Assessed Coursework 2 Report
Distributed Algorithms and Systems

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1   Introduction

This report regards the implementation details of a
bidding system. The system consists of two java pro-
grams, a central server and a client. The system
was conceived to ensure, first, data concistency, sec-
ond, escalability, and finally, efficiency with multiple
clients.

This report is divided into four parts, a thoroughly
explanation on the server implementation and the
structures used by it, the details on the client im-
plementation, the tests performed, and finally, the
conclusion, containing some final observations on the
final implementation, the tests and possible future
improvements.

The source code from this coursework can also
be found at `https://github.com/WillianJunior/`
`DASProject1`

2   Server Implementation

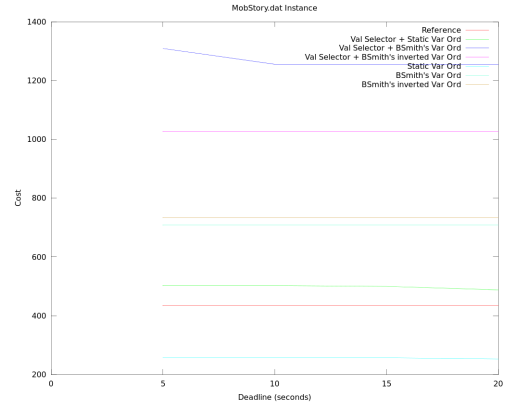$$cost[i] = duration[i] \times \sum_{j=0}^{actors} timetable[j][i] \times cost[j]$$

(1)

Figure 1: Comparison of the heuristics using the
MobStory.dat file

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