

DEPARTMENT OF COMPUTER ENGINEERING

Experiment No. 02

B.E. Semester VIII – Computer Engineering	
Distributed Computing Lab	
Dr. Umesh Kulkarni	
Prof. Prakash Parmar	
2024-25	
Deep Salunkhe	
21102A0014	

Title: Concepts of Operating Systems in Distributed Computing

Explanation:

The objective of this lab was to implement a distributed application using socket programming in Java. The application consists of a **server** that calculates the factorial of an integer received from the **client** and sends the result back. This exercise helped demonstrate the fundamental principles of client-server communication, socket programming, and distributed system design.

Concepts Covered:

- 1. **Distributed Computing**: Distributed computing involves distributing tasks across multiple computers that communicate with each other over a network. In this lab, a client sends a request to the server for a factorial calculation, and the server computes the result and returns it. This interaction between the client and server is a fundamental example of distributed computing, where each component (client and server) operates on separate systems (in this case, they could even be on different machines, though here they are assumed to be local).
- 2. Client-Server Architecture: A client-server architecture is a common design pattern in distributed systems. In this model, the server provides a service or resource, while the client accesses this service. In the application implemented in this lab:
 - o The **server** listens on a specific port for incoming client requests, processes them, and sends back a response.
 - o The **client** sends an integer to the server, requests the factorial calculation, and receives the computed result.

- 3. **Socket Programming**: Socket programming allows communication between two computers over a network by using a combination of IP addresses and ports. In this lab, we used **Java Sockets** to facilitate the client-server communication:
 - The **ServerSocket** class in Java is used to create a server-side socket that listens for incoming client connections.
 - o The **Socket** class is used on the client side to establish a connection with the server.

Sockets provide a way for applications to exchange data over a network, making them a core tool for implementing distributed applications.

4. **Factorial Calculation**: The server in this lab receives an integer from the client, calculates its **factorial**, and sends the result back. A factorial of a number nnn is the product of all positive integers less than or equal to nnn. It is defined as:

```
n!=n\times(n-1)\times(n-2)\times\cdots\times 1 n!=n\times(n-1)\times(n-2)\times\cdots\times 1 n!=n\times(n-1)\times(n-2)\times\cdots\times 1
```

For example:

```
\circ 5!=5×4×3×2×1=1205! = 5 \times 4 \times 3 \times 2 \times 1 = 1205!=5×4×3×2×1=120
```

 $0.03!=3\times2\times1=63!=3$ \times 2 \times 1 = 63!=3×2×1=6

In the code, a method (calculateFactorial) implements this logic using a simple loop to multiply numbers from 1 to the given integer.

CODE:

Output:

```
Simple (Source) (Corporation, All rights reserved.

Install the latest Powershell for new features and improvements! https://aka.ms/PSWindows

For C. Wisers/Tipp Mc. 000 (Discherton) Sockets) and setting and se
```