**SHUTTLE**

A Basic Web Server

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# 1 Project Plan

## 1.1 Introduction

### 1.1.1 Purpose

The Shuttle web server project is designed to be a basic web server that responds to HTTP GET requests. It will be able to handle multiple concurrent connections utilizing Java threading. Shuttle will also cache the most recent hits to increase the speed of returning requests.

### 1.1.2 Scope

Shuttle is not meant to be on the same scale as Apache HTTPD but instead a small basic server. It will provide concurrency for multiple connections and respond to HTTP GET requests with parsing of parameters. It will log all connections and served pages.

Shuttle will also implement a basic caching system to quickly return recently requested pages

## 1.2 Definitions

|  |  |
| --- | --- |
| **Term** | **Definition** |
| GET | A HTTP request providing parameters in the URL. |
| Caching | Keeping resources in memory for fast access. |
| Unit Testing | Testing on a method level for each class. |
| Git | A source code manager. |
| GitHub | A web service allowing for collaboration with Git. |
| Daemon | A master process that runs without user intervention. |

## 1.3 Skills Required

Java

Socket Programming (Java)

Unit Testing

Application Testing

Caching Algorithms

File I/O

Git

## 1.4 Environment

The main environment used for the development of Shuttle will be Java 7 (currently update 45). This will allow Shuttle to run on a wide variety of platforms while mitigating a lot of development architecture conflicts.

The codebase will be stored in a Git repository on GitHub.com at <https://github.com/nickelkr/shuttle>. Each participant should fork this repository and any changes committed back to this master branch.

For testing purposes we will be using the JUnit test framework. This framework is well documented and widely used for Java unit tests.

## 1.5 Milestones

### 1.5.1 Overview and Assignments

The Shuttle project is made up of the following components:

|  |  |
| --- | --- |
| **Component** | **Assigned To** |
| Daemon | Kyle |
| Logger |  |
| Cacher |  |
| RequestHandler |  |
| Unit Tests | Everyone |
| Sample Web Site |  |
| Application Test |  |

### 1.5.2 Daemon

The Shuttle daemon is the master process. This part of the application provides the user with the ability to start the application and provide options like port number.

It will also be the class handling the incoming connections. As Shuttle receives a connection request it will be in charge of creating a new thread and handling the request with a RequestHandler instance.

This daemon will also be in charge of managing all sub-processes for RequestHandler, Logger, and Caching instances.

When the user kills the Shuttle daemon he or she is stopping the server entirely.

### 1.5.3 Logger

The Logger is in charge of insuring all major processes are documented and saved to the file system.

Any connections made to Shuttle should be documented with the corresponding IP address. It should also log any pages that are sent out to such IP addresses.

Changes to the state of the Shuttle daemon should also be logged: starting, stopping.

The Logger should provide a API for each component of Shuttle to provide logging information. But the Logger itself should handle time-stamping and naming of each log line to differentiate component logging.

### 1.5.4 Cacher

The Cacher is responsible for keeping recently request pages in memory. As pages are requested by outside systems the RequestHandler should first look to the Cacher to see if Shuttle currently has it in memory. If the page is stored in memory Shuttle can server the page without performing slower I/O operations.

If not the RequestHandler should retrieve the page and provide the Cacher with the served page.

The Cacher should implement a Least Recently Used algorithm, LRU. It will be responsible for swapping pages in and out and also responding to page requests from the RequestHandler returning either the page requested or a fault.

### 1.5.5 RequestHandler

The RequestHandler is responsible for handling a single HTTP GET request per instance. The Shuttle daemon will create a instance of the RequestHandler and pass the request in.

The RequestHandler should parse the request, along with any parameters, and then return the requested page from either the cache or the file system. If the page is not found or another error occurs the RequestHandler is responsible for conveying the issue with standard HTTP codes.

## 1.6 Testing

### 1.6.1 Unit Testing

Each team member should be writing unit tests for methods in each class they are responsible for developing.

The tests should be written using the JUnit testing framework. Before committing any work to the production branch all tests should pass.

### 1.6.2 Application Testing

A small program is required to test Shuttle as a whole. This program should use threading to create multiple connections and request many pages in quick succession. This will demonstrate the ability to concurrently handle connections as well as test the caching system and page retrieval.

### 1.6.3 Test Site

To fully tests Shuttle, we will need a website to test with. This web site should consist of approximately 10 web pages. These pages should actually be about the Shuttle application and provide basic information as well documentation. This will provide the project with a simple static website along with pages to use while testing.