



Assignment 2: Java Synchronization

Assignment Rules

1. The Assignment is a group of **3 Maximum**.
2. One team member should submit the group solution as **one java file** containing the required java classes and labeled by the team ids and group.
e.g. Assignment_2_201983834_201938838_G1_G1.java
3. The deadline for submitting the solution is 9 Dec. 2021@ 11:59 PM.
4. **Team Members MUST be within the same group, Members from different groups is not allowed**
5. **Cheating could lead to NEGATIVE SIX.**
6. **No submissions after the deadline.**

Problem Definition

It is required to simulate a limited number of devices connected to a router's Wi-Fi using Java threading and semaphore. Routers can be designed to limit the number of open connections. For example, a Router may wish to have only N connections at any point in time. As soon as N connections are made, the Router will not accept other incoming connections until an existing connection is released. Explain how semaphores can be used by a Router to limit the number of concurrent connections



The following rules should be applied:

- The Wi-Fi number of connected devices is initially empty.
- If a client is logged in (print a message that a client has logged in) and if it can be served (means that it can reach the internet), then the client should perform the following activities:
 - ◆ **Connect**
 - ◆ **Perform online activity**
 - ◆ **Log out**
- Note: these actions will be represented by printed messages, such that there is a random
- waiting time between the printed messages when a client connects, do some online
- activities and logged out.
- If a client arrives and all connections are occupied, it must wait until one of the currently
- available clients finish his service and leave.
- After a client finishes his service, he leave and one of the waiting clients (if exist) will
- connect to the internet.

Solution Design

You program must contain the following classes:

1. **Router Class:** that contains a list of connections and methods to occupy a connection and release a connection.
2. **Semaphore Class:** as given the synchronization lab.
3. **Device Class:** represent different devices (threads) that can be connected to the router;
each device has its own name (i.e. C1) and type (i.e. mobile, pc, tablet...) and it may perform three activities: connect, perform online activity and disconnect/logout.
4. **Network Class:** this class contains the main method in which the user is asked for two inputs:
 - **N:** max number of connections a router can accept
 - **TC:** total number of devices that wish to connect).
 - **TC lines** that contain: name of each device, and its type

Program Output

You will print the output logs in a file, which simulates the execution order of the devices threads and the printed messages of each device

NOTE THAT: This is just an example not the only scenario that can be applied.

Sample Input

What is the number of WI-FI Connections?

2

What is the number of devices Clients want to connect?

4

C1 mobile

C2 tablet

C3 pc

C4 pc

Sample Output

- (C1) (mobile) arrived
- (C2) (tablet) arrived
- Connection 1: C1 Occupied
- Connection 2: C2 Occupied
- C4(pc) arrived and waiting
- C3(pc) arrived and waiting
- Connection 1: C1 login
- Connection 1: C1 performs online activity
- Connection 2: C2 login
- Connection 2: C2 performs online activity
- Connection 1: C1 Logged out
- Connection 1 : C4 Occupied
- Connection 1 : C4 log in
- Connection 1 : C4 performs online activity
- Connection 2: C2 Logged out
- Connection 2: C3 Occupied

Grading Criteria

Router Class	10
Semaphore Class	5
Device Class	10
Network Class	10
Output Valid Order (Code Run Properly)	20
GUI - Bonus (That shows the behavior of connections when occupied or released by a particular device)	10