WRITEUP

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1 Testing

1. Used the provided testing from zachjicha's github

2 Questions

1. For the implementation used in this assignment, all the servers and the load balancer were on a single machine. The performance attributes of this machine would be the same for every server since they are run on the same machine so the load balancer wouldn't know which server had the least load.
2. If we allowed the load balancer to do message processing, we could greatly diminish the amount of information we are sending to the servers by only sending the important information regarding handling. We would also be able to detect errors at an earlier stage thereby allowing us to return error responses without needing to send to the server such as incorrect file name formats, incorrect http versions, and incorrect methods. The con of allowing message processing in the load balancing stage is that this would slow down message passing to the server from the load balancer and potentially cause blocking in the load balancer.
3. The difference lies in that nc won't respond to connections. Eventually, the nc connection will timeout and the load balancer will mark the nc server as problematic, resulting in the rest of the incoming connections to go to http server