Group 2

DOCUMENTATION

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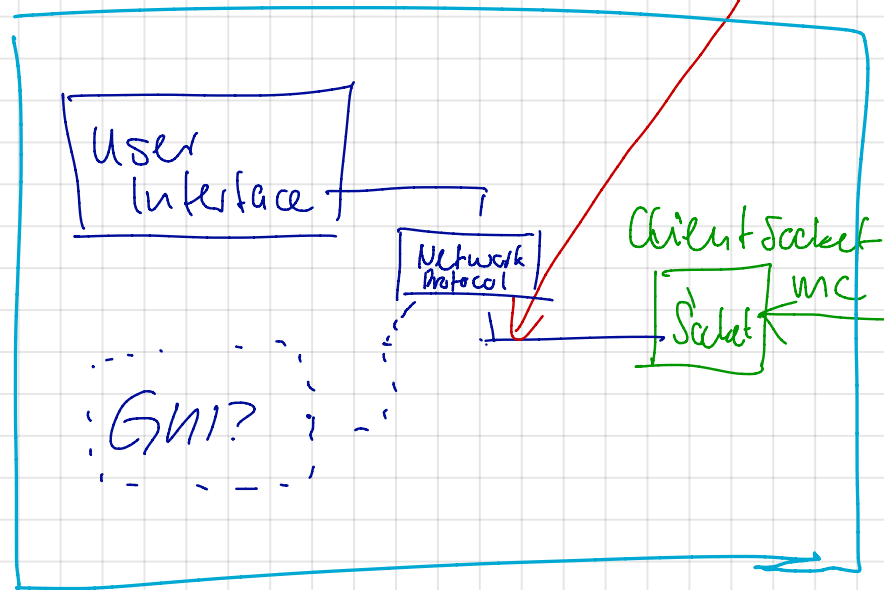# Project Requirements / General Notes

- key - value store
- User interface
- testing
- connection establishement / sockets
- User Authentification
- Storing K-U in File
- "Protocol" for data transfer
-

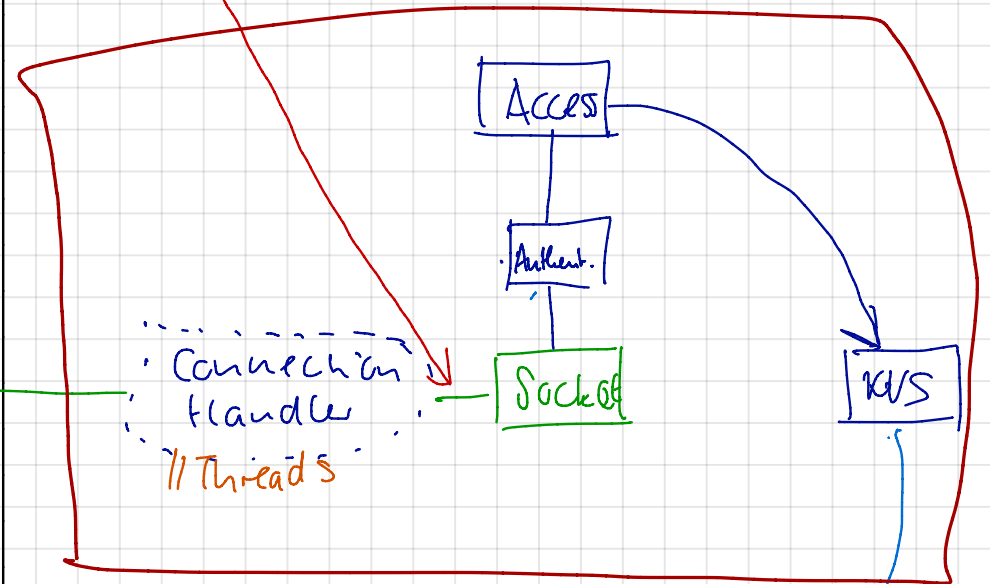When a new User connects, accept and start a new socket listening.
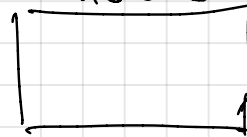
#define MAX_THREADS   100

Client

Server

(encryption)

User Interface

Network Protocol

GUI?

Client Socket

Socket

mc

Connection Handle

// Threads

Access

Authent.

Socket

KVS

Daten:

Users

Keys / Values

User Interface:

- Allows the user to interact w/ KUS. (onpen)
- Potentially a web / graphical interface

Network Interface:

- Sends requests to the server once asked to
- uses socket implementation

ClientSocket:

- Establishes a connection to a server once asked so

Connection Handler:

- Server-side, handles the connections.
- Whenever a new user connects, a new socket is opened for listening
- uses 1 thread /user.

Server Socket:

- Implements server sockets when asked to.

Authentification:

- Once connection is established, this checks for the users credentials.
- Gets data from a separate database.

Access :

- Handlles access to the actual store.
- In particular implements a certain lock principle to keep data consistent.

KVS :

- Implementation of the actual store
- Accesses the files where stuff is stored (using a certain protocol.)