REQUIREMENTS   
  
ANALYSIS   
  
DOCUMENT

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# Introduction

## Purpose

Distributed Systems is a software system in which components on a network system communicates and coordinate their actions using messages. Since its being used in large scale in the current computer industry, we need to understand the implementation of such distributed system by creating an application similar to ‘Dropbox’. In doing so, we will understand the nuances of working with a distributed system and its challenges while implementation. The purpose of this project is to develop a distributed system which is a basically file sharing system through an end user will share a particular folder with a cloud based service. Technically this folder will be hosted on one or more instances of the Windows Azure. Using the cloud service, the same folder can be viewed across many other end users if permission is given.

## Scope

Scope of our project restricts us in using three accounts of Windows Azure, hence will represent three cloud services and can have any number of end users. Each end user will be required to authenticate himself before using the system. Hence we provide the application only to the authenticated users. The features which are available in the system are Uploading, Downloading, Sharing and Modification. The project will be having proper architecture design for implementing the above mentioned features.

## Definitions, Acronyms and Abbreviations

***Client:***

A client is an end system which request a service from a system.

***Server:***

A server is a system which performs the request and process which comes from the client.

***Cloud System:***

Cloud computing is the delivery of computing as a service rather than a product, whereby shared resources, software, and information are provided to computers and other devices as a utility (like the electricity grid) over a network.

## References

<http://en.wikipedia.org/wiki/Cloud_computing>

<http://en.wikipedia.org/wiki/Distributed_computing>

<http://azure.microsoft.com/en-us/documentation/>

<https://www.dropbox.com/>

## Overview

The Chapter 3 describes the Use Cases present in the project and each Use Case is described in detail. Apart from the Use Cases, we have also discussed in detail the System Design of the application which includes the Architecture etc. A summary of how we decided the application architecture and how we plan to implement is discussed below.

# Glossary

DB- Database

GUI- Graphical User Interface

MSDN- Microsoft Developer Network

# Use Cases

## Actors

The actors participating in the project are given below

* Server1
* Server2
* Server3
* Client(Multiple Clients)

## List of Use Cases

The list of Use Cases identified in the project corresponding to the requirements given are listed below:-

* Login
* Create Account
* Synchronization
* Upload
* Download
* Delete
* Modify
* Share
* Server Side Failure
* Logout

## Use Case Tables

|  |  |  |
| --- | --- | --- |
| *Use case name* | Login | |
| *Participating*  *actors* | Initiated by *Client* | |
| *Flow of events* | 1. The *Client* will use the application by logging into the system. | |
|  |  | 1. The application will prompt the user to enter the UserName of the client. |
|  | 1. The *Client* enters its UserName and press Enter. | |
|  |  | 1. *Server* checks if the UserName is a valid one present in the list of valid users and displays a message for the *Client* incase the UserName is not a valid one. |
|  | 1. The *Client* once enters the valid UserName, the *Server* will display him the files and folders present in his path corresponding to his particular UserName. | |
| *Entry condition* | * *Client* must be a having a Valid UserName. | |
| *Exit conditions* | * *Client* will be logged in and his files and folders are displayed. | |
| *Quality*  *requirements* | * The *Client* will be able to Login into the system very quickly. | |

|  |  |  |
| --- | --- | --- |
| *Use case name* | CreateAccount | |
| *Participating actors* | Initiated by *Client* | |
| *Flow of events* | 1. *Client* access the application by entering his name to login the system | |
|  |  | 1. If username doesn’t exist Server requests the *Client* to create an account by clicking the signup button |
|  | 1. *Client* Clicks the signup button and enters the client details and clicks the Create Account button | |
|  |  | 1. Server requests the *Client* to specify the path which will consider as the root path for the server. |
|  | 1. Client specifies the root path which is to be considered by the server | |
|  |  | 1. Server creates an account for the *Client* |
| *Entry condition* | * *Client should not have an account* | |
| *Exit conditions* | * New account is created for the *Client* | |
| *Quality*  *requirements* | * The Client account will be created in a minimal amount of time by the Server | |

|  |  |  |
| --- | --- | --- |
| *Use case name* | Synchronization: Upload | |
| *Participating*  *actors* | Initiated by *Client* | |
| *Flow of events* | 1. The *Client* will be adding a new file in the path specified by him and clicks on the Synchronization button. | |
|  |  | 1. The *Server* will be listening to the path for that particular user when the *Client* logs in. Any new file present in the path will be uploaded from the *Client* local path to the *Server.* |
| *Entry condition* | * *Client* must be a having a Valid UserName. | |
| *Exit conditions* | * *Client* files will be synchronized with the *Server* including the new files. | |
| *Quality requirements* | * The *Client* will be able to Login into the system very quickly. * The uploading of the new file into the *Server* will happen quickly. | |

|  |  |  |
| --- | --- | --- |
| *Use case name* | Synchronization: Download | |
| *Participating*  *actors* | Initiated by *Client* | |
| *Flow of events* | 1. The *Client* will be logged into the application and present in the path specified by him and clicks on the Synchronization button. | |
|  |  | 1. The *Server* will be listening to the path for that particular user when the *Client* logs in. Any new file present in the *Server* will be downloaded to the *Client* local. |
| *Entry condition* | * *Client* must be a having a Valid UserName. * *Server* must be running and listening. | |
| *Exit conditions* | * *Client* files will be synchronized with the *Server* including the new files. | |
| *Quality requirements* | * The *Client* will be able to Login into the system very quickly. * The downloading of the new file from the *Server* will happen quickly. | |

|  |  |  |
| --- | --- | --- |
| *Use case name* | Synchronization: Delete | |
| *Participating*  *actors* | Initiated by *Client* | |
| *Flow of events* | 1. The *Client* will be logged into the application and present in the path specified by him. The *Client* will delete a file/folder from the path and clicks on the Synchronization button. | |
|  |  | 1. The *Server* will be listening to the path for that particular user when the *Client* logs in. Any file not present in the in the *Client* will be removed from the *Server*. |
| *Entry condition* | * *Client* must be a having a Valid UserName. * *Server* must be running and listening. | |
| *Exit conditions* | * *Client* files will be synchronized with the *Server* including the files which are removed/deleted. | |
| *Quality requirements* | * The *Client* will be able to Login into the system very quickly. * The deletion of the file from the *Server* will happen quickly. | |

|  |  |  |
| --- | --- | --- |
| *Use case name* | Synchronization: Modify | |
| *Participating*  *actors* | Initiated by *Client* | |
| *Flow of events* | 1. The *Client* will be logged into the application and present in the path specified by him. The *Client* will be making any changes in any existing file and saves the changes. Once saved, clicks on the Synchronization button. | |
|  |  | 1. The *Server* will be listening to the path for that particular user when the *Client* logs in. Any file present having a modified timestamp different from the files in the *Server* will be uploaded to it. |
| *Entry condition* | * *Client* must be a having a Valid UserName. * *Server* must be running and listening. | |
| *Exit conditions* | * *Client* files will be synchronized with the *Server* including the modify files. | |
| *Quality requirements* | * The *Client* will be able to Login into the system very quickly. * The uploading of the modified file to the *Server* will happen quickly. | |

|  |  |  |
| --- | --- | --- |
| *Use case name* | Share | |
| *Participating actors* | Initiated by *Client1* | |
| *Flow of events* | 1. *Client1* uploads the file into the application and click the File Share button to share his file with Client2 | |
|  |  | 1. Server receives a request from the Client1 to share the file to Client2 |
|  |  | 1. Server process the request made by client1 and share the file to Client2 |
| *Entry condition* | * *Client 1 Should share a file* | |
| *Exit conditions* | * Server Share the file to Client2 | |
| *Quality requirements* | * Client2 Should receive the shared file without loss in data | |

|  |  |  |  |
| --- | --- | --- | --- |
| *Use case name* | ServerFailure | | |
| *Participating actors* | Initiated by *Server1* | | |
| *Flow of events* | 1. If *Server1* cannot process the request made by the Client, the control passes to the Server2 | | |
|  |  | | 1. Server2 automatically gets initiated and respond to the Client |
|  |  | 1. If Server1 and Server2 is failed then control passes to Server3 | |
|  |  | 1. Server3 automatically gets initiated and will respond to the client | |
| *Entry condition* | * *Server1* Should be failed * *Server1* and Server2should be failed | | |
| *Exit conditions* | * Server2 initiated automatically * Server3 initiated automatically | | |
| *Quality requirements* | * Connection will exist between the Client and server even if Server1 and server2 fails | | |

|  |  |
| --- | --- |
| *Use case name* | Logout |
| *Participating actors* | Initiated by *Client* |
| *Flow of events* | 1. *Client* need to exit the application and clicks the log out button |
|  | 1. Server process the request and client gets   disconnected |
| *Entry condition* | * *Client* Should be logged in |
| *Exit conditions* | * The application is stopped and disconnected |
| *Quality requirements* | * Client successfully logged out of his application |

# Design Overview

## Introduction

The application operates as a distributed system that provides storage service to a number of different clients. The system provides transparency by hiding the internal behavior of the application and the use of multiple server machines.

The client application running on user’s systems establishes connection with a particular server. The application is capable of redirecting user requests to the backup server in case of failure of the corresponding server.



Figure 1: High Level System Architecture

The following sections provide a brief explanation of design features of the application. The general system architecture is explained using UML diagrams and other important design features such as processes and multithreading, communication mechanisms, synchronization and data consistency are covered in the following sections.

## System Architecture

The system is based in the client-server model and divides its components using a **three tier architectural style**, having **an interface subsystem**, **application logic subsystem** and a **storage subsystem**. The logic subsystem is present in both the client and server machine. These components are organized on the client and server side as follows:



Figure 2: UML Components Diagram of the System

The system architecture uses a decentralized architecture in which we observe a horizontal distribution of the multi-tiered client-server architecture spread among different machines with the same logical components. Each one of these machines is in charge of managing the data corresponding to one particular user of the system.

Our system consists of six server machines in total. The first five servers are assigned to store the information of particular users whereas the sixth server machine serves as a backup unit and stores a copy of all the data in the system. The system’s architecture considering one possible client is shown below:



Figure 3: UML Deployment Diagram

## Processes

## Communication

## Synchronization

## Consistency

# Non Functional Requirements

# Appendix:

## Project Management