Software Systems – Milestone 2

There are three major components in the system. They are:

1. Client – Responsible for sending, and displaying the user messages. Also handles various scenarios such as acknowledgements, holding messages in a queue to be delivered to the application, handling joining of new clients, and starting the sequencer and election algorithm threads.
2. Sequencer/leader – Responsible for assigning global sequence numbers to messages and multicasting the messages to all clients. It is also responsible for ensuring ordering of messages from individual clients and on the global scale. It is also responsible for assigning client ids to new participants and maintaining information about all clients and checking whether the clients are alive or not.
3. Election Algorithm – Responsible for holding and electing a new leader. Also responsible for detecting the crash of the leader.

Design Specifications

Client:

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| Specification | Description |
| Scenario | Client creating a new chat |
| Actions Performed | On creating a new chat:   1. Client begins the sequencer/leader thread and its own election algorithm thread 2. Waits to receive a broadcast from the sequencer announcing it is the leader, along with its IP Address and Port number 3. Update leader information (D1) 4. Send a request to sequencer, asking to update the client information that the sequencer has (M1, M2) 5. Wait for others to join |
| Messages | The following messages are sent/received:   1. M1 - REQUEST#my\_ip\_address#my\_port\_no 2. M2 - SUCCESS#client\_id / FAILURE |
| Data Structures | D1:  struct Leader{  char ip\_addr[MAXSIZE];  char port[MAXSIZE];  } |
| Developer | Dhruvil (dhruvils) |

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| Specification | Description |
| Scenario | Client joining an existing chat |
| Actions Performed | On joining a chat:   1. Contact existing client (M3) 2. Receive leader information from client (M4) 3. Update leader information (D1) 4. Request sequencer to join chat (M1, M2) |
| Messages | 1. M3 – JOIN 2. M4 - JOINLEADER#Leader\_IPAddr#Leader\_Port |
| Developer | Dhruvil (dhruvils) |

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| Specification | Description |
| Scenario | Sending a message typed by user |
| Actions Performed | To send a message:   1. Wait for user to type a message 2. Assign a Message Id to the message before sending it to the sequencer 3. Send message to sequencer (M5) 4. Add message to end of Queue (D2) 5. Wait for acknowledgement from sequencer that message is received (M6) |
| Messages | 1. M5 - MESSAGE#ClientID#MsgID#user\_message 2. M6 - SEQ#ACK#Msg\_id |
| Data Structures | D2:  struct node{  int msg\_id;  char message[MAXSIZE];  int acknowledged;  TAILQ\_ENTRY(node) entries;  }  (stored in a TAILQ) |
| Developer | Dhruvil (dhruvils) |

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| Specification | Description |
| Scenario | Handling a multicast message from the sequencer |
| Actions Performed | To display a multicast message:   1. Receive the message from the sequencer (M7) 2. Check that it is the next message that needs to be displayed (global sequence id is the next one that the client is expecting) 3. Send an acknowledgement to the sequencer (M8)   Display message |
| Messages | 1. M7 - MSG#GlobalSeqID#ClientID#MsgID#Message 2. M8 - ACK#client\_id#global\_seq\_id |
| Developer | Dhruvil (dhruvils) |

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| Specification | Description |
| Scenario | Receiving an updated clients list from the sequencer. When a new client joins or an existing one leaves, the sequencer broadcasts an updated clients list to all existing clients. |
| Actions Performed | On receiving an updated client list:   1. Receive a serialized version of the client list from the sequencer (M9) 2. Detokenize, deserialize, and re-initialize the client\_list maintained by each client (D3) |
| Messages | 1. M9 - SEQ#CLIENT#INFO#num\_clients#Ip#Port#ClientID#ClientName#Ip#Port#ClientID#ClientName#... |
| Data Structures | D3:  struct client{  char ip[MAXSIZE];  int port;  int client\_id;  char name[MAXSIZE];  }  An array of struct client (client\_list) to hold all clients’ information (Maximum of 15 clients) |
| Developer | Dhruvil (dhruvils) |

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| Specification | Description |
| Scenario | The sequencer acknowledges the receipt of a message sent by the client to be multicast |
| Action Performed | On receiving an acknowledgement:   1. Mark the acknowledged field of the message in the queue to 1 |
| Messages | M6 |
| Developer | Dhruvil (dhruvils) |

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| Specification | Description |
| Scenario | The sequencer notifies the client it is safe to remove a message from its sending queue as all clients have acknowledged the receipt of the message |
| Action Performed | 1. Receive the removal message from the sequencer (M10) 2. Look for message in the sending queue (D3) 3. Remove message from queue (D3) |
| Messages | 1. M10 - SEQ#REM#Msg\_id |
| Data Structures | D3 |
| Developer | Dhruvil (dhruvils) |