

CSE 5232 Network Programming

Spring 2017

Gossip System Final Report (Milestone 5)

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1. Introduction

This program creates TCP and UDP servers to receive messages from the clients. It has a command line user interface allowing users to send following four types of message:

- 1. Gossips message: unsaved messages from the clients would be saved to the database and broadcasted to all known peers;
- 2. Peer message: saves unknown peers to the database;
- 3. Peer request: returns all known peers;
- 4. Leave message: forgets a specific peer.

The TCP and UDP servers are implemented concurrently, which means they're capable of receiving messages from a number of different clients at the same time and handling these messages properly.

In addition, it has a mechanism to forget peers that were not seen in for some time. In our scripts, we set the delay time as 5 seconds and wrote a script checkLeave.sh (stored in "scripts" folder in the root directory) to test if an expired peer can be removed successfully.

2. Technology

This project is based on the following major technologies:

Term	Description	
JAVA	to build the server	
ASN1	ASN1 java classes for encoding and decoding (Provided by Dr. Silaghi)	
SQLite	to save the data	
Make	to compile the file	
bash	to run the program and send command	

3. Architecture

3.1 Directory Architecture

Directory	Description		
root	contains the scriptServer1.sh, scriptClientTCP.sh, scriptClientUDP.sh, scriptServerPeerWitness.sh, a makefile, a READ.ME file, database, and a project presentation		
lib	contains the external libraries for compile the program		
scripts	contains the scripts.		
	hashGossip.sh is called by Java program to generate SHA-256 message. runlt.sh is used by scriptClientTCP.sh, scriptClientUDP.sh. and scriptServer1.sh.		
	runWitness.sh is used by scriptServerPeerWitness.sh.		
	checkLeave.sh is executed when a client is created		
src	contains the .java files		

3.2 Java Architecture

In src directory, there are several java files:

Package	Description	Classes
com.cse.np.sc	contains the file coding for main function	 ClientMainFunction.java: gets arguments from command line RunClient.java: runs the TCP or UDP client MainFunction.java: runs the TCP, UDP
com.cse.np.server	contains the classes to realize the TCP/UDP server/client	 Server and client Threads TCPServerSocket.java: programs the function about TCP server UDPServerSocket.java: programs the function about UDP server TCPClientSocket.java: programs the function about TCP client UDPClientSocket.java: programs the function about UDP client

Package	Description	Classes
		 TCPChildServer.java: programs the function about TCP child server UDPChildServer.java: programs the function about UDP child server
com.cse.np.util	contains the classes that provide basic methods/ services for other classes	 Constant.java: contains the constant used in the project Database.java: contains the function of database GetOpts.java: contains the method to process the command line ModifyCommand.java: contains the method to process the input message RecMultiCast.java: contains the methods to create a peer witness server
com.cse.np.dao	contains the message classes used to communicated between server and client.	 GossipCon.java: ASN1 object class to take Gossip sequence MsgBroadcastCon.java: ASN1 object class to handle broadcast request PeerCon.java: ASN1 object class to take Peer sequence PeersAnswerCon.java: ASN1 object class to take PeersAnswer sequence PeersQueryCon.java: ASN1 object class to query the known peers Leave.java: ASN1 object class to forget specified peers
com.cse.np.asn	contains ASN1 related classes provided by Dr. Silaghi	

3.3 Database Architecture

Database Name: NPProject.db

Table Name	Attributes – Data type
MessageReceived	hashMsg - varchar timestamp - varchar message - varchar
PeersCatalog	name - varchar portNumber - varchar IPAddress - varchar

3.4 User Manual

Steps to run:

- 1. Unzip the file
- 2. Open the terminal and input following command:
 - 2.1. "cd ct directory path>"
 - 2.2. "make build"
- 3. Run the scripts
 - 3.1 Run scriptServer1.sh
 - 3.2 Run scriptServerPeerWitness.sh
 - 3.3 Run scriptClientTCP.sh (checkLeave.sh is executed when clients are initialized)
- 4. Outcome
 - 4.1 TCP and UDP servers are started
 - 4.2 Peer witness server are started
 - 4.3 TCP client are started (checkLeave.sh is executed)
 - 4.4 Test message is sent and saved
 - 4.5 Broadcast message 0 is sent and saved
 - 4.6 Peer witness server is saved to peer list (ready to receive broadcasted messages)
 - 4.7 Broadcast message 1 is sent, saved and seen by witness server

- 4.8 Delay time is up, peer witness server is removed from peer list
- 4.9 Broadcast message 2 is sent and saved. (not seen by peer witness server)

4. Running Results

The test was run on TCP connection. Here's the checkLeave.sh script to test whether a peer is removed from the system after it expires. It is located in the "\scripts" directory.

```
#!/bin/bash

echo "broadCastMessage0000"
sleep 1
echo "Peer:John:PORT=9999:IP=224.0.0.3"
sleep 2
echo "broadCastMessage11111"
sleep 7
echo "broadCastMessage22222"
```

After compiling with makefile:

TCP and UDP started. A new added peer was removed from the peer list after it was expired.

```
Dongnings-MacBook-Pro:NPFinal eastaia$ ./scriptServer1.sh
TCP Server Started!
UDP Server Started!
Delete peer not seen for a while.
^CDongnings-MacBook-Pro:NPFinal eastaia$ [
```

Peer witness server started. Broadcast message sent after the witness server added to the peer list was received. A notification message of being kicked out was received.

```
Dongnings-MacBook-Pro:NPFinal eastaia$ ./scriptServerPeerWitness.sh
Get a new messgae from server: broadCastMessage11111
Get a new messgae from server: You are deleted from peers.
^CDongnings-MacBook-Pro:NPFinal eastaia$
```

All messages sent were sent and saved to the database. Peers have been updated. Only broadcast message 1 was seen by peer witness server.

```
Dongnings-MacBook-Pro:NPFinal eastaia$ ./scriptClientTCP.sh
TCP Client Started!
Save message successfully.
Save message successfully.
OK! Peer updated
Save message successfully.
Save message successfully.
Save message successfully.
CDongnings-MacBook-Pro:NPFinal eastaia$
```

At the end, all 4 messages were saved. Peer witness server was removed from table "PeerCatalog".

