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Details on client:

The client is a separate program that the user can run it has three options get,post,and quit upon a user typing in their desired option they will be redirected appropriately. If the user selects get all they have to do is type in the “url”/restaurant?=<username> and they should receive back information if it is located in the system; however, if the user is not in the system the appropriate error will be sent back instead. Typing in post will prompt the user to type in the url. Here we only want to type in the “url”/restaurant. Afterwards, the user will be prompted to enter in their address and their username. After all of the prompts have been filled the user will receive back the appropriate status code. Finally, if the user types quit the client will exit. To run the client, one needs to only run the include jar for ThinClient0.1.0 in the zip file.

Details on troubleshooting:

There were a few problems that well encountered in the beginning like handling the gradle dependencies and learning how to start spring boot; however, the included guides and linke proved valuable in troubleshooting these common setup errors. The harder part came when receiving the responses back from server in the form of a json. Luckily after enough troubleshooting and man hours, we were able to figure out how to construct classes that allowed the JSON to be Mapped with the RESTTemplate function. We also ran into issues with figuring out how to post information to the web server, but after a couple of videos well decided to do it in the body and not the url as to abide by the projects guidelines.

Libraries and packages used:

We used the following packages:

- Springboot-Starter-Web
- SpringBoot-Starter
- SpringWeb
- Jackson FasterXML
- Google Gson

Starting the application:

To start the server run the jar in the /build/libs folder within the DistributedSys2Proj folder. i.e with the following command

Java -jar build/libs/gs-rest-service-0.10.jar

To start the client run the jar in the /build/libs folder within the ThinClient folder i.e. with the following command

Java -jar build/libs/ThinClient-0.1.0.jar

Location of Geocode/Zomato API calls:

The location of our two api calls are within the Request Controller class in the DistributedSys2Proj. Specifically, these calls can be found in the addressList function in the lines that call `restTemplate .getForObject(<>, <>)` (lines 40 and 47).