Assignment 2 User Manual

Background

- 1. The server application was compiled on Linux Fedora 32 running on an Oracle VM VirtualBox with 6 CPU cores/4 Gi Memory
- 2. The client application was compiled on Linux Manjaro running on XPS 15 9650 with 4 CPU cores and 16 Gi Memory

Program Usage

Name:

client

Option:

-h (--host) hostname

-p (--port) server listening port

-m (--message) echo message

-c (--count) number of echo requests to send

-d (--delay) delay between requests (msec)

Name:

server

Option:

-p (--port) listening port

-m (--max_core) number of threads to parallelize listening, IO, and data processing

How to run

Client:

- 1. On client machine, navigate to "client" directory.
- 2. Configure server info in Makefile.

- 3. Make targets:
 - a. \$ make all
 - Cleans previously compiled client and recompiles.
 - b. \$ make test
 - Kill all zombie clients (if present) and will create as many processes as specified by N_CLIENT_TICK and N_TICK_FIXED with configuration parameters to spawn clients that sends string data to server periodically.
 - c. \$ make watch
 - Will continuously monitor network statistics, providing connection information between for IP/Ports.

Server

- 1. On server machine, navigate to "epoll" directory.
- 2. Configure server info in Makefile.
- 3. Make targets:
 - a. \$ make all
 - Cleans previously compiled server, recompiles, and runs with configuration parameters.

```
# Configuration parameters
OUTPUT=server# Output Name
PORT=7000# Server listening port
MAX_CORES=6# Number of threads to parallelize listening, IO, and data processing
```

- b. \$ make watch
 - Will continuously monitor network statistics, providing connection information between for IP/Ports.