Barnet Obeka

C19513256

Distributed Systems

Assignment

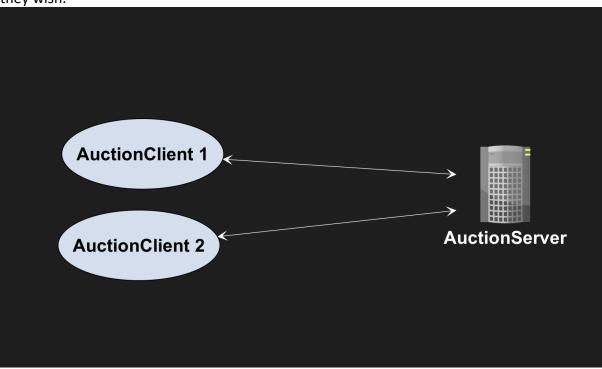
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Declaration

I declare that this work, which is submitted as part of the coursework, is entirely my own, except where clearly and explicitly stated.

System Architecture

The system has an auction server and auction clients can connect and join the auction as they wish.



System Setup

- AuctionServer Creates the server instance.
- ClientThread This sends and receives the communication between clients and the auction server.
 - o Producer Produces the next Item to be auctioned.
 - AuctionItem These are the items being auctioned.
- AuctionClient Creates the client side and helps in the receiving and sending of data to the server

Running the Auction Server

- Starting the Auction Server:
 - Open the terminal and navigate to the project folder.
 - o Type the command "source server.sh" in the terminal then press enter
 - The server instance will start running as shown below;

Running Auction client

- Starting the client instances
 - Open the terminal and navigate to the project folder.
 - o Type the command "source client.sh" in the terminal then press enter
 - o Enter the client username and the new client will be created.

Below shows a client plus shows a new client James has joined

Operating the Client

- After joining the auction the client receives the menu
 - Enter 0 to list items on the Auction
 - Lists the Items to be auctioned
 - o Enter 1 to show the current item on the Auction
 - Show the current Item being auctioned
 - o Enter 2 to bid on the current item
 - Make a bid on the current Item
 - Enter 3 leave the Auction
 - Leave the auction
 - o Enter 4 for your competition
 - Show the other clients

Operating the server

• On the server running there are 2 inputs one for the new item being added for auction and the price expected.