SKJ project2 documentation s15711

Agent:

Agent is a peer participating in the network.
Each agent has a counter and updates it every specified period of time.

Invocation:
When invoking an agent, 2 parameters are specified:
1. Initial counter value in milliseconds
2. Period between counter synchronizations in seconds

After invocation the information about the machine's IP address is printed in order to be able to use Controller.

Functionality:
The Agent supports:
- Periodically updating its counter, showing information about it and number of agents it was synchronized with
- Sending its counter to requesting agents and
- Getting and setting its counter and synchronization period via the Controller

Controller:

Controller is used for getting information about agent's current state and changing it.

Invocation:
When invoking a controller, 2 parameters are specified:
1. IP address of the targeted agent
2. The command to be executed

Functionality:
Controller supports the following commands:
- get counter — gets the agent's current counter value and prints it
- get period — gets the agent's synchronization period and prints it
- set counter n — sets the agent's counter to value n
- set period n — sets the agent's period to value n

In case there was no response from the agent, it is considered inactive and an according message is shown.