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Object-Oriented Programming & Design
31 July 2019

Project02 Questions

Serialization is the process of translating data structures or object state into a format that can be stored or transmitted and reconstructed later. I did implement serialization in my program. I have data being written to files (/tmp/pipeIn and /tmp/pipeOut) and read from these files in different classes. I used the following in my python file: `with open('/tmp/pipeOut', 'r') as f: content = f.readline().strip()`. I did very similar for the write as well.

A distributed system is a system whose components are located on different networked computers, which communicate and coordinate their actions by passing messages to one another. To enable distributed message passing in my approach I would send strings over the network to communicate data. Currently I have my data being written and read from a file. Asynchronous Messaging is a communication method where a message is placed in a message queue and does not require an immediate response to move forward with processing. An asynchronous distributed system does not make any strong assumptions about time and order of events in a distributed system, it sends messages and some time later you get the message. I am using asynchronous distributed messaging in my approach. I am using futures in my cpp file to get information from my files at regular intervals once they are complete and also to write to my files.