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Universal Computational Cluster

Start up documentation



1 Methodology and technology

We choose Agile development to provide a regular and iterative work flow.

For technology we have chosen . NET C#, a powerful tool which we would like to explore even further.

2 Schedule of tasks

• Stage 1: Communication

Deadline 31.03 Progress meetings (within the team) 16.03, 23.03

- Stage 1.1: Internal Deadline: 16.03
 - 1. Communication Server. (Lukasz)
 - Registering: computational node, task manager.
 - Updating states of nodes (keeping alive / removal).

Time Required: 8h Actual Time Spent:

- 2. Computational node, Task manager, Client. (Karol)
 - Scheme of classes.
 - Client input mechanism.

Time Required: 8h Actual Time Spent:

- 3. Communication protocol. (Jakub)
 - Appropriate API.
 - Classes of messages and problems .

Time Required: 8h Actual Time Spent:

- 4. Network. (Bartek)
 - TCP/IP connection.
 - Listening to given port.
 - Establishing connection.

Time Required: 8h Actual Time Spent:

5. Testing. (All)

Time Required: 2h Actual Time Spent:

- Stage 1.2: Internal Deadline: 23.03

1. Communication Server. (Lukasz)

- Queueing of Messages.
- Receiving problems from CC.
- Sending problems to TM, CN.
- Receiving solutions from TM, CN .

Time Required: 12h Actual Time Spent:

2. Computational node, Task manager, Client. (Karol)

- Registering to server.
- Sending problems/solutions to server.

Time Required: 8h Actual Time Spent:

3. Communication protocol. (Jakub)

• Handling messages. Creating Appropriate classes

Time Required: 8h Actual Time Spent:

4. Network. (Bartek)

• Failures, Closure

Time Required: 8h Actual Time Spent:

5. Testing. (All)

Time Required: 2h Actual Time Spent:

- Stage 1.3: Internal Deadline: 30.03

1. Communication Server. (Lukasz)

• Any additional tasks

Time Required:
Actual Time Spent:

2. Computational node, Task manager, Client. (Karol)

• Any additional tasks

Time Required: Actual Time Spent:

3. Communication protocol. (Jakub)

• Any additional tasks

Time Required: Actual Time Spent:

4. Network. (Bartek)

• Any additional tasks

Time Required: Actual Time Spent:

5. Testing. (All)

Time Required: 2h Actual Time Spent:

• Stage 2: Algorithm

Deadline 28.04 Progress meetings (within the team) 12.04, 25.03

• Stage 3: Testing All functionalities

Deadline 02.06 Progress meetings (within the team)