COMP90015 Distributed Systems 2017

Project 1: EZShare (Alexandra, Annie, Bobby, Hugo)

The aim of the project

The aim is to build a resource sharing platform. The platform will be implemented as a distributed system that will follow a client-server architecture. A client will initiate a connection to a server and will be allowed to query, share or download resources. The servers will communicate with each other to propagate client queries. The platform will be console-based and developed in Java 8.

A high-level task breakdown to achieve the aim

UML planning:

- Create and generate UML class diagrams and associations.

Client/Server functionality to implement:

- Publish
- Remove
- Share
- Query
- Fetch
- Exchange

For each command, a server will accept and respond whereas a client will submit and process server response. Therefore, there are **four** tasks to be implemented per command, namely, **two** tasks per client and server.

Document, regular meeting, source control:

- Javadac to create documentation. Requires comment guidelines
- Meetings to be held on demand as required
- We have chosen to use bitbucket for source control and minor documentation
- Meeting minutes

Testing:

- Deploying servers on several nectar instances to test client-server interaction

Assignment of tasks to individuals in the group

Design Stage:

- Discussion required first – all members
- Bobby to draw up the UML

Client/Server implementation:

- Individual tasks will be delegated to members on a first
- Will use Trello to manage tasks, tasks will be available for group members to select

Meetings, documentation & source control:

- On the go – all members

- Source control – all members

Testing:

- Unit testing should be performed as we go
- Final system test in the end when all Server/Client functionality is implemented
- Test with other groups

Expected completion of tasks

We would expect to reach testing by Sunday 19/04. That will allow for ample system testing time before project due date (unknown – sometime in week 8).