircan

I started to examine codes that are written with TCP/IP for server client connection. I have looked at socket creation and naming, connecting stream sockets, stream data transfer and closing, datagram sockets and socket options. And examined a socket program socket_server.c and socket_client.c.These two programs show how we can establish a socket connection with predefined functions.

Özgür ÖZGÜR

I couldn't do too much of individual work this week. Besides our group work (preparing our requirement analysis report), which took too much effort and time to prepare and write, I read some documents about basic client/server concepts. I concentrated on some documents from Cardiff University, which seems to be very useful to me to build background information about the main concepts.