CLASSES AND OBJECTS

MainJobQueue

This holds all jobs. It wraps a threadsafe Queue object

Logger

Handles logging in a threadsafe manner

AckMan

This is a dictionary for maintaining the acknowledgement of commands sent to POOL.

Worker

This is a representation of an agent/worker.

WorkerManager

Manages the workers(agents)

Keeps a list of Workers

COMMUNICATION PROTOCOL

WORKER MANAGEMEnt

WORKER To CONTROLLER

<A>NAME:threadCount#

Name and thread Count

Controller to Worker

<A>1#

Worker Manage,

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| Worker MANAGEMENT | | | | |
|  | Worker(agent) to controller | | | |
|  |  |  |  |  |
|  | <A>NAME:threadCount# | Machine Name | ThreadCount | This command is to add a worker to the system. If worker already exists it will not be added |
|  |  |  |  |  |
|  | Controller to AGENT | | | |
|  |  |  |  |  |
|  | <A>1# |  |  | Successfully added or already in system |
|  | <B>1# |  |  | Successfully removed a worker from system |