

Requirement	Description	Work Estimate w/u	Priority				
Request language pairs Decoder	The decoder interface is to be extended with a possibility to request available source-target translation pairs	16	S				
Check language pairs Decoder	When a translation request message is received by the decoder it must check that the source and target language pairs are the same as in the decoder's server configuration file	8	M			MoSCoW model	
Translation priorities Decoder	Introduce message priorities. Each message must have a requested priority indicator. The priority is to be used by the decoding server. There should be several message queues introduced for various priorities. Even a low-priority queues must have worker threads associated with them at all times. The mode load there is on the priority queues the more workers shall be dedicated to work on them.	40	C				
Load Ballancer	The load ballancer must load the list of available online translation services, request them for the supported source-target translation pairs and then forward the translation request to the appropriate servers with some basicdistribution strategy. The received responces are to be sent back to the clients.	40	M			S - Should	Second priority, that is to be delivered, but can be omitted in case of lack of time
Extended Load Ballancer	A smarter load ballancer strategy is to be introduced, for example one shall track the amount of translations requested per translation server, so that the requests are evenly distributed.	16	S			C - Could	Third priority, that is desired to be delivered, in case there is time left for it
Request language pairs Ballancer	The load ballancer must check on the source and target translations in the translation request and report an error if there is no server that can provide such a translation	8	M			W - Would	Fourth priority, that is desired but is definitely not for the delivery
Request language pairs Ballancer	The load ballancer must support s request of the supported source-target language pairs	16	S				
Re-connection to Decoders	In case of a connection drop between the ballancer and the decoding servers the connection is to be restored by re-connecting. The latter is to be done periodically by a separate re-connect thread that tries to re-establish the server connecitons.	24	C				