Team 108

## Task1: How do you use Connection Pooling

#### File Path & Line Number as in Github

File Path	Line Number
/cs122b-winter19-team-108/project5/src/_dashboardServlet.java	59~72
/cs122b-winter19-team-108/project5/src/addMovieServlet.java	59~72
/cs122b-winter19-team-108/project5/src/addStarServlet.java	54~67
/cs122b-winter19-team-108/project5/src/checkoutServlet.java	61~74
/cs122b-winter19-team-108/project5/src/ConfirmServlet.java	58~71
/cs122b-winter19-team-108/project5/src/LoginServlet.java	75~88
/cs122b-winter19-team-108/project5/src/MainServlet.java	49~62
/cs122b-winter19-team-108/project5/src/metaDataServlet.java	49~62
/cs122b-winter19-team-108/project5/src/metaTableServlet.java	44~57
/cs122b-winter19-team-108/project5/src/MovieServlet.java	136~149
/cs122b-winter19-team-108/project5/src/SingleStarServlet.java	47~60
/cs122b-winter19-team-108/project5/src/SingleMovieServlet.java	45~58

# • Snapshots showing use in your code

First of all, I change jdbc connection URL in the \METAINF\ context.xml. Secondly, I implemented *javax.naming.Context.lookup* to lookup on "jdbc/moviedb" data source. Lastly, I use *Datasource.getConnection()* to connect the dataset. This code is illustrated in the following screenshot.

These a a few lines of code implements connections-reusing when future requests to the database are required. It could enhance the performance by cutting down the time to re-establish the connection.

## · Snapshots contd.

```
☑ TomcatPoolingServlet.java

                                                                              🖹 context.xml 🔃 MovieServlet.java 🔀
                                        x web.xml
                                                          x web.xml
                                                                                                                                                * This example only allows username/password to be anteater/123456
* In real world projects, you should talk to the database to verify username/password
                    else if(sort.equals("rating_down")) {
    searchStr="SELECT * FROM "+"("+searchStr+") AS n ORDER BY n.rating ASC";
 126
127
128
129
130
131
132
133
134
135
136
137
138
140
141
142
143
144
145
146
147
                                                                                                                                                  45
46
47
48
49
50
51
55
55
56
57
58
59
60
61
62
66
66
67
67
71
72
73
                                                                                                                                                                  int loginStatus = 2; // 0: correct, 1: username not match, 2: password not match
                    searchStr="SELECT * FROM "+"("+searchStr+") AS n LIMIT ? OFFSET ?";
                                                                                                                                                                  PreparedStatement userNameStr = null;
String selectString = "SELECT e.password FROM `employees` e WHERE e.email = ?";
                    System.out.println("Search result");
                    System.out.println(searchStr);*/
                   try {
    // Get a connection from dataSource
    // ThitialContex
                                                                                                                                                                  try {
   // the following few lines are for connection pooling
   // Obtain our environment naming context
                          Context initCtx = new InitialContext();
                          Context envCtx = (Context) initCtx.lookup("java:comp/env");
                                                                                                                                                                       Context initCtx = new InitialContext():
                          if (envCtx == null)
                                                                                                                                                                       Context envCtx = (Context) initCtx.lookup("java:comp/env");
if (envCtx == null)
  response.getWriter().println("envCtx is NULL");
                                response.getWriter().println("envCtx is NULL");
                          // Look up our data source
                          DataSource ds = (DataSource) envCtx.lookup("jdbc/moviedb");
if (ds == null)
                                                                                                                                                                       // Look up our data source
DataSource ds = (DataSource) envCtx.lookup("jdbc/moviedb");
if (ds == null)
  response.getWriter().println("ds is null.");
                                response.getWriter().println("ds is null.");
                          Connection dbcon = ds.getConnection();
if (dbcon == null)
    response.getWriter().println("dbcon is null.");
                                                                                                                                                                       Connection dbcon = ds.getConnection();
if (dbcon == null)
    response.getWriter().println("dbcon is null.");
  149
150
```

## MovieServlet.java

### \_dashBoardServlet.java

checkoutServlet.java

addStarServlet.java

## Task1: How do you use Prepared Statements

#### File Path & Line Number as in Github

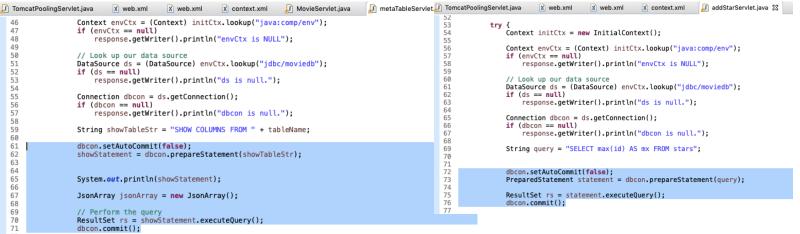
File Path	Line Number
/cs122b-winter19-team-108/project5/src/_dashboardServlet.java	74~79
/cs122b-winter19-team-108/project5/src/addStarServlet.java	72~76
/cs122b-winter19-team-108/project5/src/checkoutServlet.java	77~87
/cs122b-winter19-team-108/project5/src/ConfirmServlet.java	73~86
/cs122b-winter19-team-108/project5/src/LoginServlet.java	90~95
/cs122b-winter19-team-108/project5/src/MainServlet.java	63~74
/cs122b-winter19-team-108/project5/src/metaDataServlet.java	64~72
/cs122b-winter19-team-108/project5/src/metaTableServlet.java	61~71
/cs122b-winter19-team-108/project5/src/MovieServlet.java	151~153, 215,216, 248,249
/cs122b-winter19-team-108/project5/src/SingleStarServlet.java	66~73
/cs122b-winter19-team-108/project5/src/SingleMovieServlet.java	66~76

# • Snapshots showing use in your code

First of all, I declare *PreparedStatement* object. Secondly, I disable auto commit to manually control the commit execution. Next, I initiate *PreparedStatement* object by taking string of query as inputs. If there are some unknown parameters in the query, I would set the designated parameters by respective methods (ex: setString, setInt). Then, I would execute the prepared statements to retrieve result set or int. Lastly, I would commit to make all changes. This code is illustrated in the following screenshot.

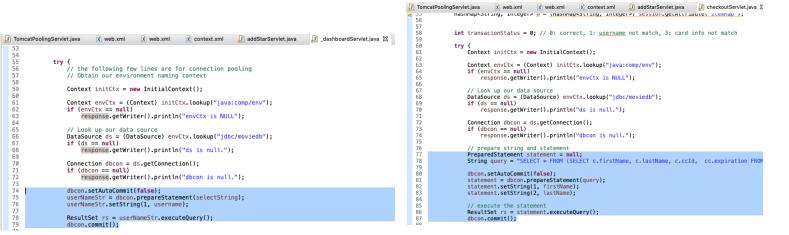
These a a few lines of code implements statements precompiling. This methods could be used to efficiently execute this statement multiple times, and avoid SQL injection attacks.

Snapshots contd.



metaTableServlet.java

addStarServlet.java



\_dashBoardServlet.java

checkoutServlet.java

# Task2: Address AWS and Google Instance

- AWS Instance 1(load balancer): 18.217.101.98
- AWS Instance 2(master): 52.14.243.189
- AWS Instance 3(slave): 52.15.208.218
- Google Cloud Instance(load balancer): 34.73.222.208

Task2: Have you verified that they are accessible? Does Fablix site get opened both on Google's 80 port and AWS' 8080 port?

# Task2: Explain how connection pooling works with two backend SQL (in your code)?

Snapshots (and explanation)

If we don't consider read/write separation, load balancer would choose 1 instance for Fabflix functionality, and it would perform connections-reusing with a specific mysql database from all the instances.

The following 2 screenshot are examples of using connection pooling to connect to local mysql database. The first one specifies "localhost" at url attribute since it wants to connect to local mysql database. It indicates that instance 2 would connect to MySQL database on instance 2 while instance 3 would connect to MySQL database on instance 3. As for the second screenshot from *loginservlet.java*, we perform connection pooling with this datasource "moviedb".

Of course, we could specify 1 instance such that it performs connection pooling with multiple MySQL database in different cases. It would be discussed in the next part.

```
try {
    // the following few lines are for connection pooling
    // Obtain our environment naming context

Context initCtx = new InitialContext();

Context envCtx = (Context) initCtx.lookup("java:comp/env");
    if (envCtx == null)
        response.getWriter().println("envCtx is NULL");

// Look up our data source
DataSource ds = (DataSource) envCtx.lookup("jdbc/moviedb");
    if (ds == null)
        response.getWriter().println("ds is null.");

Connection dbcon = ds.getConnection();
    if (dbcon == null)
        response.getWriter().println("dbcon is null.");
```

File Path & Line Number as in Github
 I only specify context.xml since the other location of codes are same as connection pooling in task 1.

File Path	Line Number
/cs122b-winter19-team-108/project5/Webcontent/META-INF/context.xml	6~10

## Task2: How to direct read/write requests

Snapshots (and explanation)

To direct read/write requests, we need another connection source in *context.xml*. The first one deal with read requests and connect to local MySQL database while the second one deal with write requests and connect to database at master instance. The following figure is a screenshot that how I configure these 2 connections. The obvious different is that I specify public IP of master instance in the second data source to connect to master instance on write request. As for the first connection source, it only connects to local database.

The next question is how could we implement in our code. What we need to do is retrieving different naming object by looking up different data source name at write requests. The following figure is an example on addMovieServlet.java. I look up the second data source "write\_moviedb" instead of "moviedb" since I want to insert movie informations into database of master instance.

```
// the following few lines are for connection pooling
// Obtain our environment naming context

Context initCtx = new InitialContext();

Context envCtx = (Context) initCtx.lookup("java:comp/env");
if (envCtx == null)
    response.getWriter().println("envCtx is NULL");

// Look up our data source
DataSource ds = (DataSource) envCtx.lookup("jdbc/write_moviedb");
if (ds == null)
    response.getWriter().println("ds is null.");

Connection dbcon = ds.getConnection();
if (dbcon == null)
    response.getWriter().println("dbcon is null.");
```

## File Path & Line Number as in Github

I specify *context.xml* and web.xml where I change the configuration for two connections. As for codes, only three servlets perform write requests and these are: *ConfirmServlet.java*, *addStarServlet.java*, *addMovieServlet.java* 

File Path	Line Number
/cs122b-winter19-team-108/project5/Webcontent/META-INF/context.xml	6~16
/cs122b-winter19-team-108/project5/Webcontent/WEB-INF/web.xml	19~24
/cs122b-winter19-team-108/project5/src/addMovieServlet.java	59~72
/cs122b-winter19-team-108/project5/src/addStarServlet.java	54~67
/cs122b-winter19-team-108/project5/src/ConfirmServlet.java	58~71

## Task3:

### Script

project5/src/cal\_avg\_time.java is used to calculate the average time of TS and TJ. Running the script: java cal\_avg\_time path\_of\_log\_file

#### • HTML file

project5/jmeter\_report.html is the result for the Task 3.

## • Log files

log files location: project5/log

For the log file, the left column in log file is for TS and the right is for TJ . Single folder is for single-instance cases. log1 to log5 is corresponding to case1 to case 5. Scaled folder is for scaled-version cases. XXX\_mas is the log file for the master. XXX\_sla is the log file for the slave. The one without XXX is the combination of the master and the slave. We calculate the average of both the master and the slave's data.

#### • War file

war file location: project5/war

no prepared statements: project5\_n.war no connection pooling: project5\_p.war

connection pooling + prepared statements: project5\_cp.war

connection pooling + prepared statements + https: project5 cp https.war