**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.)