# Design Log

## For starters

The first hurdle to get past was how the software should behave. This depends on its outward complexity. If it is nothing more than a simple one target load tester all it would need to do is launch once and run the test.

However, it would be nice to run multiple tests, and further to that it should know about all the tests that are currently running (along with any other test specific data it may have). This means that it’ll need a single running background application that can track what’s running. The best way of achieving this is through a daemon/service model.

This complexity then gives us more options for what it can now do; certainly regarding its outward API. With the program running as a service it gives it a certain level of innate security not offered as a single program as it allows the software to be relaunched on shutdown, potentially even restarting tests that didn’t finish.

It can also allow for different applications/front ends to talk to it and either control the software or simply query it for information. The control aspect is of particular importance as it will allow proper clean up if a test is cancelled instead of potentially being forced to ‘kill -9’ it.

## What runs where and how (thread/tasks)

After deciding that it should run as a daemon, the next step was to make sure

## Thread Pool Queue

Aa.

## Logger

Aa.

## Test Case Analyser

Aa.

## API

The most appropriate way to communicate with the software would be using a proper API. The first option that came up was to use a SOAP/REST solution. However, after doing more research the gRPC project was mentioned. This allows me to use Googles Protocol Buffer system. Most importantly it allows for scalibility and layered designs for things like monitoring, logging and load balancing and is designed around duplex communication, perfect for implementing the CLI features.

Internally the service will be using a simple socket to collect requests, and inter-thread communication will be handled with queues, conditional variables and mutexes. The reason a proper API is so vital is to provide a common interface for outside applications to request data on the program in a tidy and uniform manner. It also means that only a single interface is required for all forms of communication from all possible end-users, cutting down on maintenance and possible points-of-failure.

Making sure data is collected and passed up through the program to be correctly displayed will be a challenge during development, however, along with designing the classes with APIs in mind.