

Demo Day 1 Code Review: Aayush Karan & Michael Hla

ARTEMAS RADIK¹ AND SWATI GOEL²

¹Harvard College, A.B./S.M. Computer Science & Statistics, artemas@college.harvard.edu

²Harvard College, A.B. Computer Science & Physics, sgoel@college.harvard.edu

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1. INTRODUCTION

This code review was conducted on commit 573fc69 of the repository submitted to us by Aayush and Michael, available [publicly on GitHub](#). Aayush and Michael are reachable via email at karan@college.harvard.edu and michaelhla@college.harvard.edu, respectively. The code review aims to answer the following questions with regards to the submission:

1. Does it function as specified?
2. Is the code rational, correct, and clear?
3. Is the code and installation documentation adequate?

2. FUNCTIONALITY

We tested both the gRPC and non-gRPC versions of the program for the following functionality.

1. Creating an account with a unique username.
2. List all accounts or a subset of the accounts by text wildcard.
3. Send a message to a recipient. If the recipient is logged in, deliver immediately; otherwise queue the message and deliver on demand. If the message is sent to someone who isn't a user, return an error message.
4. Deliver undelivered messages to a particular user.
5. Delete an account. You will need to specify the semantics of what happens if you attempt to delete an account that contains undelivered message.

Testing

We began by following the provided installation instructions in the engineering notebook, starting the non-gRPC server via `python3 socket_server.py 10.250.113.127 5000`. Our first test involved creating an account with the client as seen below.

Listing 1. Account Creation Test

```
python3 socket_client.py 10.250.113.127 5000
Welcome to Messenger! Please login or create an account:
Create Account
a
Account created. Welcome a!
```

We wanted to ensure that unique usernames were enforced, so we spawned another client and tried to create another account with the existing username.

Listing 2. Unique Username Test

```
python3 socket_client.py 10.250.113.127 5000
Welcome to Messenger! Please login or create an account:
Create Account
a
The account a already exists. Please try again.
```

We were satisfied with these two tests as evidence of account functionality, so we began testing the username listing feature. As a prerequisite, we created additional accounts with usernames blueberry, cranberry and elderberry. Per the engineering notebook, the username listing feature follows Python RegEx. Thus we began by listing usernames following the `.*` expression, which we expected to return all usernames. We then listed usernames following the `^.*berry.*$` expression, expecting the last three usernames. We were highly impressed with the RegEx matching functionality.

Listing 3. Account List and Filter Test

```
python3 socket_client.py 10.250.113.127 5000
Welcome to Messenger! Please login or create an account:
List Accounts
.*
Users matching .*:
a blueberry cranberry elderberry
List Accounts
^.*berry.*$
Users matching ^.*berry.*$:
blueberry cranberry elderberry
```

The next test involved sending a message from the logged in blueberry client to the logged in cranberry client.

Listing 4. Send Live Message Test

```
python3 socket_client.py 10.250.113.127 5000
Welcome to Messenger! Please login or create an account:
Create Account
blueberry
Account created. Welcome blueberry!
Send
To:
cranberry
Message:
hello there, cranberry.
```

Message successfully sent.

The cranberry client successfully received the message.

Listing 5. Receive Live Message Test

```
python3 socket_client.py 10.250.113.127 5000
Welcome to Messenger! Please login or create an account:
Create Account
cranberry
Account created. Welcome cranberry!
<blueberry>: hello there, cranberry.
```

Next we logged out blueberry and sent an outbound message from cranberry. Upon re-logging in blueberry we requested our undelivered messages via Open Undelivered Messages as described in the engineering notebook.

Listing 6. Receive Undelivered Message Test

```
python3 socket_client.py 10.250.113.127 5000
Welcome to Messenger! Please login or create an account:
Login
blueberry
Welcome back blueberry!
Open Undelivered Messages
<cranberry>: Hi, blueberry!
```

The blueberry client successfully received the undelivered message. Sending a message to a non-existent user also correctly returns an error as seen below.

Listing 7. Send Message to Nonexistent User Test

```
python3 socket_client.py 10.250.113.127 5000
Welcome to Messenger! Please login or create an account:
Login
blueberry
Welcome back blueberry!
Send
To:
gooseberry
Message:
do you exist?
Sorry, message recipient not found. Please try again.
```

The last remaining functionality we tested for was deletion, as seen below on the blueberry account.

Listing 8. Account Deletion Test

```
python3 socket_client.py 10.250.113.127 5000
Welcome to Messenger! Please login or create an account:
Login
blueberry
Welcome back blueberry!
Delete Account
Account blueberry successfully deleted.
Welcome to Messenger! Please login or create an account:
```

Thankfully, the gRPC submission command structure follows extremely closely to the non-gRPC one. The only distinction is that no prompt is required to automatically deliver queued

messages on the gRPC implementation. We ran similarly extensive testing on the gRPC implementation and verify that all functionality is present, but have omitted those tests from this report as they repeat much of what is already present.

3. CODE RATIONALITY, CORRECTNESS, AND CLARITY

TBD!

4. DOCUMENTATION

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A. Sample Figure

Figure ?? shows an example figure.

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C. Sample Table

Table 1 shows an example table.

Table 1. Shape Functions for Quadratic Line Elements

local node	$\{N\}_m$	$\{\Phi_i\}_m$ ($i = x, y, z$)
$m = 1$	$L_1(2L_1 - 1)$	Φ_{i1}
$m = 2$	$L_2(2L_2 - 1)$	Φ_{i2}
$m = 3$	$L_3 = 4L_1L_2$	Φ_{i3}

5. SAMPLE EQUATION

Let X_1, X_2, \dots, X_n be a sequence of independent and identically distributed random variables with $E[X_i] = \mu$ and $\text{Var}[X_i] = \sigma^2 < \infty$, and let

$$S_n = \frac{X_1 + X_2 + \dots + X_n}{n} = \frac{1}{n} \sum_i^n X_i \quad (1)$$

denote their mean. Then as n approaches infinity, the random variables $\sqrt{n}(S_n - \mu)$ converge in distribution to a normal $\mathcal{N}(0, \sigma^2)$.

6. SAMPLE ALGORITHM

Algorithms can be included using the commands as shown in algorithm 1.

7. SUPPLEMENTAL MATERIAL

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Algorithm 1. Euclid's algorithm

```

1: procedure EUCLID( $a, b$ )           ▷ The g.c.d. of  $a$  and  $b$ 
2:    $r \leftarrow a \bmod b$ 
3:   while  $r \neq 0$  do             ▷ We have the answer if  $r$  is 0
4:      $a \leftarrow b$ 
5:      $b \leftarrow r$ 
6:      $r \leftarrow a \bmod b$ 
7:   return  $b$                      ▷ The gcd is  $b$ 

```

in the submission, but do not upload the material. All materials must be associated with a figure, table, or equation or be referenced in the results section of the manuscript. (1) 2D and 3D image files and video must be labeled "Visualization," not "Movie," "Video," "Figure," etc. (2) Machine-readable data (for example, csv files) must be labeled "Data File." Number data files and visualizations consecutively, e.g., "Visualization 1, Visualization 2. . . ." (3) Large datasets or code files must be placed in an open, archival database. Such items should be mentioned in the text as either "Dataset" or "Code," as appropriate, and also be cited in the references list. For example, "see Dataset 1 (Ref. [1]) and Code 1 (Ref. [2])." Here are examples of the references:

A. Sample Dataset Citation

1. M. Partridge, "Spectra evolution during coating," figshare (2014) [retrieved 13 May 2015], <http://dx.doi.org/10.6084/m9.figshare.1004612>.

B. Sample Code Citation

2. C. Rivers, "EpiPy: Python tools for epidemiology," (figshare, 2014) [retrieved 13 May 2015], <http://dx.doi.org/10.6084/m9.figshare.1005064>.

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9. REFERENCES

Full references (to aid the editor and reviewers) must be included. This will be produced automatically if you are using a .bib file.

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Alice Smith received her BSc (Mathematics) in 2000 from The University of Maryland. Her research interests also include lasers and optics.