Manual

This document contains the procedure to run the peer of the distributed hash table system.

The following are the files required to run the program

Peer.java

ServerOperate.java

Utility.java

PerfTest.java

config.properties

makefile(optional)

First execute Peer program, find the steps to execute below

1. Execute the ‘make’ command in the source code folder

$ make

1. Step1 generates the .class files in case the compilation of source code is successful
2. Execute the following command to begin the Peer program

$ java Peer

1. On execution of step ‘3’ there is a pop up window to choose the property file for Peer program from your system location.(Config.properties)

**NOTE :** Each peer has its own config file

**Config.properties**

This file contains all the IP and port number of the peers in the system

Changes required for the properties file

IP , port number ,localhost, selfID, ServerPortNumber, NumberOfSystem

Update all the IP’s and port numbers of all the other peers as well

Note : in case the number of peers in the systems has to be reduced

NumberOfSystem value to be changed in property file and

numberOfServer value in hashCode method in Peer.java(PerfTest.java in case of performance).

Make file commands

Command to compile

Command : make

Output: .class files are generated

To remove the old .class file (in case the java files have to be recompiled)

Command: make clean

To recompile only a specific java file

Command make < filename.class>

Note :

If your running the server or clients on vm make sure the IP is not using NAT