

## Assignment 2 – LargeMessageProxy in akka

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Using the akka-http component for client-server-communication between master and slave (as one of the suggested ideas)

- Serialize the message using java's default serializer (although we know, there are better ones, but we were really happy, that we finally got it working and had no time and energy left for trying with Kryo, Avro or whatever)
- Send the url via akka's standard channel to the receiver, which issues a GET-request to the passed url and deserializes the received content

- After local tests worked fine, we tried it in a “real” distributed environment

- Master:

- ```
[tobiasniedling@localhost ddm-lmp]$ java -jar target/ddm-lmp-1.0.jar master -h 192.168.0.6 -w 0 -ds 100
[19:06:27.292 INFO] local| Slf4jLogger started
```

- Slave:

- ```
[tobiasniedling@localhost Downloads]$ java -jar ddm-lmp-1.0.jar slave -h 192.168.0.4 -mh 192.168.0.6
[19:06:28.661 INFO] local| Slf4jLogger started
```

- ...

- ```
[19:06:43.876 INFO] akka://ddm@192.168.0.4:7879/user/worker3| Data received in 13908 ms.
[19:06:44.270 INFO] akka://ddm@192.168.0.4:7879/user/worker0| Data received in 14301 ms.
[19:06:44.305 INFO] akka://ddm@192.168.0.4:7879/user/worker2| Data received in 14337 ms.
[19:06:44.350 INFO] akka://ddm@192.168.0.4:7879/user/worker1| Data received in 14381 ms.
```

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