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| Artifact ID:  SJ-001 | Artifact Title:  Server to Controller Justification | |  |
| Revision:  1.0 | Revision Date:  7 NOV 2019 | |
| Prepared by:  Jesse Krage | | Checked by:  Garret Gang |
| Purpose:  The purpose was to justify how we connect the server to our controller using FastCGI instead of CGICC or Gunicorn | | |

# Revision History

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| Revision: | Revised by: | Checked by: | Date: |
| 1.0 | Jesse Krage | Garret Gang | 7 NOV 2019 |

# References

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| Artifact ID: | Revision: | Title: |
| N/A | N/A | N/A |

# Requirement Breakdown

As part of our system, we need to be able to connect to our controller in order to change the direction of our gimble. For this we need to use an interface that is capable of interacting with a web server. We found a few that were highly recommended: FastCGI, CGICC, and Gunicorn. We tried running CGICC but it wouldn’t build on any of our systems, despite us following their. We learned another well made interface to build and implement was Gunicorn. However, it was in python and we felt the time to learn the language would take longer to implement another interface. Due to our programming capabilities, we wanted to find one that used C++. In our search we came to find FastCGI as the best decision.

With this interface we will be given information from the server. That information will be configurated asking us for our position, orientation, and target-ID. From there we want to point to the LLA(Longitude/Latitude/Altitude) of our target position.