Admin manual: Monster Server

Daniel Marchan Diego López Marvin Fernández Levian González

Introduction

Monster Server is a muti-thread server, that accepts different clients through a TCP protocol connection. Each server is in charge of managing all the actions of a specific client, with this approach we assure that the information treated by the thread is exclusively from each client, avoiding to mix or miss receive wrong information.

Program

The clients are going to be constantly communicating with the Server in order for the Server to follow the line of execution of the client and be prepared to receive the information send by the Client at any moment of its execution. The method receive window is the one in charge of recognizing the state of the client's execution.

In this server, we followed a sending Serializable Objects approach through the TCP socket connection established between the Server and Client. We followed this approach as we needed to receive an organized, easy handling and perfectly storage type of data.

The main class Server is going to be assigned to a Server Socket (Passive Socket) to be constantly waiting in the port 9000 (This value can be modified at line 40 in the MonsterServer Class). Every time a client is accepted, the thread ServerThread will start running and will initialize an active Server as a line of communication with the client. If the client is disconnected at any moment, the thread will end its execution.

How to stop the Server?

When you run the Monster Server class of the Monster Server project you will find instructions on the console to create an Admin with a password. With the following password we are going to be able to stop the server whenever you write in the console the password. This action is going to be managed by a thread called: AdminThread, that from the beginning of the program it will be checking if the password is introduced.

Instructions to download and install the Server:

1. Please download the program NETBEANS, the Server runs in this application and can be modified if wanted with it.
2. Once in NetBeans please go to File→Open Project→go to the path where the javaProject MonsterServer is→Click on it
3. With the server already loaded in the program, please go to the package monsterserver and run MonsterServer.
4. Create an Admin username and password.
5. Enjoy that MonsterServer does everything else.