**Steps :**

1. **Launch the Coordinator Node**
2. **Launch Server Nodes (how many you want)**
3. **Launch the client (where read and write is being done)**

**Compiling and Running Coordinator Node**

run the commands 1 and 2.

1. javac -cp ".:/usr/local/Thrift/\*" coordinatorNodeServer.java -d .
2. java -cp ".:/usr/local/Thrift/\*" coordinatorNodeServer

**Compiling and Running Server Nodes**

run the commands 1 and 2.

1. javac -cp ".:/usr/local/Thrift/\*" serverNodeServer.java -d .
2. java -cp ".:/usr/local/Thrift/\*" serverNodeServer

For Different Server Node launch in different machines.

**Compiling and Running Client**

run the commands 1 and 2.

1. javac -cp ".:/usr/local/Thrift/\*" Client.java -d .
2. java -cp ".:/usr/local/Thrift/\*" Client

**Config Folder**

./data/config

All the IPs(coordinatorIP) and all the ports (coordinator port, ServerNode port)can be changed here.

The time interval between synch operations can be changed here. The default value is set to 10000ms.

The path to read/write files can be set here.

N, Nr and Nw can also be set here. So for different testcases different values can be set here.

**Client UI**

Please enter the number of clients you want to run concurrently.

Then enter the IP and Port of server node that the client wants to connect to(Please enter same port number for each and every client as we have assumed every client can be connected using the same port and it should be mentioned in the config file)

Enter 0 for read and 1 for write

Enter filename and then enter the number of requests that you want to do with that filename