

```

1  defmodule NameServer3 do
2    @moduledoc """
3    Very simple name server supporting transactions:
4    - In the event of a crash, the caller is sent a message.
5    - All other processes using the server will not be affected.
6    """

```

```

7  > def start(name) do
10  end
11
12  def add(serverName, name, place) do
13    rpc(serverName, {:add, name, place})
14  end
15
16  def find(serverName, name) do
17    rpc(serverName, {:find, name})
18  end

```

Interface

```

19
20 > defp rpc(name, request) do
26  end

```

```

27
28 > def loop(name, state) do
41  end

```

Server

```

42
43 > defp handleRequest({:add, name, place}, state) do
46  end
47
48 > defp handleRequest({:find, name}, state) do
50  end

```

Implementation

```

51  end
52

```

Nameserver3 Test

- Start the server.
- Add and retrieve data using named calls

```
1  defmodule NameServer3Test do
2    use ExUnit.Case
3    doctest NameServer3
4
5    test "1 - start the server" do
6      assert NameServer3.start(:my_server3) == :ok
7      assert NameServer3.add(:my_server3, :dwayne, "Red Dwarf") == :ok
8      assert NameServer3.find(:my_server3, :dwayne) == "Red Dwarf"
9    end
10  end
```