Tarea 1

Cálculo distribuido

Del número Pl

Sábado, 3 de octubre 2020

Joel Harim Hernández Javier

Descripción

En esta tarea se va a desarrollar un programa distribuido que calculará una aproximación de PI utilizando la serie de Gregory-Leibniz.

Capturas

Ejecución simultánea de los 4 programas con distintos con el script personalizado de Make:

```
sistemas_distribuidos/T1_CalcOfPi on pmaster [?]

→ make run
javac ConsoleColors.java
javac CalcOfPi.java
java CalcOfPi 0 & \
java CalcOfPi 1 & \
java CalcOfPi 2 & \
java CalcOfPi 3 & \
wait
Trying connecting to localhost at 50000
Trying connecting to localhost at 50000
Trying connecting to localhost at 50000
[Server] Connected to node 0
[Server] Connected to node 1
[Server] Connected to node 2
SUCCESS The PI value aproximated is: 3.141592628592157

sistemas_distribuidos/T1_CalcOfPi on pmaster [?]

→ ■
```

Compilación con Make:

```
sistemas_distribuidos/T1_CalcOfPi on ≯ master [+]

→ make clean

rm -f *.class

sistemas_distribuidos/T1_CalcOfPi on ≯ master [+]

→ make
javac ConsoleColors.java
javac CalcOfPi.java

sistemas_distribuidos/T1_CalcOfPi on ≯ master [+]

→ ■
```

Ejecución en 4 terminales distintas, ya compilados los programas por Make:

```
sistemas_distribuidos/T1_CalcOfPi on p master [+]

→ java CalcOfPi 0
[Server] Connected to node 0
[Server] Connected to node 1
[Server] Connected to node 2
SUCCESS The PI value aproximated is: 3.141592628592157

sistemas_distribuidos/T1_CalcOfPi on p master [+]

→ java CalcOfPi 2

sistemas_distribuidos/T1_CalcOfPi on p master [+]

→ java CalcOfPi 2

Trying connecting to localhost at 50000

sistemas_distribuidos/T1_CalcOfPi on p master [+]

→ java CalcOfPi 2

Trying connecting to localhost at 50000

sistemas_distribuidos/T1_CalcOfPi on p master [+] took 8s

→ java CalcOfPi 1

Trying connecting to localhost at 50000

sistemas_distribuidos/T1_CalcOfPi on p master [+] took 8s

→ java CalcOfPi 1

Trying connecting to localhost at 50000

sistemas_distribuidos/T1_CalcOfPi on p master [+] took 12s

→ java CalcOfPi 1

Trying connecting to localhost at 50000
```