

```
import java.net.InetAddress;
import java.util.concurrent.ExecutorService;
import java.util.concurrent.Executors;
```

```
public class Simulatore {
```

```
    public static void main(String[] args) {
        ScannerPorte scanner = new ScannerPorte();
        StorageNode taskNode = new StorageNode(scanner);

        if (args.length == 1)
            taskNode = new StorageNode(scanner, args[0]);
        else
            taskNode = new StorageNode (scanner);

        ExecutorService exec = Executors.newCachedThreadPool();

        double randd, randdTime, randObjd;

        int randi, randiTime, randObji;

        for (int i = 0; i < 5; i++)
            exec.execute(taskNode);
```

```
        try {
            while (true) {
                randdTime = Math.random() * 10000; //dormiamo al massimo
                randiTime = (int) randdTime;
                System.out.println("Simulatore inattivo per " + randiTime);
                Thread.sleep(randiTime);
                System.out.println("Inizio generazione elementi casuali");
                randd = Math.random() * 6; //creiamo al massimo 5 oggetti
                randi = (int) randd;

                for (int i = 0; i < randi; i++) {
                    randObjd = Math.random() * 2;
                    randObji = (int) randObjd;

                    if (randObji == 1) //creo un client
                        {Client taskClient;

                            if (args.length == 1)
                                taskClient = new
                                Client(scanner, args[0]);
                            else
                                taskClient = new
                                Client(scanner);

                            exec.execute(taskClient);
                        } else //creo un nodo
                            exec.execute(taskNode);
                }

            } catch (Exception e) {
                e.printStackTrace();
            }
        }
    }
}
```

10 secondi