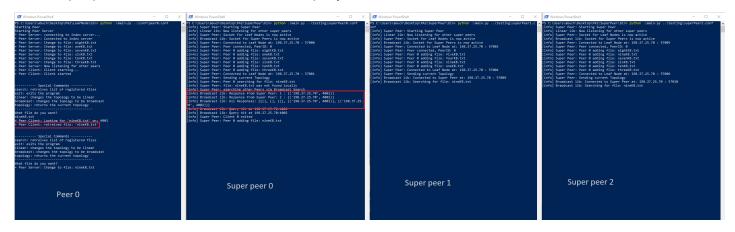
Testing

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Tests

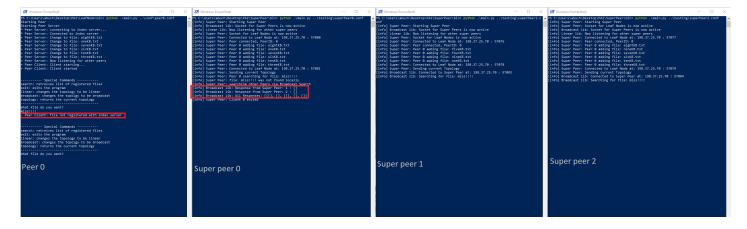
Test 1: Broadcast Multiple Query Hits

- 1. Peer client 0 asks for nineKB.txt
- 2. super peer 0 broad casts the query to all other super peers
- 3. super peer 0 gathers all the query hits
- 4. super peer 0 sends Peer client 0 a list of query hits



Test 2: Broadcast Multiple Misses

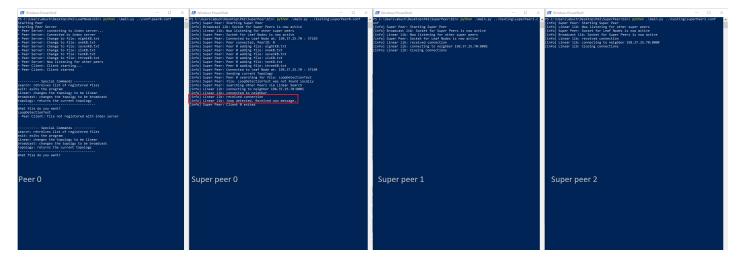
- 1. Peer client 0 asks for a non existent file
- 2. super peer 0 broad casts the query to all other super peers
- 3. super peer 0 gets no query hits
- 4. super peer 0 sends Peer client 0 an empty list



Test 3: Linear Query In Loop

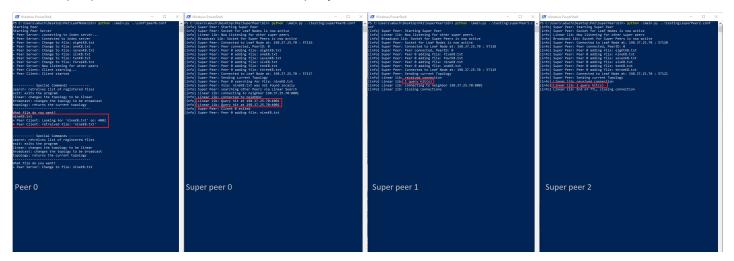
- 1. Peer client 0 asks for file
- 2. super peer 0 sends a query to super peer 1

- 3. super peer 1 forwards the query to super peer 2
- 4. super peer 2 forwards the query to super peer 0
- 5. super peer 0 recognizes the query because of the message id and closes the connections
- 6. super peer 0 sends Peer client 0 an empty list



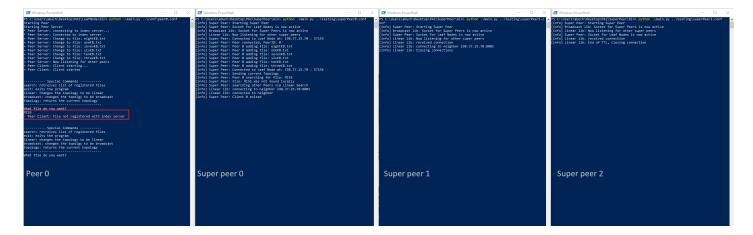
Test 4: Linear Multiple Query Hits

- 1. Peer client 0 asks for file
- 2. super peer 0 sends a query to super peer 1
- 3. super peer 1 registers a query hit and sends it to super peer 0
- 4. super peer 1 forwards the query to super peer 2
- 5. super peer 2 registers a query hit and sends it to super peer 1
- 6. super peer 1 forwards the query hit to super peer 0
- 7. super peer 0 gets all of the query hits
- 8. super peer 0 sends Peer client 0 all the query hits



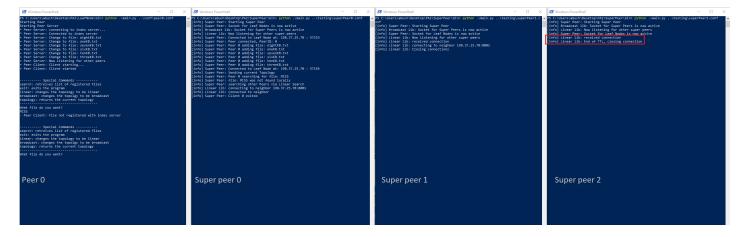
Test 5: Linear Multiple Misses

- 1. Peer client 0 asks for file
- 2. super peer 0 sends a query to super peer 1
- 3. super peer 1 forwards the query to super peer 2
- 4. super peer 0 does not get any query hits before connection is closed
- 5. super peer 0 sends Peer client 0 an empty list



Test 6: Linear TTL Expires

- 1. Peer client 0 asks for file
- 2. super peer 0 sends a query to super peer 1
- 3. super peer 1 forwards the query to super peer 2
- 4. super peer 1 recognizes that the TTL is 0 and closes the connections
- 5. super peer 0 sends Peer client 0 an empty list



Known Issues

Issue 1: Socket errors

Not every socket operation (ex. socket.recv, socket.socket, socket.send) is wrapped in a try and except in the broadcast library. In non ideal conditions this could result in a connection thread crashing. Adding try and except statements around socket operations could resolve this issue.

Issue 2: Linear message ID data struct

The current data structure to store message IDs in the linear library is an array. The array is slow and it shows in the results when sending 200 queries. A tree based data structure could change the time complexity from O(n) to O(logn).

Issue 3: Message backup in linear topology library

The function that forwards query hits in the linear library could have an issue with it. The supposed issue has never been a problem during testing, but is there logically. The code assumes only one message is in the socket receive buffer when it is read. This is dangerous. In a situation where there are multiple messages, messages could go unread or errors could be thrown. To solve this the socket.recv size could be set to the size of the query hit object, or a receive-acknowledge protocol could be used.