

**SCHOOL OF INFORMATION TECHNOLOGY AND ENGINEERING
ADDIS ABABA INSTITUTE OF TECHNOLOGY, ADDIS ABABA UNIVERSITY**

**Topic: Assignment II: Paper Storage Server using RPC and Message Passing in Go
(10)**

Deadline: Dec 20

In this assignment, you will implement a distributed system that supports storing and retrieving academic papers for a conference, mimicking the Sun-RPC protocol using Go's net/rpc or gRPC for the server-client interactions. The paperserver will handle requests from the paperclient for operations like storing a paper, listing all stored papers, fetching specific paper details, and downloading paper content. Additionally, message passing will be used to decouple certain tasks (e.g., notification of a new paper added) to simulate a distributed environment with message queues.

System Components

1. paperserver (RPC server):

- Stores and retrieves papers in memory.
- Maintains a collection of papers with fields for author, title, and file format.
- Sends a message (via RabbitMQ) when a new paper is added.

2. paperclient (RPC client):

- Interacts with paperserver for various operations.
- Supports storing, listing, fetching details, and retrieving paper content.

3. RabbitMQ (for message passing):

- Handles notifications for new paper submissions.

Specifications

Data Structure

The server will manage a list of Paper objects in memory, each with the following fields:

- **Paper Number** (unique identifier for each paper)
- **Author** (name of the author(s))
- **Title** (title of the paper)

- **Format** (PDF or DOC)
- **Content** (actual binary content of the file)

RPC Server (paperserver)

Implement the following methods in the paperserver:

1. **AddPaper(args AddPaperArgs, reply *AddPaperReply):**
 - Stores the paper content in memory with a unique paper number.
 - Publishes a message to a RabbitMQ queue to notify that a new paper has been added.
2. **ListPapers(args ListPapersArgs, reply *ListPapersReply):**
 - Returns a list of all papers with their paper numbers, authors, and titles.
3. **GetPaperDetails(args GetPaperArgs, reply *GetPaperDetailsReply):**
 - Returns details (author and title) for a specific paper number.
4. **FetchPaperContent(args FetchPaperArgs, reply *FetchPaperReply):**
 - Retrieves the full content of the specified paper.

RPC Client (paperclient)

The paperclient should be able to perform the following command-line operations:

1. `paperclient add <server-address> 'Author Name' 'Paper Title' paper.pdf`
 - Uploads a new paper to the server.
2. `paperclient list <server-address>`
 - Lists all stored papers with paper number, author name(s), and title.
3. `paperclient detail <server-address> <number>`
 - Retrieves the author and title for a specified paper.
4. `paperclient fetch <server-address> <number>`
 - Fetches the paper content by paper number and displays it on stdout.

Deliverables

1. **Code Submission:**

- Complete code files without the executables.
- Ensure the server handles all specified commands and supports concurrent client connections.

2. Test Results:

- Provide screenshots showing multiple clients interacting with the server (e.g., adding, retrieving,).
- Demonstrate how the client notified using RabbitMQ when a new paper is added.

3. Reflection Report:

- **RPC and Message Passing:**
 - What are the benefits of combining RPC with message passing in this project?
 - How does message passing enhance the scalability of the server?
- **Concurrency and Synchronization:**
 - How does Go handle concurrent connections in the server?
 - Why is it important to handle synchronization when using message passing?
- **Reliability and Fault Tolerance:**
 - What would happen if the RabbitMQ service went down?
 - How could you make the notification service more resilient?
- **File Storage in Memory:**
 - What are the limitations of storing paper content in memory, and how would you modify this design for a larger system?
- **Real-World Applications:**
 - How could the system be extended for more features, such as keyword search or paper downloads by multiple formats?

Grading

Criteria	Weight
Correct Implementation of server and client code	40%
Handling Multiple Client concurrently	25%
Error Handling and data consistency	25%

Reflection report and explanation	10%
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