

# Server Management

## Person-Machine Interaction

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### Introduction

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The basis of the project for the class is reflected in the management of multiple servers, controlled by our application that allows their creation and general control of the several servers available for design and manufacture by the primary user.

### Market's aim

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This application is aimed for clients who run a considerable large amount of several different servers in their facility or online, facilitating the use and control of small yet vital aspects of each of their servers and improve resources at will if conditions and circumstances are met and called for.

### Functions

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Basic Functions:

- Add servers (add all referent details regarding the server: name, subject, status, capacity, time given, port, accessibility, accessible connection)
- Remove server (remove server's info completely of the system)
- Modify server
  - Change smaller details (name, subject)

- Increase/decrease amount of resources consumed (+/- capacity, access, stability)
  - Control direct access (turning on/off)
- User's list of each server -> control of user's access options (ban, privilege, etc)
- Server's Status report
  - Overload (condition of capacity)
  - Stability (daily access hours without disconnections or severe problems)
  - Time (daily access time)
- HTML
  - Small HTML console for each server for direct operations
- Ability to group servers based on subject