Distributed Operating Systems Project-IV

<u>Twitter Engine Part I using Elixir</u>

<u>Group Members</u>

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<u>Features Implemented</u>

1. Simulate periods of live connection and disconnection for users.
2. Simulate a Zipf distribution on the number of subscribers. For accounts with a lot of subscribers, increase the number of tweets. Make some of these messages' re-tweets

<u>Instructions:</u>

- Command to run the program:
  run mix escript.build

- To start the server and client simulator :
  escript twitter <num_user> <num_password>

- Functionality Explanation: In addition to implementation before
  - The user logs out of the server with a probability of 20% and waits for a random amount of time before logging in again
  - The zipf distribution is implemented as part of client initialization code