

Deadline: August 21, 2019 (respective classes)

Assignment 2

Implement a key-value store using *Websocket*. The server implements the key-value store and clients make use of it. The server must accept clients' connections and serve their requests for 'get' and 'put' key value pairs. All key-value pairs should be stored by the server only in memory. Keys and values are strings as in Assignment 1.

Implement authorization so that only few clients having the role "manager" can access other's key-value stores. A user is assigned the "guest" role by default. The server can upgrade a "guest" user to a "manager" user.

Submit a report on the comparative analysis of the two assignments especially when both roles of manager and guests are considered.