Smart Climate Control System – CA Report

Student ID:

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Project Name:

Course:

Module:

Institution:

Submission Date:

# Domain Description

The assigned domain for this project is **Smart Home Automation**, a system that aims to improve home comfort, safety, and energy efficiency. The Smart Climate Control System simulates a smart home environment built using Java and gRPC to demonstrate core distributed systems concepts. Its purpose is to show how real-world smart devices be represented through gRPC-based services and interact with clients through a central control interface. The project implements all four types of gRPC communication styles and presents secure, modular, and interactive simulation of device control via graphical user interfaces (GUI’s).

## Description of the Three Core Services

The Smart Climate Control System presents three interactive gRPC services. Each service runs on a separate server using its own gRPC port. Together, they form a distributed system architecture that demonstrates modular design and real-time interaction.

### Thermostat Service

**Function:** Sets and retrieves the current temperature, enables/disables auto-adjust mode, and streams periodic temperature updates to the client.

**Contribution:** Acts as the main controller for heating and cooling simulation. It gives users the ability to monitor and change temperature settings manually or through automation.

**RPC Styles:** Unary (set/get temperature, auto-adjust toggle), Server Steaming (periodic temperature updates).

### Humidity Control Service

**Function:** Accepts a stream of humidity readings from the client and responds with an aggregated status message presenting the average humidity.

**Contribution:** Helps simulate how smart humidifiers or dehumidifiers might assess and react to ongoing changes in humidity over time.

**RPC Style:** Client Streaming (send multiple humidity readings, receives single summary response).

### Air Quality Monitor Service

**Function:** Allows clients to send room names in a steam and receive multiple air quality alerts asynchronously for each room.

**Contribution:** Provides real-time air quality monitoring across various rooms in a house, helping simulate alerts for smoke, CO2 levels, or ventilation suggestions.

**RPC Style:** Bi-Directional Streaming (stream requests and receives alerts simultaneously).

# Service Definitions and RPC

This section outlines the detailed definitions of each gRPC service implemented in the system. It describes the request and response message structures, RPC methods, and types of communication pattern used in each case.

## Thermostat Service

**Service Name:** Thermostat

**RPC Methods:**

1. **SetTemperature (Unary):** Allows the client to set a temperature manually

* Request: TemperatureRequest {float temperature}
* Response: TemperatureResponse {float currentTemperature}

1. **GetCurrentTemperature (Unary):** Fetches current temperature maintained by the server

* Request: Empty {}
* Response: TemperatureResponse {float currentTemperature}

1. **StreamTemperatureUpdates (Server Streaming):** Continuously streams simulated temperature updates to the client over time

* Request: Empty {}
* Response: stream TemperatureResponse {float currentTemperature}

1. **AutoAdjustMode (Unary):** Enables or disables auto-adjust mode for temperature control

* Request: AutoAdjustRequest {bool enable}
* Response: StatusResponse {string message}

## Humidity Control Service

**Service Name:** AirQualityMonitor

**RPC Method:**

1. **SetHumidityLevel (Client Streaming):** Accepts multiple humidity readings and returns a message summarizing the number of values received and their average.

* Request: stream HumidityRequest {float humidity}
* Response: statusResponse {string message}

## Air Quality Monitor Service

**Service Name:** AirQualityMonitor

**RPC Methods:**

1. **MonitorAirQuality (Bi-Directional Streaming):** For each room name received, the server responds with a sequence of air quality alerts. This simulates real-time environmental monitoring and alerts.

* Request: stream AirQualityCheck {string location}
* Response: stream AirQualityAlert {string alertMessage}

Each service is designed to cover one of the four gRPC communication styles:

* **Unary:** Simple request/response (Thermostat)
* **Server Streaming:** Continuous server push (Thermostat)
* **Client Streaming:** Batch client push with single response (Humidity Control)
* **Bi-Directional Streaming:** Continuous client and server push, real-time communication (Air Quality Monitor)

# Service Implementations

Each service in the system is implemented as a dedicated Java class extending its corresponding gRPC base class. These classes define the actual behaviour and logic.

## ThermostatServiceImpl.java

Implements the logic for all Thermostat RPCs:

* setTemperature: Saves a new temperature and responds with the updated value.
* getCurrentTemperature: Returns the current stored temperature.
* streamTemperatureUpdates: Sends periodic updates (Simulated every second).
* autoAdjustMode: Toggles automatic mode and returns a confirmation message.

Security is handled using JWT-based server-side interceptors to validate client tokens.

## HumidityServiceImpl.java

Implements a Client-Streaming method:

* setHumidityLevel: Collects multiple humidity readings, calculates the average, and responds with a summary containing the number of readings and average humidity.

A simple list is used to buffer values before generating the final response.

## AirQualityServiceImpl.java

Implements bi-directional communication:

* monitorAirQuality: For each room sent by the client, the server returns multiple air quality alerts using delayed responses to simulate real-time changes.

A helper method (delayedAlert) spawns background threads to stream simulated alerts after delays, enhancing realism.

Each service is independently hosted on its own server instance and port, enabling full modularity. Servers register interceptors to enforce JWT-based authentication.

# Use of Naming Services

As mentioned before, each of the three services is hosted on a different port and independently launched using its own server. To simulate naming and service discovery in a simplified local environment, the client applications (GUIs) connect directly to services using hardcoded localhost addresses and specific port numbers:

* Thermostat Service: localhost:50051
* Humidity Control Service: localhost:50052
* Air Quality Monitor Service: localhost:50053

This static setup emulates the concept of naming services in distributed systems, where clients need a way to locate and connect to remote services. Each GUI or client component knows which service it needs to talk to and uses the corresponding port, demonstrating a basic form of service location strategy. See the example below:

A screen shot of a computer

AI-generated content may be incorrect.

Figure 1: Connecting to the server using port 50051 in ThermostatClient.java file.

# Error Handling and Advanced Features

## Error Handling in gRPC Services

All three services implement robust error handling strategies to ensure system stability and provide meaningful feedback to users. The following practices were adopted:

**GUI-Level User-Friendly Feedback**

Each GUI displays human-readable error messages in its text area, helping the user understand what is going wrong, especially when services are unavailable. See the example below:

A computer code on a black background

AI-generated content may be incorrect.

Figure 2:Error handling in HumidityGUI – Server Not Running

This logic avoids exposing low-level technical exceptions and instead guides users to take the correct actions.

## Security Integration with JWT

To secure communication between clients and servers, a JWT-based authentication mechanism is implemented using a shared secret key. See the examples:

1. **Token Generation (JwtUtil.java)**

* Generates a signed JWT using HS256 and 256-bit secret key.
* Used on the client side before sending any request.

A computer screen shot of a code

AI-generated content may be incorrect.

Figure 3: Token generation in JwtUtil.java

1. **Attach Token to Request (JwtClientInterceptor.java)**

* Adds the JWT to gRPC request metadata.
* Automatically included in every client call.

A screen shot of a computer code

AI-generated content may be incorrect.

Figure 4: Attaching token to request in JwtClientInterceptor.java

1. **Verify Token (JwtServerInterceptor.java)**

* Extracts the JWT from the incoming request.
* Rejects unauthenticated calls with a proper error it the token is invalid or missing.

## Stream Termination and Exception Safety

Each streaming method gracefully handles termination:

* responseObserver.onCompleted() is called when appropriate.
* Any InterruptedException or other runtime errors and caught and passed to onError().

This prevents the system from hanging or leaking resources during bi-directional or client/server streaming sessions.

# Client GUI

# Security Features

# GitHub Repository

# Screenshots

# Conclusion