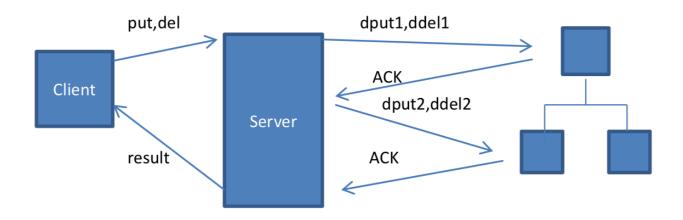
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Tracking method implemented: TCP centralized membership KV Store To run the system - AWS:

Structure:

Structure



How to use:

1) First start the membership server:

- Open the docker_server in one terminal window.
- Open **Dockerfile** and make sure **COPY MembershipServer.jar** / is uncommented.
- Make sure **COPY GenericNode.jar /** is commented.
- Open **runserver.sh** and make sure the line **java -jar MembershipServer.jar ts 4410** is the only line uncommented.
- Save, then build & run the membership server with the following lines:
 - \$sudo docker build -t nodelist.
 - \$sudo docker run -d --rm -p 4410:4410 nodelist
 - # Port must be 4410.
- Use the exec -it command to get the IP of this container (membership server). Save that ip address.

2) Launch the remaining servers:

- Open a new terminal window.
- Access the **docker_server** directory

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- Open **Dockerfile** and make sure **COPY GenericNode.jar /** is uncommented.
 - Make sure the line **COPY MembershipServer.jar /** is commented.
- Open **runserver.sh** and make sure the line **java -jar MembershipServer.jar ts 4410** is commented
- Make sure the line **java -jar MembershipServer.jar ts 4410 <ip-address>** is uncommented.
 - Add the ip address that you saved in the previous step where <ip-address> is.
 - Save changes.
- Build & launch servers with the following lines. In this case we are launching 3 servers, mapping to different ports.
- \$sudo docker build -t nodes.
- \$sudo docker run -d --rm -p 1234:1234 nodes
- \$sudo docker run -d --rm -p 1235:1234 nodes
- \$sudo docker run -d --rm -p 1236:1234 nodes
- Use the exec -it command on each of these nodes to display IP addresses of each of these 3 nodes. Save those ip addresses, in the next step, we refer to them with the **<ip_of_node#>** tag.

3) Test with client requests

- Open a third terminal window and access the **docker_client** folder.
- Build and launch a client container:
 - \$sudo docker build -t client.
 - \$sudo docker run -d --rm client
- Use the exec -it command to log onto the client container.
- From there, send tcp put, get or del requests to each of the servers:

E.g:

```
java -jar GenericNode.jar tc <ip_of_node1> 1234 put a 555 java -jar GenericNode.jar tc <ip_of_node2> 1234 put b 321 java -jar GenericNode.jar tc <ip_of_node3> 1234 put c 111 java -jar GenericNode.jar tc <ip_of_node2> 1234 put h 222 java -jar GenericNode.jar tc <ip_of_node3> 1234 put z 444 java -jar GenericNode.jar tc <ip_of_node1> 1234 del a
```

<u>P.S:</u> Send different requests to either of the <ip_of_node#> addresses.

4) Were requests replicated?

- Send client store requests to the different ip addresses. The result should be the same for each server ip.

E.g:

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java -jar GenericNode.jar tc <ip_of_node3> 1234 store java -jar GenericNode.jar tc <ip_of_node2> 1234 store java -jar GenericNode.jar tc <ip_of_node1> 1234 store

The end.