**Distributed Shared White Board Report**

**Author: Yvonne Tao**

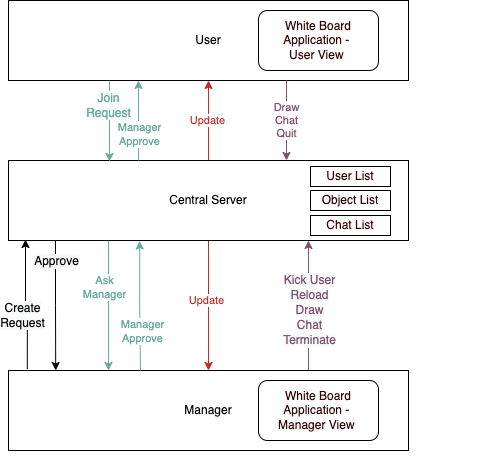
**Student number: 1183577**

**Author:**

**Student number:**

**System Architecture**

**The following diagram shows the general architecture of our distributed shared whiteboards, which allow multiple users to draw simultaneously on a canvas.**



**The main component contains:**

1. **A central server that manages all the system state. The server keeps three lists (user list, object list and chat list), and keep them up to date with every client changes so that it can broadcast any changes to all other users.**
2. **User who requires manager’s approval to join the white board, afterward being able to draw shapes on to the white board, and send messages to chat window, and choose to leave the Application.**
3. **A white board manager who has all the ability as a normal user, plus a few higher privileges such as kick out user, open a new white board, reload a saved white board and terminate the application for all users.**

**This architecture connects all client nodes directly to a central server, who will broadcast any updates it receives to all clients.**

**Considering the high demand on concurrency and consistency of white board application, the choice of using a single central server will make sure all users are drawing on the same white board as there is only one source of truth. Besides, users will have better experience with less latency time for any remote update from other users.**

**One of the disadvantages of such design, however, is its inability to scale after a certain limit as the server can only have a finite number of ports open for connections. It is also very vulnerable to DOS attack, and once the server is down, it causes the single point of failure as there is no other server up for sending/receiving responses and requests.**

**Communication Protocols**

**The communication between server and clients are through sockets using the TCP protocol. Specifically, the server will establish a server socket awaiting, and accepts all connection that come in from clients. It will server each single connection with a separate thread, keeps the connection open until the user decides to quit or the manager terminate the whole application.**

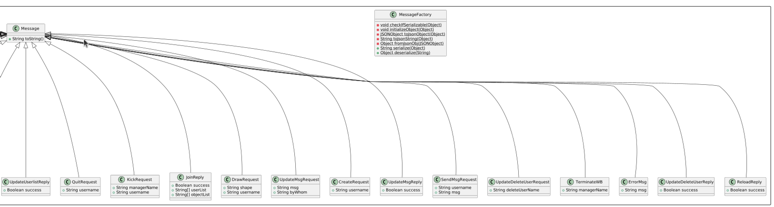
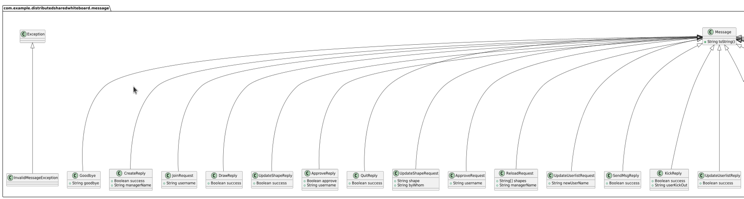
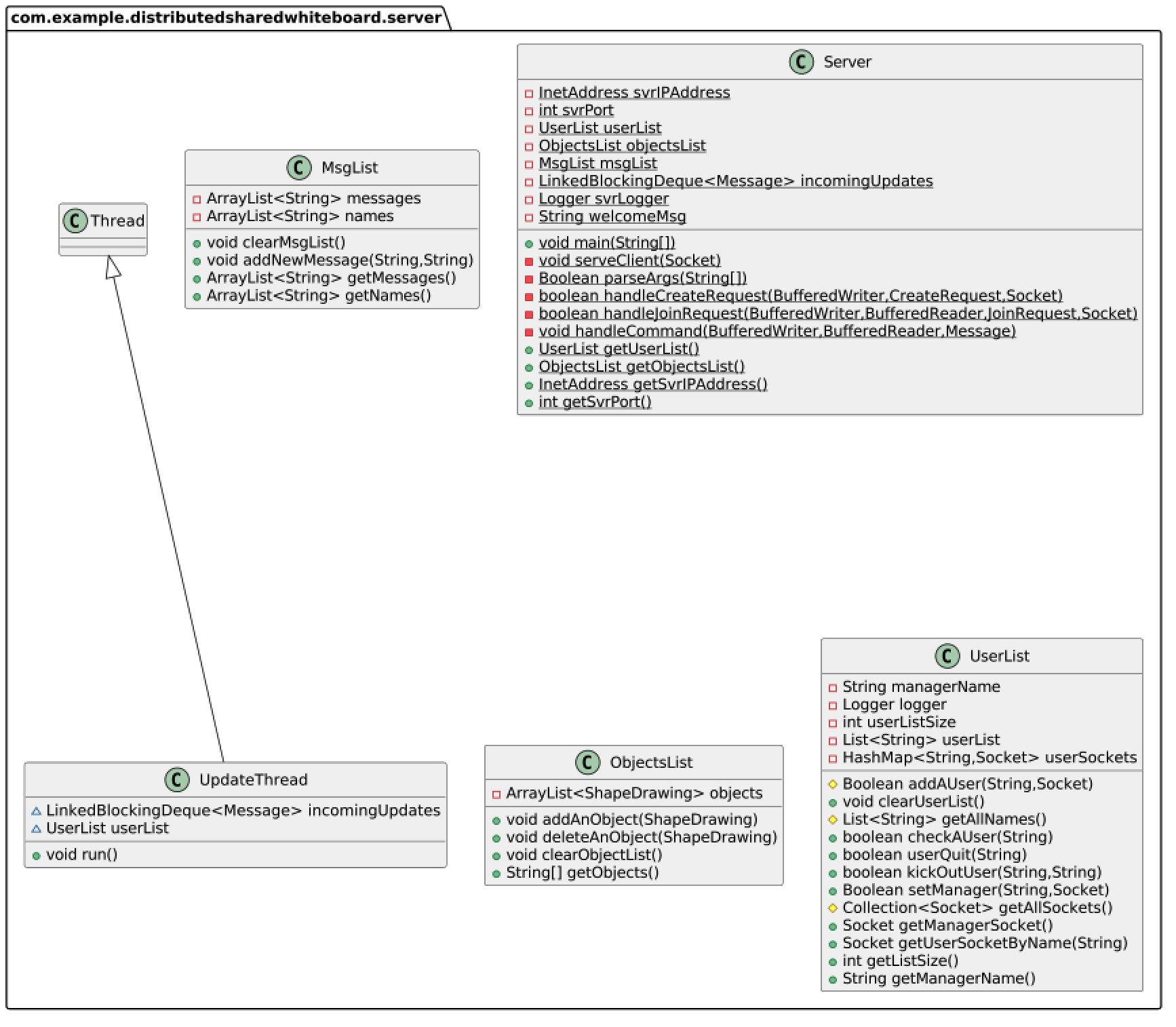
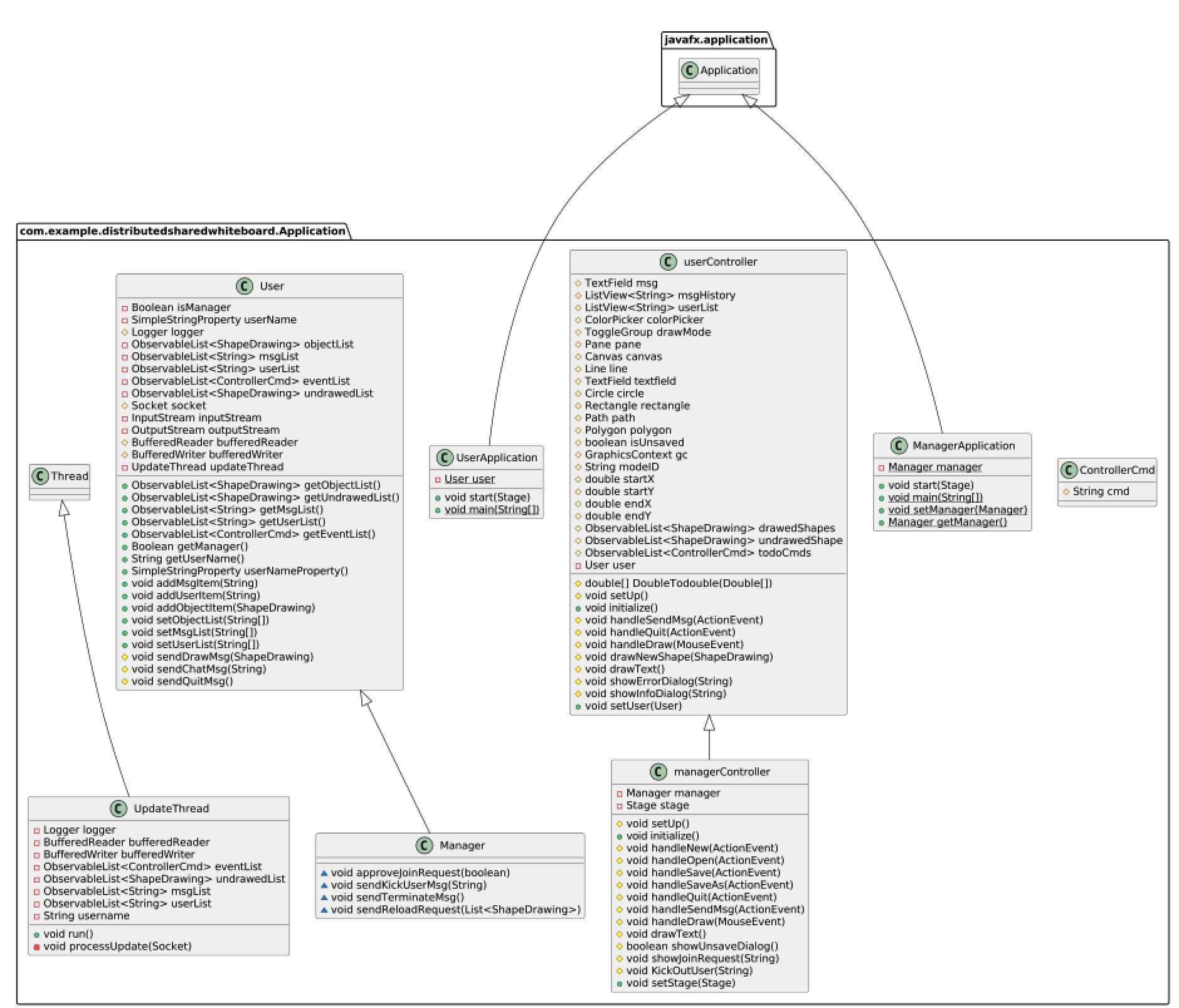
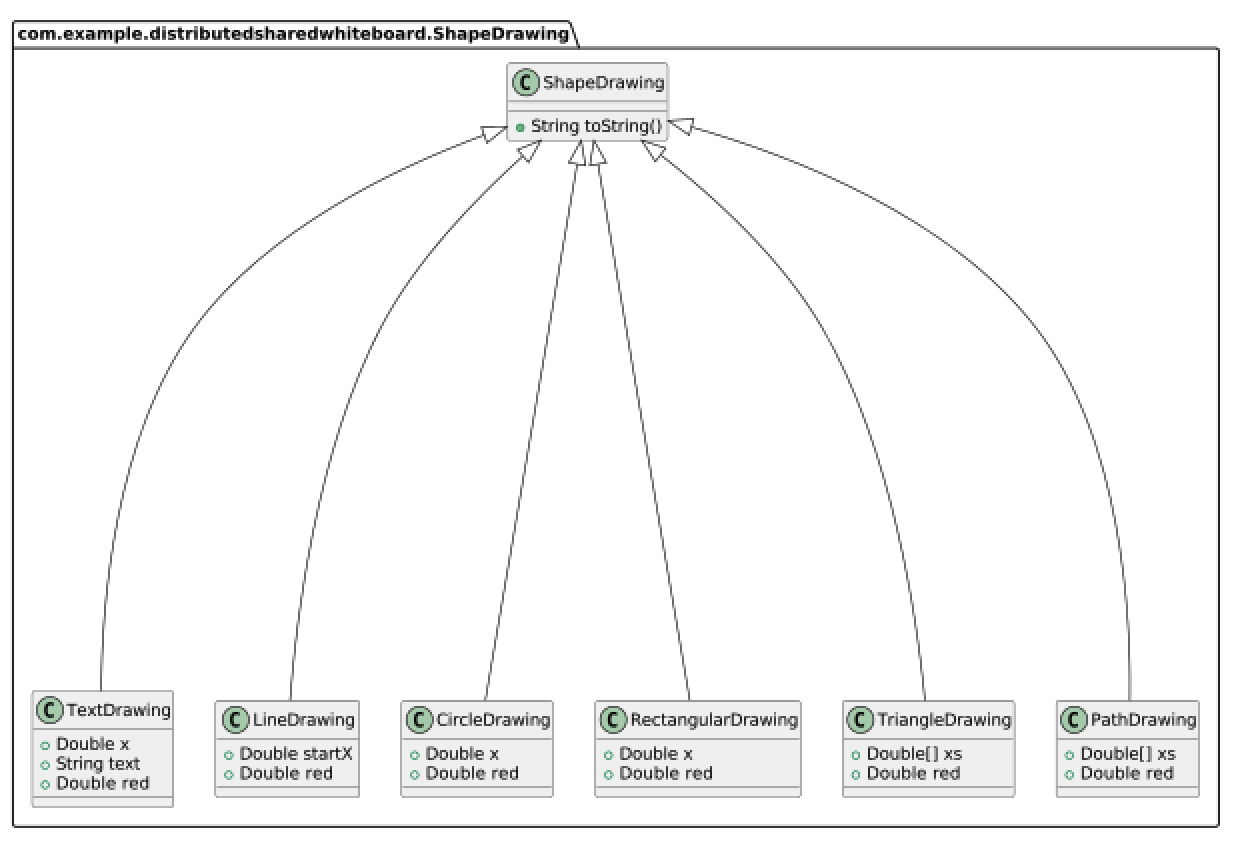
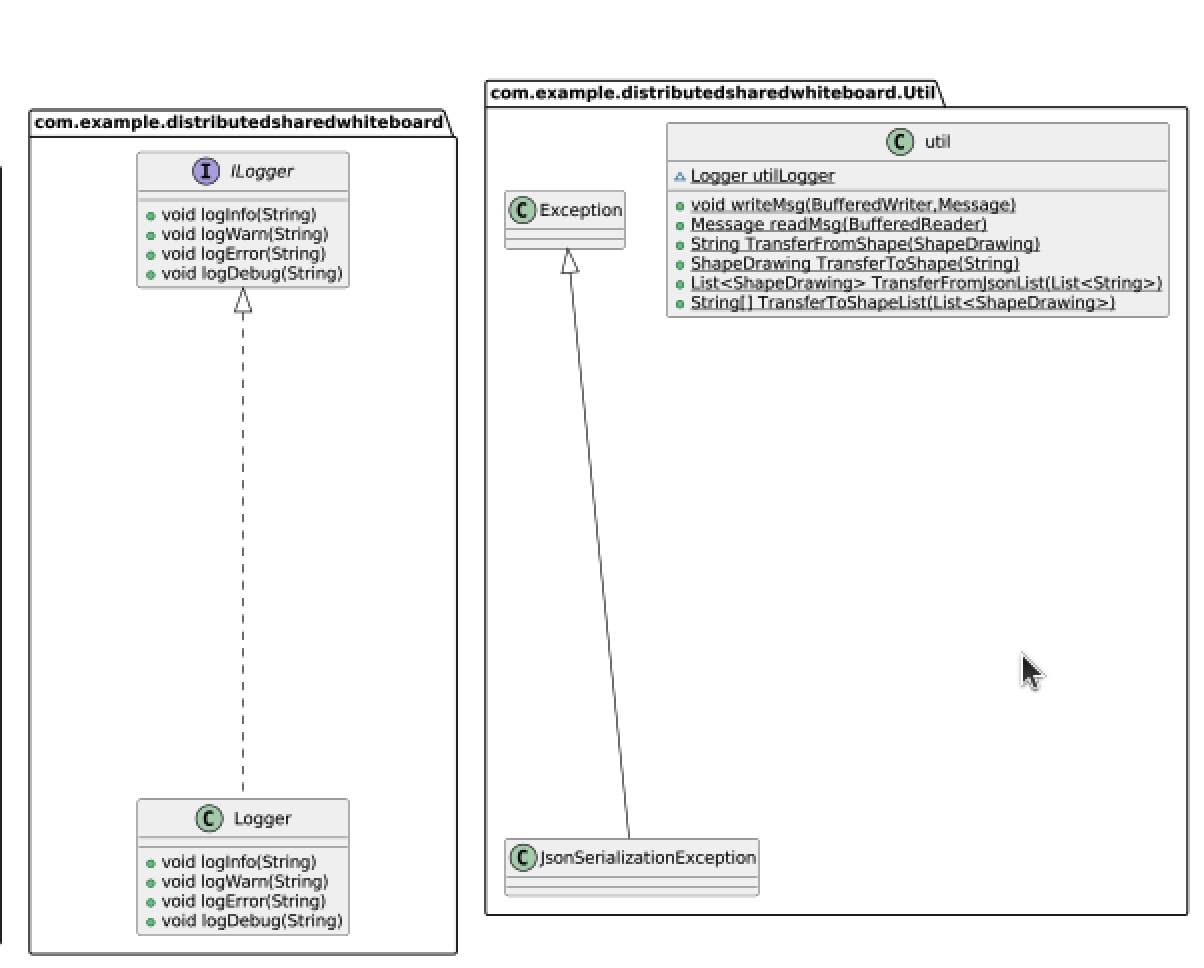
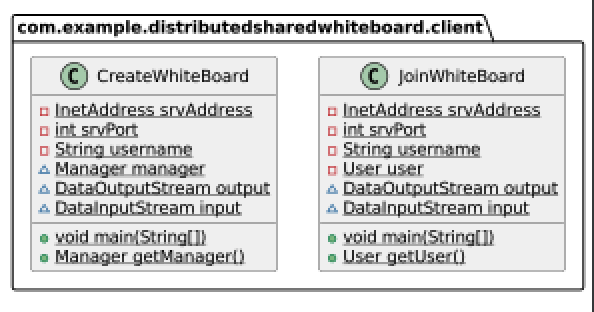
**The main reasons of choosing socket for communication is that it has easy access to centralized data, which is exactly what the system requires. Compared with Remote Method Invocation (RMI), Socket connection allows us to format Messages in a custom way. In addition to that, the communication required for this white board application is nothing more than Strings and numbers (for passing username, chat box message, object coordinates, width, heights, class names, etc.), using Socket is sufficient. It’s also more effective as it produces less network traffic.**

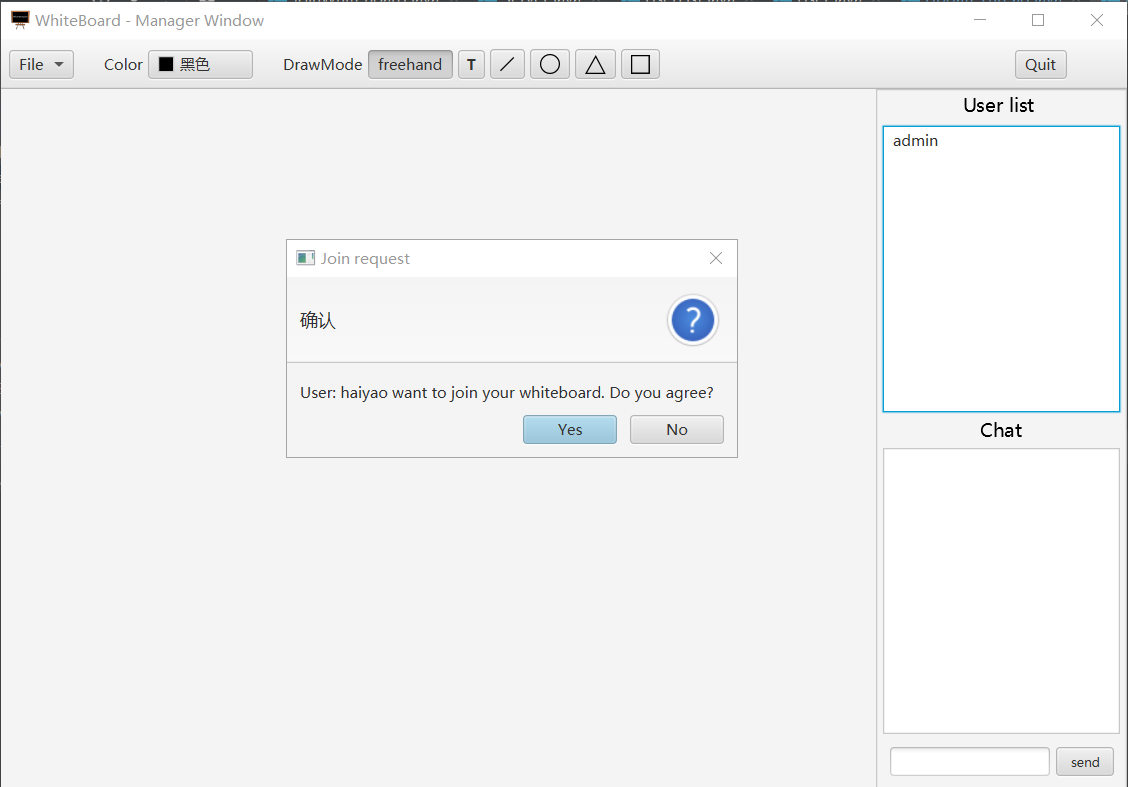
**The reasons we choose TCP as exchange protocols over UDP is its reliability. Often in between the transport, the segments may get lost on its way to the destination, using TCP protocol ensures each segment reaches to the receiver so that users see the same white board, which is somewhat important for application like shared white board.**

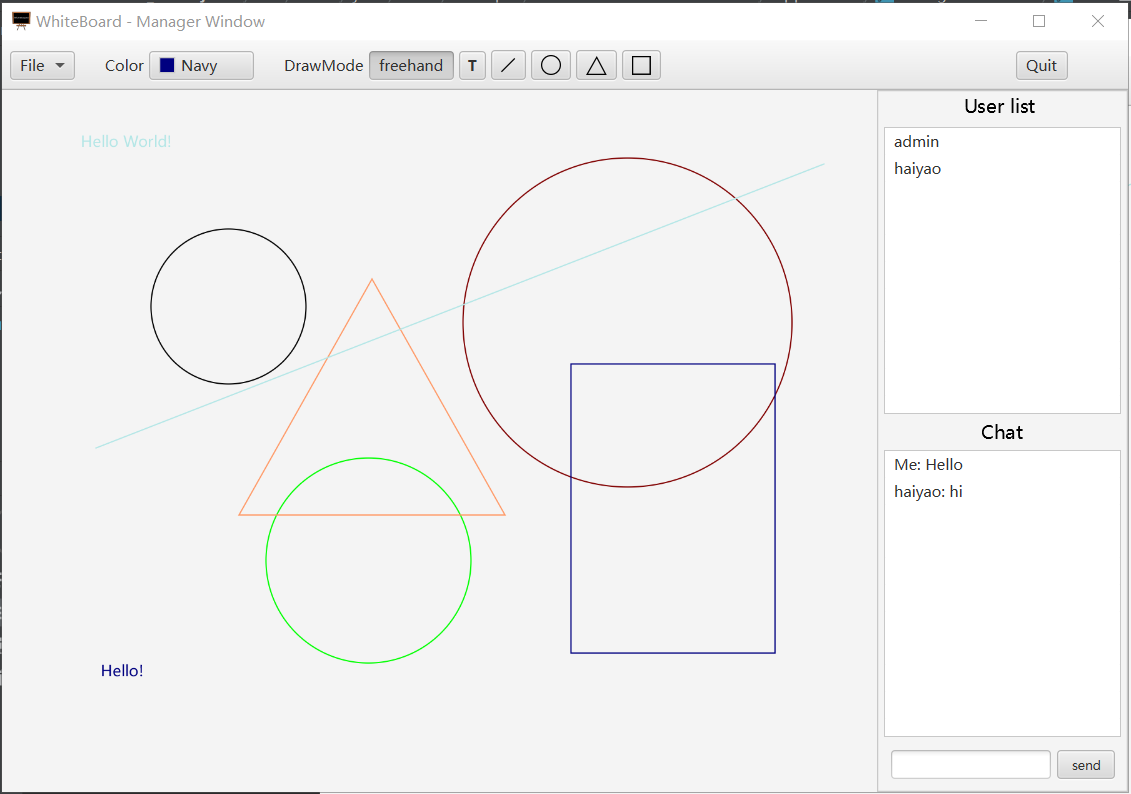
**Message Formats**

**All messages are serialized to JSON serializable object before transform and then deserialize back to strings after transform using message factory. This will ensure the correctness of each message, also allows transmission of more complex objects such as a list of shapes a user draw on the white board.**

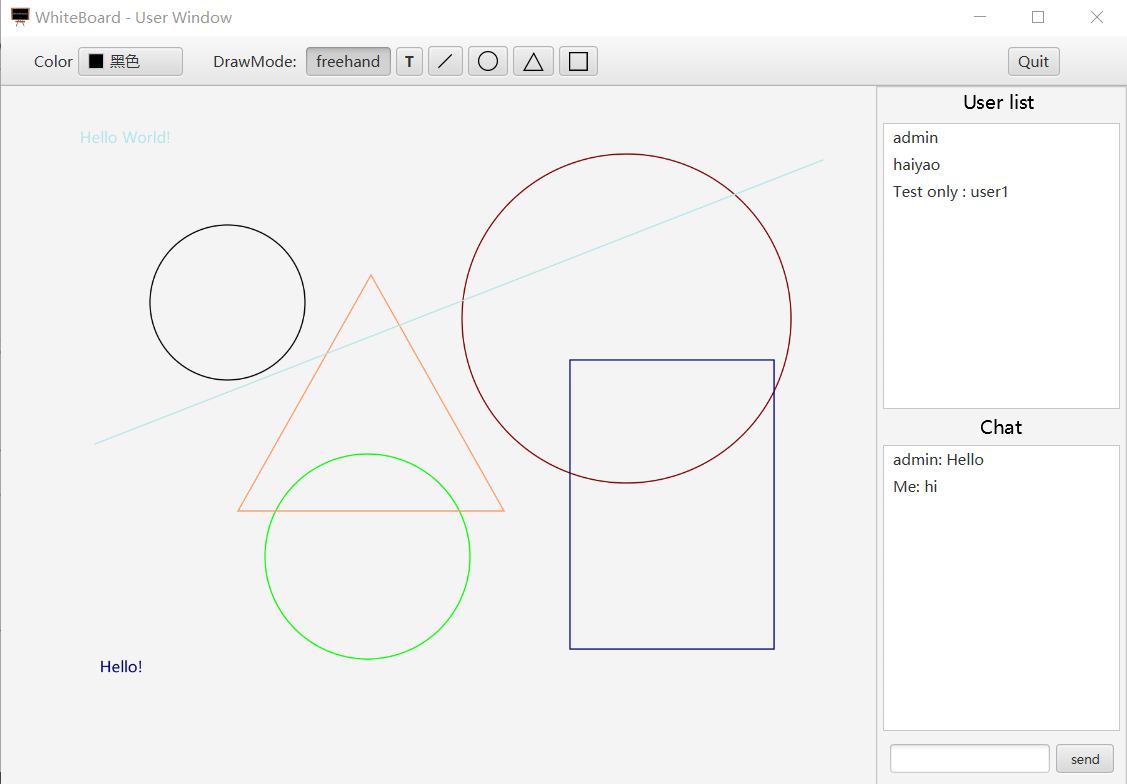
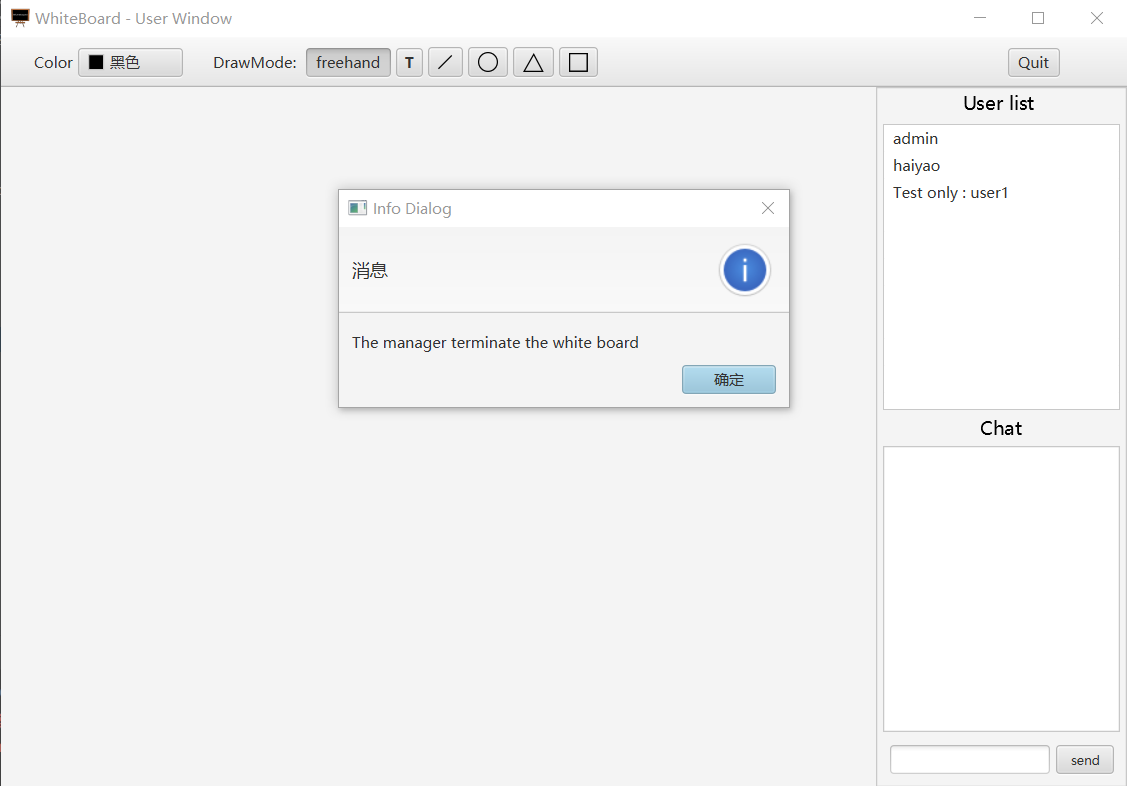
**Design Diagrams (UML)**

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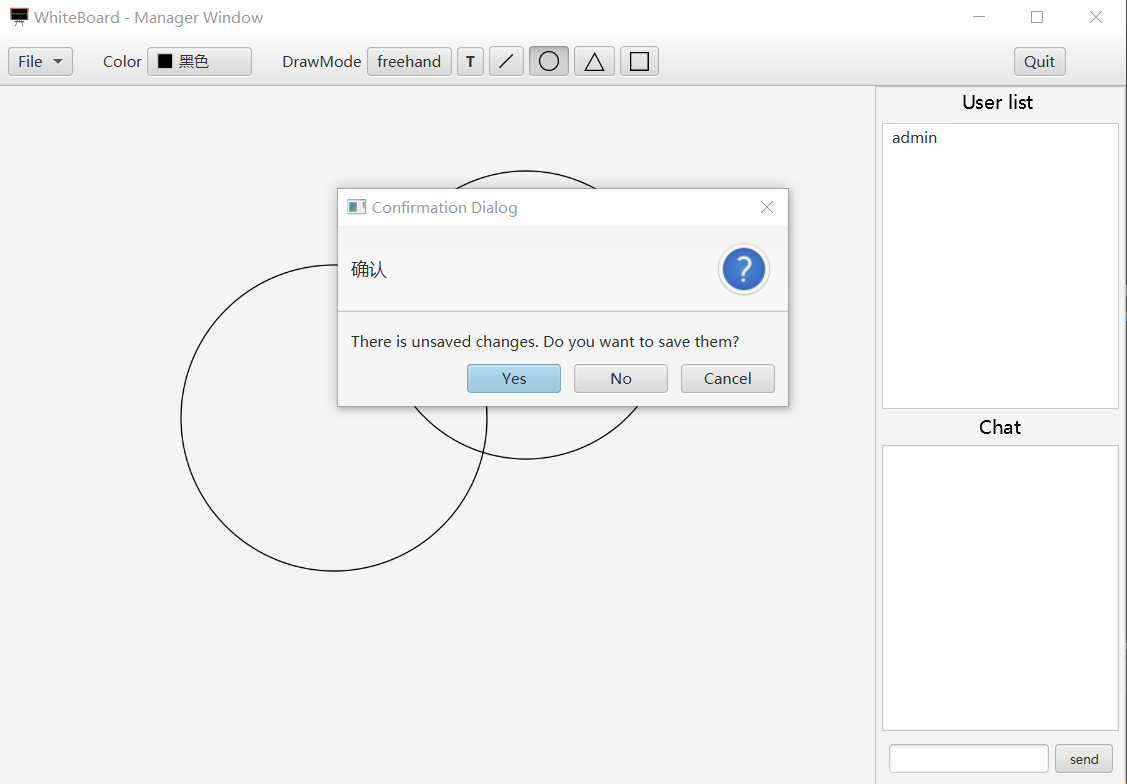
**GUI Designs**

**Screen shot of prompt a User Join Request dialog to the Manager**

**Screen shot of Manager window**

**Screen shot of User window**

Screen shot of users receiving a notice when the manager terminates the white board

Screen shot of manager click Quit with unsaved changes

**Implementation details**

**As shown in the above design diagrams, the whole project is composed of Client, Application, Server, Drawing shapes, Messages for socket communication and some utility methods under Util. After setting up the central server with the server address and port, the CreateRequest and JoinRequest are the two starting points for Manager and Users to launch their respective applications. It will first set up socket connections between the user and the server, then launch the GUI. The application is composed of three parts: the Controller, View and Model. Controllers define how the application would behave, such as triggering an event when a button being clicked or displaying confirmation dialog when receiving update from server. Model is a data container, where relevant information about users is stored and define how the object would behave. encapsulate all the logic, business and alike, of the domain problem you are working with.**

**Explain about the relation between Model, userController, Application**

* **JavaFx – our GUI**
* **How do we draw shapes onto pane?**
* **How do we handle concurrency? Multi-threading**
* **Database for Storage – Model**

**Appendix**