

Erfurt University of Applied Sciences

Fakultät Gebäudetechnik und Informatik

# **Projektarbeit Programmierung 3**

**Fachrichtung Angewandte Informatik**

**Thema:** Teamprojekt  
Programmierung des Datenmodells und grundlegender Funktionen  
einer Serveranwendung in Java

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# **jStrg**

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# Teil I.

## Introduction

# 1. Goals

JStrg server is a backend for various applications. Applications like these need a server that is able to manage huge amounts of data.

Example for this are:

- Serverapplications which wants to deliver content, but not able to hold up the necessary disk space.
- Backupapplications
- Cloud Storage - continuous synchronization to the cloud
- Filesharing
- Local applications which bind persistent data at useraccounts and want to serve this over the network.

If you want to run jStrg, there's no need for disk space. You can easily use Cloud Storage from established providers.

## 2. current status

At this moment only the core of the software is used.

- file handling: uploaded files get automatically forwarded to the destination location (at this stadium commonly a Cloud Storage Provider)
- configuration: jStrg can be configured by a jstrg-conf.conf file for global settings
- application configuration: applications can be registered to jstrg by providing a file named jstrg-[APPNAME].conf
- network communication: a socket is created for each application known to jstrg
- network communication: jstrg reacts to string based requests, allowing an application to send multiple request types to the server (including up/download requests)
- Example Client: additionally in simple\_console an sync mechanism is implemented. This can be used to sync local folders to the server.



## 3. Roadmap

In the next semester the following improvements and extensions are planned:

- Multithreading: one server and many clients can work parallel.
- Network: an functionally interface to clients and other JStrg servers (jStrgConnector).
- Configuration: some improvments have to be done here
- Database: persistant data holding
- (Streaming: jStrg is used to be able to manage an application comparable to YouTube, what causes jStrg to provide a media file streaming solution)
- Exampleclients: SimpleConsole, some existing webapplications
- Interface for an operator
- Delete Files
- Internal Funktions: scrub mechanism
- Internal Funktions: change storage pools
- Internal Funktions: cleanup FileVersions
- Internal Funktions: improvement of deduplication and caching behavior

# **Teil II.**

## **Construction source/packages**

## 4. jStrg

### main

Here is main programm is started. In attention to the settings the networserver or the console is starting.

### Environment

**global list** Contains an global list which is use to hold up data for the main programm. Later the posts should be load dynamicly from the database

**initial configuration** DThe class Enviroment also contains the global initializations for the logfile and the settings.

**seed** In the development phase we're used an seed method to setup an initial position with testdata.

## 4.1. communication\_management

This Package contains all known request and answer types that can be received or send by the server (as listed in the JavaDoc)

### answers

This Package contains all answers

### requests

This Package contains all requests

## 4.2. exceptions

Self defined expections are collected here

## 4.3. file\_system

This important package implement the internal logical viewing of the filesystem.

### User

Represent users with id, passwords and different storage-backends

### File/FileFolder

This is main filesystem. Every user has a rootfolder, which can't be viewed from outside. He is used as an container for all top-level elements. Every element knows which filefolder is superordinated to him. This descript the meta data. In the class file are few implimentations which could be outsourced lately. They can easily noticed , because they have "test" in the method name.

### FileVersion

Physical data which are stored in the backend. Every file has one fileversion. This fileversion knows the previous, if this is existed. Contains also e.g. size, checksum and timestamp.

### Application

Responsible for different applications which are provided from the jStrg server. The applications have them own usebase. You can create one configuration file for one application

### Settings

All settings can be done here.

## 4.4. network\_communication

This important package makes the server listen on a port and handling the requests and answers defined in the communication\_management package

## 4.5. **simple\_console**

This is an example for one client. In cause to the development position there at this time no external connections and multithreating. So we implemented this directly in to the project.

### **commands**

Some comandos are filed here.

**functions** You can find detailed informations in the manual

## 4.6. storage\_management

Implements the total physical administration for the uploaded files.

### Location

Interface for other methods. The only special feature is still the CacheFileLock. Otherwise, only the interface is used.

### CacheFileLock

This class implements the locks to CacheFiles. Now we can use the available resources efficiently. With this lock on an file we can setup an need automatically. If you are the first one, the file must be served. An additionally flag mark this and now you can read the file. So several Clients can download one file, without to turnout multiple times from the backend. This class is in the early stage.

### DiskConnector, GoogleConnector, S3Connector

Backends which are supported at this moment. It can be all which is understanding java. E.G: Microsoft Azure, Ceph, Tape, NoSQL, Hadoop.

## 4.7. tests

All test are collected in this package

### integration\_tests

Tests for the Environment of jStrg

### server\_tests

this tests pings all known jStrg Clusters and all Webservers registered to jStrg and returns false if a single instance is not reachable

## **unit\_tests**

Tests for important classes.

## **console\_tests**

Test for individually console commands. Because many methods throw a chain of actions is here much more tested than it appears.

## **4.8. lib**

External Libraries. The most of them are compiled with *marve*. Others come already pre-compiled from various Java repositories. Since only widespread and well-known libraries are used, here has been no detailed indication of the source.

## **4.9. testdata**

These data are used in the unit tests. Due to time constraints here was used in a solution, the only source waived. Instead, real test data are included.

# Teil III.

# Manual



## 5. Conditions

### 5.1. Connectors

#### Access details

If the connectors for example, Amazon S3 or Google Cloud Storage to be used must be valid credentials available. Due to the nature of these data ( If the test quota is exceeded , this produces an invoice for the stored credit card ) no test connections are supplied.

#### Buckets

In the cloud storage providers corresponding buckets and / or project id 's must be created. The exact procedure depends on the provider. The configuration should be largely self-explanatory.

## 6. Developers Cookbook

### 6.1. IntelliJ

Instructions for a developer working environment

1. Use as project-root the github root directory.
2. The Java SDK specify. Note the language level 8 is posted.
3. Under File -> Projectstructure -> Modules delete all and add the project-root. Now would IntelliJ have recognized the code / src folder correctly and colorize it blue. Now the import is working again.
4. Under File -> Projectstructure -> Global Libraries add the code/lib folder. Add IntelliJ libs to serve junit.
5. Under "Artifacts" add an new entry .Add "jstrg compile output".Add META-INF with the main class "jStrg.Main". Or use existing.
6. To compile succesful go to "Modules" -> "Paths" add custom Path. IntelliJ not created this automatically. Here is uses "sonstiges/".

Now, the work environment is ready. You can run tests that compile and produce an artifact .

## 7. Usermanual

### 7.1. Installation

#### Artifact

With a functioning development environment Artifact can be generated.

#### program start

start the program with

```
1  java -cp "<path to .jar >:<path to code/lib folder>/" jStrg.Main
2
```

Alternatively, in the folder "sonstiges" run "start.sh" . This script contains all to execute jStrg .

### 7.2. Configuration

#### Global Configuration

There is a possibility jStrg a global configuration file to control. This must be in the user's home directory that runs the Java process . The name is " .jstrg.conf "

## Example

```
1  #
2  # default config file, with default values.
3  # put this file in your user home and rename it to ".jstrg.conf"
4  #
5  logfile=/tmp/jstrg.log
6  loglevel=finest
7  console=yes
8  networkserver=no
9  user_folder=/tmp/nutzer6/
10
```

## Konfiguration pro Anwendung

Applications are addressed via a separate configuration file . These must be in the home directory of the executing user . The name follows the pattern :

```
1  $HOME/.jstrg-<Applikationsname>.conf
2
```

### Example of an application configuration file

```
1  s3=yes
2  s3_default=jstrg-development
3  s3_aws_access_key_id=<id>
4  s3_aws_access_key=<key>
5  bytes_per_s3_bucket=5368709120
6  disk=yes
7  disk_default=/home/henne/test/
8  gcloud=yes
9  gcloud_bucket=jstrg-bucket
10 gcloud_projectid=jstrg-development
11 gcloud_json_credentials=/home/henne/.gcloud-key.json
12 bytes_per_google_bucket=5368709120
13 cache_default=/home/henne/test/cache/
14
```

## 7.3. Console

Um die Konsole zu benutzen, muss in der globalen Konfiguration

```
1  console=yes
2
```

gesetzt sein.

### Allgemeine Funktionen

- Tab Completion: Kommandos und Pfade können mithilfe von <tab> komplettiert werden. Doppelt <tab> zeigt verfügbare Optionen an.
- Hilfe: unbekannte Kommandos rufen automatisch eine Kurzbeschreibung der Kommandos auf
- Kommandohistorie: mit den Pfeiltasten auf und ab kann die Historie durchgeblättert werden.

## wichtige Befehle

### **context**

Der Kontext kann gewechselt werden. "admin" oder <userid> sind als Argument akzeptiert. Zum testen kann Nutzer ID 6 verwendet werden. Dies ist ein leerer Testnutzer.

### **prop**

Nutzerspezifische Einstellungen. Momentan kann nur der user\_folder eingestellt werden. Dieser muss vorher existieren. Dient als Wurzelverzeichnis für das sync Kommando.

### **put**

Lädt eine Datei auf den Server hoch und platziert es im aktuellen Verzeichnis. Nach einem sync würde es auch im Wurzelverzeichnis liegen.

### **jstrg sync**

Synchronisiert das Wurzelverzeichnis mit dem Server.

### **rollback**

Frühere Versionen einer Datei können mit "rollback" angezeigt werden. In der Ausgabe erscheinen Nummern an den Zeilen. Mit "rollback <datei> <nr>" kann zu einer bestimmten Version zurückgekehrt werden. Der "modification-timestamp" der Datei wird auf die Zeit des rollbacks gesetzt.

### **mkdir**

Ein Verzeichnis auf dem Server erstellen.

### **cd**

In ein Verzeichnis wechseln. Es kann immer nur ein Level angegeben werden. Zusätzlich gibt es noch "cd .." für das Übergeordnete Verzeichnis. Ein "cd" ohne Argumente wechselt in das Wurzelverzeichnis.

## 7.4. Beispiel Benutzung

```
1  henne@xmg ~ $ mkdir /tmp/nutzer6
2  henne@xmg ~ $ projekte/jstrg/sonstiges/start.sh
3  ...
4  > context switch 6
5  switched to user
6  > prop get user_folder
7  /tmp/nutzer6/
8  > prop set user_folder /tmp
9  new root directory: /tmp
10 > prop get user_folder
11 /tmp
12 > prop set user_folder /tmp/nutzer6
13 new root directory: /tmp/nutzer6
14 > ls
15 found: 0
16 > mkdir testfolder
17 created new folder: /testfolder
18 > put /tmp/jstrg.log
19 jstrg.log          jstrg.log.lck
20 > put /tmp/jstrg.log
21 uploading file: jstrg.log
22 upload successful
23 > ls
24 testfolder/
25 jstrg.log
26 found: 1
27 > cd testfolder
28 current directory: /testfolder
29 > put /tmp/jstrg.log
30 uploading file: jstrg.log
31 upload successful
32 > ls
33 jstrg.log
34 found: 1
35 > jstrg sync
36 completed without errors
37 > put /tmp/jstrg.log
```

```
38 uploading file: jstrg.log
39 upload successful
40 > jstrg sync
41 completed without errors
42 > ls
43 jstrg.log
44 found: 1
45 > rollback jstrg.log
46 1 -> Version vom Sat Feb 27 13:16:15 CET 2016, size: 6378
47 found 1 versions
48 > rollback jstrg.log 1
49 rollback file: success
50 > ls
51 jstrg.log
52 found: 1
53 > rollback jstrg.log
54 1 -> Version vom Sat Feb 27 13:16:37 CET 2016, size: 11073
55 2 -> Version vom Sat Feb 27 13:16:15 CET 2016, size: 6378
56 found 2 versions
57 > rollback jstrg.log 1
58 rollback file: success
59 > jstrg sync
60 completed without errors
61 > exit
62 henne@xmg ~ $ ls -lR /tmp/nutzer6/
63 /tmp/nutzer6/:
64 insgesamt 4
65 -rw-r--r-- 1 henne users 4007 27. Feb 13:14 jstrg.log
66 drwxr-xr-x 1 henne users 18 27. Feb 13:16 testfolder
67
68 /tmp/nutzer6/testfolder:
69 insgesamt 12
70 -rw-r--r-- 1 henne users 11171 27. Feb 13:18 jstrg.log
71
```