```
1
    package main
 2
 3
    import (
 4
             "fmt"
 5
             "github.com/marcelloh/fastdb"
             "log"
 6
 7
             "net"
 8
             "net/http"
             "net/rpc"
 9
             "os"
10
             "strconv"
11
             "svnc"
12
13
             "time"
14
     )
15
    // Service quản lý database của server
16
    type Service struct {
17
18
             db
                    *fastdb.DB
19
             mutex *sync.Mutex
20
    }
21
    // Khởi tạo database riêng cho từng server
22
23
     func NewService(dbFile string) (*Service, error) {
24
             db, err := fastdb.Open(dbFile, 100)
             if err ≠ nil {
25
26
                      log.Fatal(err)
             }
27
28
29
             return &Service{
30
                             db,
                      mutex: new(sync.Mutex),
31
32
             }, nil
    }
33
34
35
     // == Structs Request & Reply ===
    type RegisterServerRequest struct {
36
37
             Address string
38
     }
39
    type RegisterServerReply struct {
40
             Success bool
41
             Message string
42
    }
43
44
    type GetRequest struct {
             Bucket string
45
46
             Key
                     int
47
    type GetReply struct {
48
49
             Success bool
50
             Data
                      []byte
51
             Err
                      error
52
     }
53
```

```
54
     type SetRequest struct {
 55
              Bucket string
 56
              Key
                     int
 57
                     []byte
              Data
 58
     }
 59
     type SetReply struct {
 60
              Success bool
 61
              Err
                      error
 62
     }
 63
 64
     type DeleteRequest struct {
 65
              Bucket string
                     int
 66
              Key
 67
 68
     type DeleteReply struct {
 69
              Success bool
 70
              Err
                      error
 71
     }
 72
     type GetAllRequest struct {
 73
 74
              Bucket string
 75
     type GetAllReply struct {
 76
 77
              Success bool
 78
              Data
                      map[int][]byte
 79
              Frr
                      error
 80
     }
 81
     type GetInfoRequest struct{}
 82
     type GetInfoReply struct {
 83
              Success bool
 84
 85
              Info
                      string
 86
              Err
                      error
     }
 87
 88
      // == Các phương thức RPC ===
 89
 90
      func (s *Service) Get(req *GetRequest, reply *GetReply) error {
 91
              log.Printf("Server received Get request - Bucket: %s, Key: %d",
     req.Bucket, req.Key)
 92
 93
              data, ok := s.db.Get(req.Bucket, req.Key)
 94
              if ok {
 95
                      reply.Success = true
                      reply.Data = data
 96
                      log.Printf("Server found data for Key %d: %s", req.Key,
 97
      string(data))
              } else {
 98
 99
                      reply.Success = false
100
                      reply.Err = fmt.Errorf("key not found")
                      log.Printf("Server could not find Key %d", req.Key)
101
              }
102
103
              return nil
104
     }
105
     func (s *Service) Set(reg *SetRequest, reply *SetReply) error {
106
```

```
107
              log.Printf("Server received Set request - Bucket: %s, Key: %d",
     req.Bucket, req.Key)
108
              s.mutex.Lock()
109
              defer s.mutex.Unlock()
110
              err := s.db.Set(req.Bucket, req.Key, req.Data)
111
              if err \neq nil {
112
113
                      reply.Success = false
114
                      reply.Err = err
                      log.Printf("Server failed to store data - Key: %d", req.Key)
115
116
                      return err
117
              }
118
119
              reply.Success = true
120
              log.Printf("Server successfully stored data - Key: %d", req.Key)
              return nil
121
122
      }
123
     func (s *Service) Delete(reg *DeleteRequest, reply *DeleteReply) error {
124
125
              s.mutex.Lock()
              defer s.mutex.Unlock()
126
127
              _, err := s.db.Del(req.Bucket, req.Key)
128
              if err \neq nil {
129
                      reply.Success = false
                      reply.Err = err
130
              } else {
131
132
                      reply.Success = true
133
              return nil
134
      }
135
136
      func (s *Service) GetAll(reg *GetAllRequest, reply *GetAllReply) error {
137
138
              data, err := s.db.GetAll(req.Bucket)
139
              if err \neq nil {
                      reply.Success = false
140
              } else {
141
142
                      reply.Success = true
143
              reply.Data = data
144
              return nil
145
     }
146
147
148
      func (s *Service) GetInfo(req *GetInfoRequest, reply *GetInfoReply) error {
              info := s.db.Info()
149
              if info \neq "" {
150
151
                      reply.Success = true
152
                      reply.Info = info
153
              } else {
                      reply.Success = false
154
                      reply.Err = fmt.Errorf("no info available")
155
156
              }
              return nil
157
158
     }
159
     // == Server tự động kết nối LoadBalancer ==
160
```

```
func registerWithLoadBalancer(serverAddress string) {
161
162
              // Đợi 1 giây trước khi gửi request để đảm bảo server đã mở công
              time.Sleep(1 * time.Second)
163
164
              client, err := rpc.DialHTTP("tcp", "localhost:9000") // LoadBalancer
165
     chay trên port 9000
              if err \neq nil {
166
167
                      log.Printf(" Failed to connect to LoadBalancer: %v", err)
168
                      return
              }
169
170
              defer client.Close()
171
              req := &RegisterServerRequest{Address: serverAddress}
172
173
              reply := ∂RegisterServerReply{}
174
              err = client.Call("LoadBalancer.RegisterServer", req, reply)
175
176
              if err \neq nil {
                      log.Printf("Failed to register with LoadBalancer: %v", err)
177
178
                      return
              }
179
180
              log.Printf("Server registered with LoadBalancer: %s", reply.Message)
181
     }
182
183
     // === Chay Server ===
184
185
     func main() {
186
              // Nhận port từ dòng lệnh
              if len(os.Args) < 2 {</pre>
187
                      log.Fatal("Usage: go run server_main.go <port>")
188
              }
189
190
              port := os.Args[1]
191
              _, err := strconv.Atoi(port)
192
              if err \neq nil {
                      log.Fatal("Invalid port number:", port)
193
              }
194
195
196
              // Môi server có database riêng theo port
              dbFile := fmt.Sprintf("server %s.db", port)
197
              service, err := NewService(dbFile)
198
              if err ≠ nil {
199
                      log.Fatal("Error creating service:", err)
200
201
              }
202
              // Đăng ký RPC server
203
              err = rpc.Register(service)
204
205
              if err \neq nil {
                      log.Fatal("Error registering RPC:", err)
206
207
              rpc.HandleHTTP()
208
209
              // Lằng nghe trên port được chi đinh
210
              address ≔ ":" + port
211
              listener, err := net.Listen("tcp", address)
212
              if err ≠ nil {
213
                      log.Fatal("Listen error:", err)
214
```

```
}
215
216
             log.Printf("Server started on port %s with database: %s", port,
217
     dbFile)
218
             // Chay server trong goroutine để không block chương trình
219
             go func() {
220
                      err = http.Serve(listener, nil)
221
                      if err ≠ nil {
222
                              log.Fatal("HTTP serve error:", err)
223
224
                      }
225
             }()
226
             // Đăng ký với LoadBalancer
227
             registerWithLoadBalancer("localhost:" + port)
228
229
             // Giữ chương trình chạy
230
             select {}
231
232
     }
233
```