**COMPUTER-LESS NETWORK ACTIVITY (Version 1.0)**

**NODE INSTRUCTIONS:**

* CLIENT
  + Please send a message with 3-5 words to a designated “Server”.
  + Messages should be written on provided “packet” paper slips, which only allow 8 characters per slip.
  + Each “packet” in a message should be numbered (ie. 1 out of 3).
  + Place each packet in its own envelope. Seal and label “To” and “From” fields with first names of client and server.
  + Hand the envelope to an immediate neighbor to pass along.
* ROUTER
  + You are not allowed to unseal any envelopes to look at the message.
  + If handed an envelope, read the Destination written. Make a decision about which path would be best
* SERVER
  + Only the client can initiate conversation. You can only respond directly back to the Client if you receive a message.
  + Reply messages should be written on provided “packet” paper slips, which only allow 1 word per paper.
  + Each “packet” in a message should be numbered (ie. 1 out of 3).
  + Place each packet in its own envelope. Seal and label “To” and “From” fields with first names of client and server.
  + Hand the envelope to an immediate neighbor to pass along.

**COMPUTER-LESS NETWORK ACTIVITY (Version 2.0)**

**NODE INSTRUCTIONS:**

* CLIENT **(with TCP message)**
  + Please send a message with 3-5 words to a designated “Server”.
  + Messages should be written on provided “packet” paper slips, which only allow 8 characters per slip.
  + Each “packet” in a message should be numbered (ie. 1 out of 3).
  + **Label each packet with TCP**
  + Place each packet in its own envelope. Seal and label “To” and “From” fields with first names of client and server.
  + Hand the envelope to an immediate neighbor to pass along.
* CLIENT **(with UDP message)**
  + Please send a message with **2 words** to a designated “Server”.
  + Messages should be written on provided “packet” paper slips, which only allow 8 characters per slip.
  + Each “packet” in a message should be numbered (ie. 1 out of 2).
  + **Label each packet with UDP**
  + Place each packet in its own envelope. Seal and label “To” and “From” fields with first names of client and server.
  + Hand the envelope to an immediate neighbor to pass along.
* ROUTER
  + You are not allowed to unseal any envelopes to look at the message.
  + If handed an envelope, read the Destination written. Make a decision about which path would be best
* **BROKEN NODE**
  + **If you are handed an envelope, rip it up, and do not do anything else.**
* SERVER
  + Only the client can initiate conversation. You can only respond directly back to the Client if you receive a message.
  + Reply messages should be written on provided “packet” paper slips, which only allow 8 characters per slip.
  + Each “packet” in a message should be numbered (ie. 1 out of 3).
  + Place each packet in its own envelope. Seal and label “To” and “From” fields with first names of client and server.
  + Hand the envelope to an immediate neighbor to pass along.
  + **If you’re missing a packet from the client, send a message back to the client requesting a resend of that particular packet. (This can be done on one slip of paper.)**

**COMPUTER-LESS NETWORK ACTIVITY (Version 3.0)**

**NODE INSTRUCTIONS:**

* CLIENT (with TCP message)
  + Please send a message with 3-5 words to a designated “Server”.
  + Messages should be written on provided “packet” paper slips, which only allow 8 characters per slip.
  + Each “packet” in a message should be numbered (ie. 1 out of 3).
  + Label each packet with TCP
  + Place each packet in its own envelope. Seal and label “To” and “From” fields with first names of client and server.
  + **Place each envelope inside a large Manila envelope. Do NOT seal. Complete the coordinates of the “from” and “to” columns using seating coordinates. You can only write coordinates of seats immediately adjacent to your seat!**
  + **Hand the envelope to the coordinate listed on the Manila envelope.**
* CLIENT (with UDP message)
  + Please send a message with 2 words to a designated “Server”.
  + Messages should be written on provided “packet” paper slips, which only allow 8 characters per slip.
  + Each “packet” in a message should be numbered (ie. 1 out of 2).
  + Label each packet with UDP
  + Place each packet in its own envelope. Seal and label “To” and “From” fields with first names of client and server.
  + **Place each envelope inside a large Manila envelope. Do NOT seal. Complete the coordinates of the “from” and “to” columns using seating coordinates. You can only write coordinates of seats immediately adjacent to your seat!**
  + **Hand the envelope to the coordinate listed on the Manila envelope.**
* ROUTER
  + You are not allowed to unseal any envelopes to look at the message.
  + If handed an envelope, read the Destination written. Make a decision about which path would be best
* BROKEN NODE
  + If you are handed an envelope, rip it up, and do not do anything else.
* SERVER
  + Only the client can initiate conversation. You can only respond directly back to the Client if you receive a message.
  + Reply messages should be written on provided “packet” paper slips, which only allow 8 characters per slip.
  + Each “packet” in a message should be numbered (ie. 1 out of 3).
  + Place each packet in its own envelope. Seal and label “To” and “From” fields with first names of client and server.
  + Hand the envelope to an immediate neighbor to pass along.
  + If you’re missing a packet from the client, send a message back to the client requesting a resend of that particular packet. (This can be done on one slip of paper.)