Lab #3: Multicast

Due: May 30, 2006 11:59pm

Overview

For this lab you will implement a simplified multicast middleware using sockets.

Basic Multicast

Implement a class named `BasicMulticast`. The constructor for this class will take an array of `MulticastMember` objects (including this member) and a `int` port (on which to listen). The object supports two operations: `multicast` and `deliver`. The `multicast` method takes a `String` object as a message and transmits it to every member of the group (those given in the constructor for the object). The `deliver` method returns the first `String` message received.

Note that messages may arrive at any time, so a thread must be created within this object to listen for incoming messages.

Handin

Submit your source files using handin on hornet/falcon. To do this, execute

handin akeen lab3 <your files here>