# San Jose State University Fall 2017



Lab 1

# Calculator/Dropbox Web Application

**CMPE 273** 

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SUBMITTED TO-Prof. Simon Shim

# **Calculator Web Application**

## Goal:

The goal is to develop a Calculator web application to demonstrate how a "React Js" client interacts with a "Node Js" server.

# **Purpose:**

The purpose of this assignment is to understand and implement the basic concepts of stateless connection , SQL connection pooling and understanding the concepts of Node Js framework , JMeter , React Js .

# **System Design:**

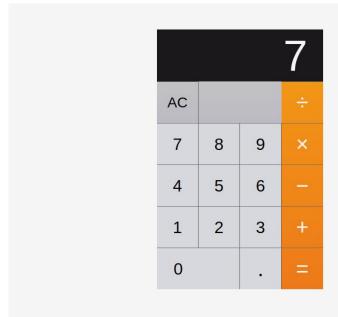
The front-end of the application has been developed using React Js and backed using Node Js. For each computation performed using calculator, React Js server sends a request to Node Js server. Node Js server computes the input string and returns the result back to React Js server which is then displayed on the screen.

API created:

localhost:3000/calcuate

# **Screenshots:**





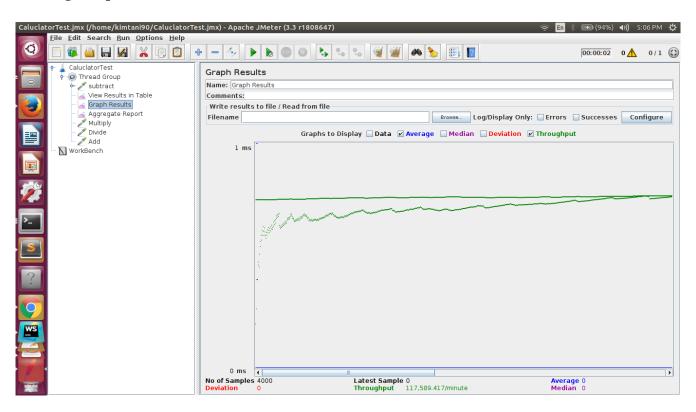


## **Performance:**

# JMeter Testing:

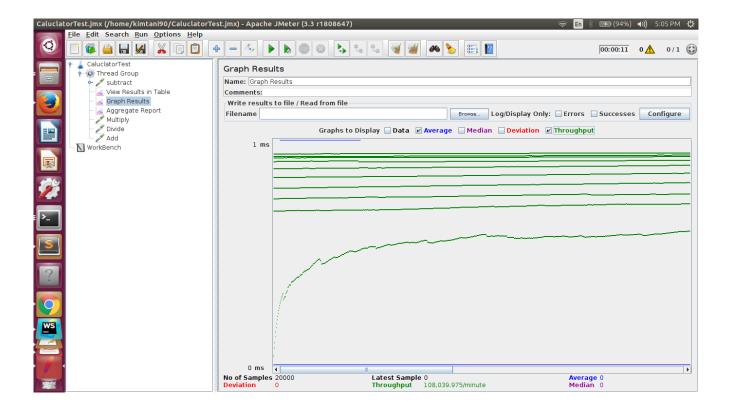
1. For 1000 requests on Calculator server, the JMeter graph is shown as below.

The Average time for 1000 concurrent requests is approximately 1ms which is a good performance.



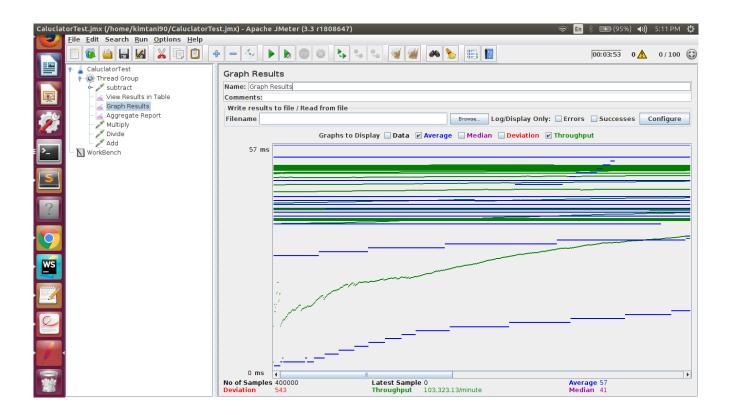
2. For 5000 requests on Calculator server, the JMeter graph is shown as below.

The Average time for 5000 concurrent requests is approximately 1ms which is a good performance.



3. For 100 users sending 1000 requests to the Calculator application, the Jmeter graph is shown as below.

The Average time for this scenario is 57 ms approximately which is quite high compared to previous 2 scenarios.



# **Dropbox Web Application**

### Goal:

The goal is to develop a Dropbox web application which has functionalities similar to actual Dropbox and demonstrate how "React Js" client with Redux interacts with a "Node Js" server and MySql.

# **Purpose:**

The purpose of this assignment is to understand and implement the basic concepts of stateless connection, SQL connection pooling, encryption and understanding the concepts of Node Js framework, JMeter, React Js, Redux.

# **System Design:**

The front-end of the application has been developed using React Js and backed using Node Js. For each operation performed by the application, React Js server sends a request to Node Js server. Node Js server performs the action and returns the result back to React Js server which is then displayed on the screen.

In addition, a Redux store is used to store the client state which maintains a centralized repository for the all the React Js components and improves the performance of the application.

The system also handles the session management, for that express-sessions has been installed as the middleware.

The encryption algorithm used for the application is Salt and Hash.

#### APIs created:

1. User Sign Up:

Method: Post

URL: localhost:3000/users/signup

2. User Login:

Method: Post

URL: localhost:3000/users

## 3. Get User Details:

Method: Get

URL: localhost:3000/users/signup

# 4. User Update: Method: Post

URL: localhost:3000/users/userupdate

# 5. File Upload:

Method: Post

URL: localhost:3000/files/upload

## 6. Delete File:

Method: Post

URL: localhost:3000/files/delete

# 7. Make Folder:

Method: Post

URL: localhost:3000/files/makefolder

## 8. Share File:

Method: Post

URL: localhost:3000/sharefile

# **Screenshots:**

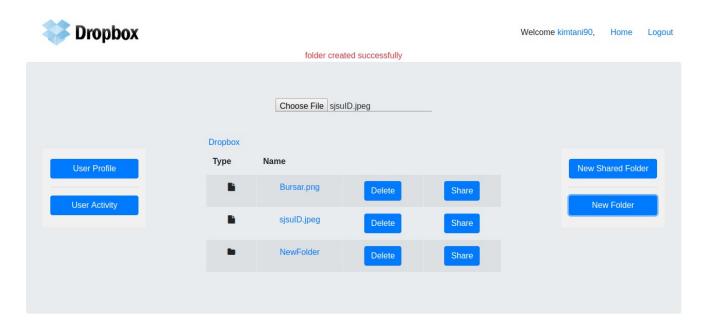
# User SignUp Page



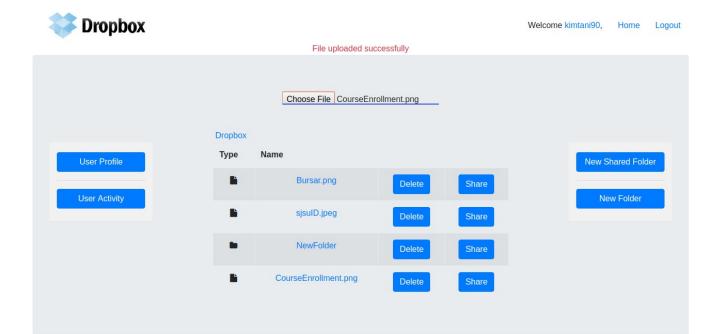
# User Login Page



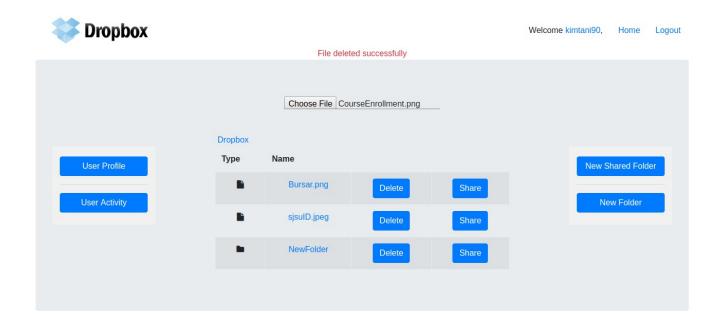
Click on New Folder button, a pop-up opens. Enter folder name and a folder is created and listed.



Click on choose file and upload it. The file gets listed in the file list.



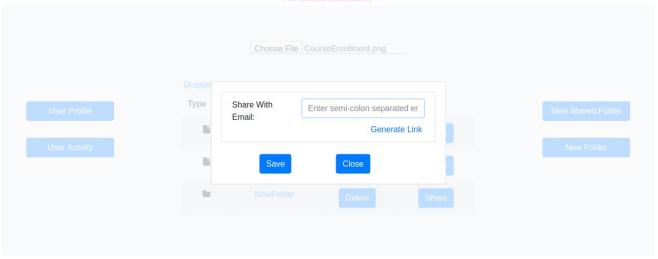
Click on delete button corresponding to a file or folder and the file gets deleted.

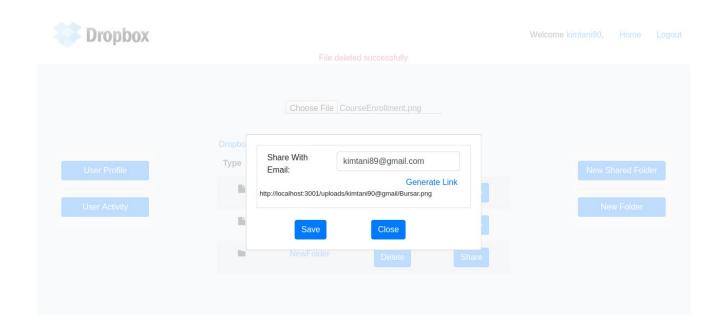


Click on share button corresponding to a file, a pop-up opens. Enter a list of emails separated bu semi-colon with which user wants to share the file.

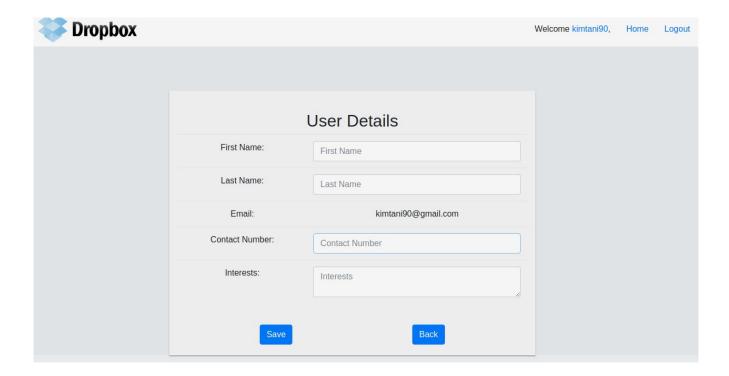


#### File deleted successfully

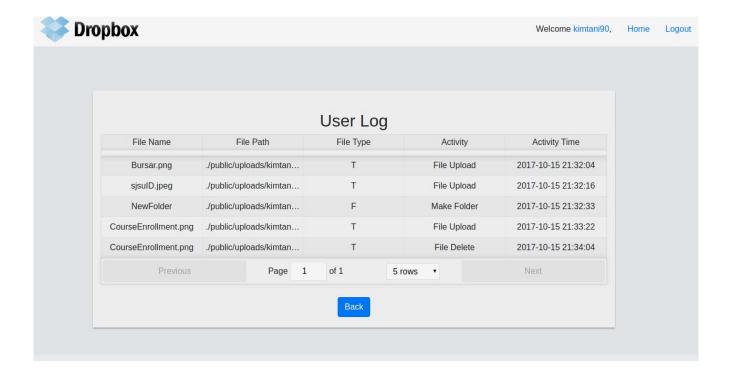




Click on user profile page to navigate to User Details page as shown below



Click on User Activity button to navigate to User Log page



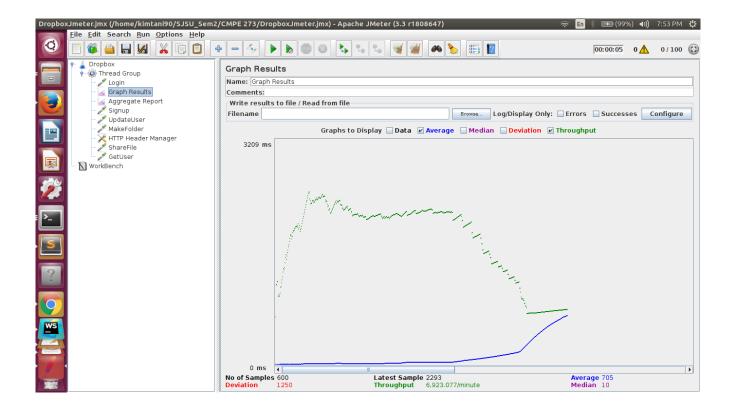
## Performance:

# JMeter Testing:

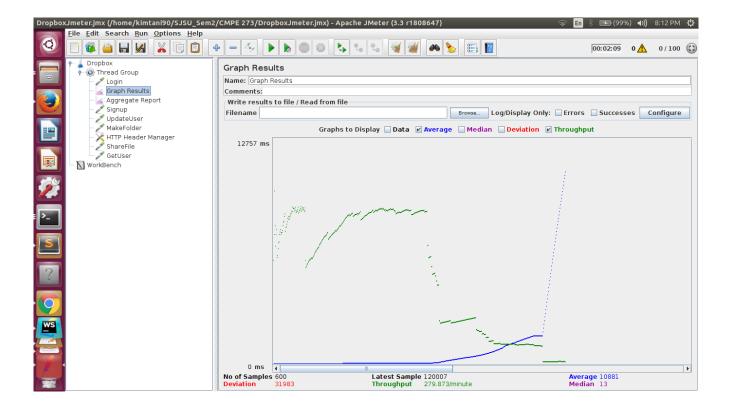
The Performance of the system was good considering the amount of concurrent requests it could handle , mysql connection pooling played a significant role in decreasing the average time of serving the request .

Below are the graphs that were created by testing the dropbox Api's with Apache Jmeter

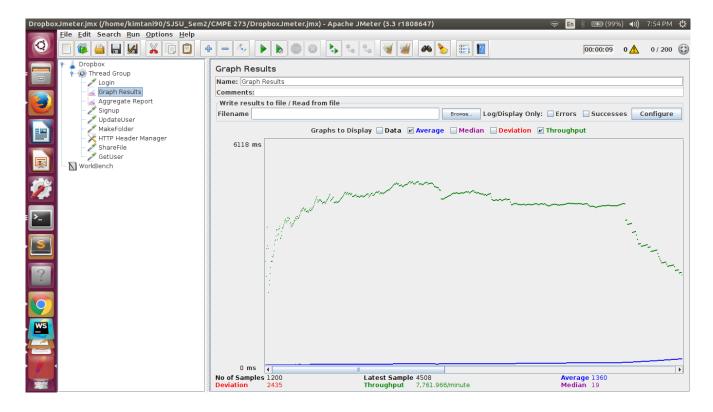
1. For 100 concurrent using connection pooling.



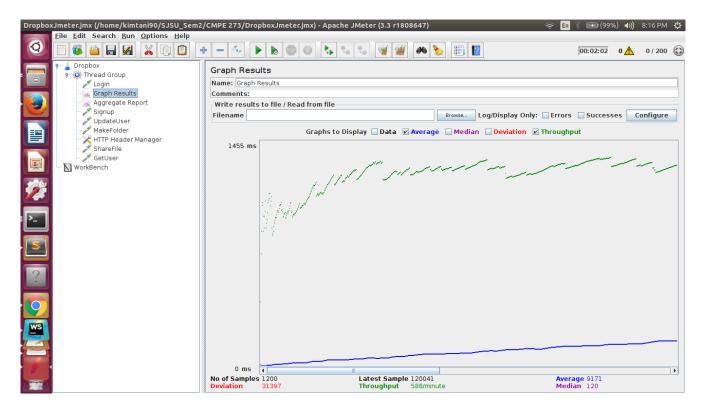
For 100 concurrent users without connection pooling.



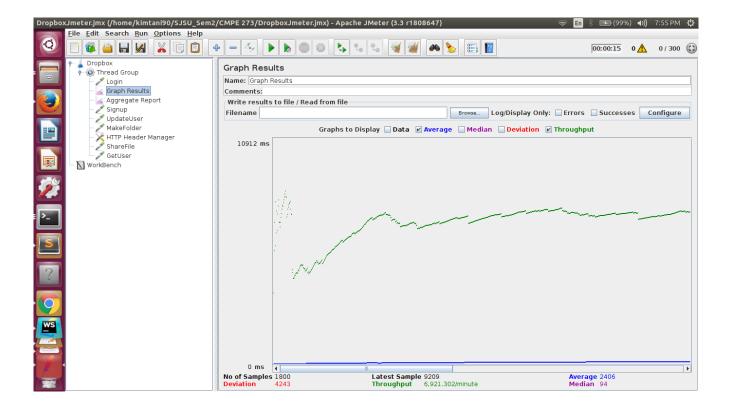
2. For 200 concurrent users with connection pooling.



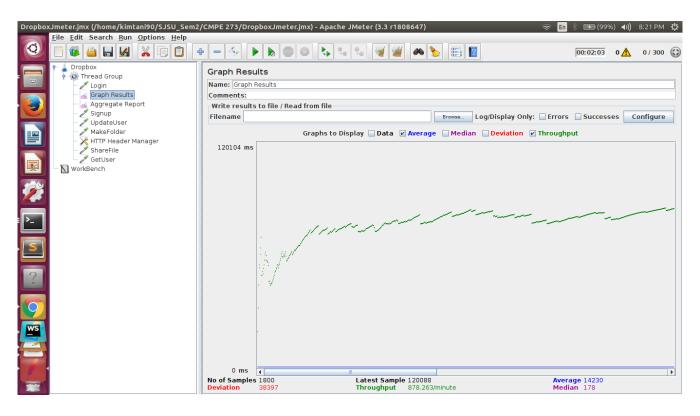
For 200 concurrent users without connection pooling.



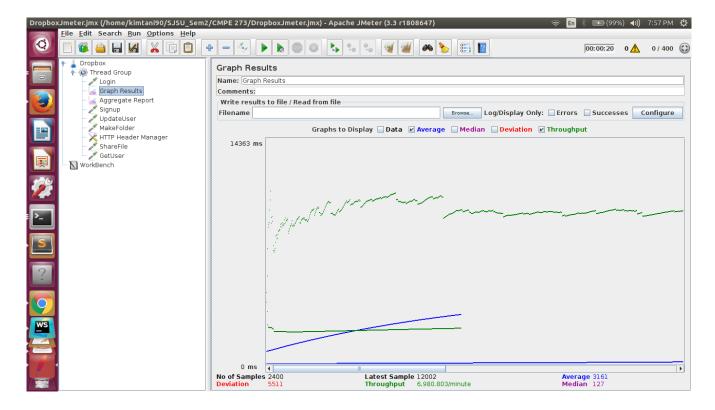
3. For 300 concurrent users with connection pooling.



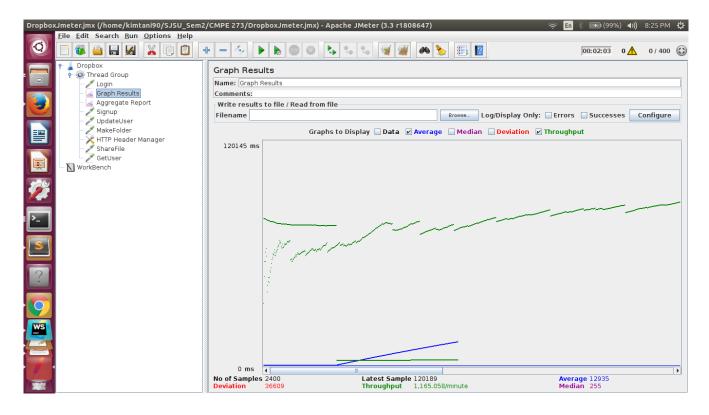
# For 300 concurrent users without connection pooling.



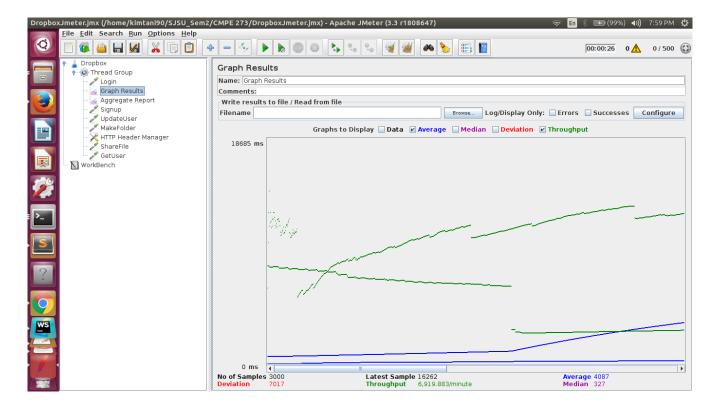
4. For 400 concurrent users with connection pooling.	



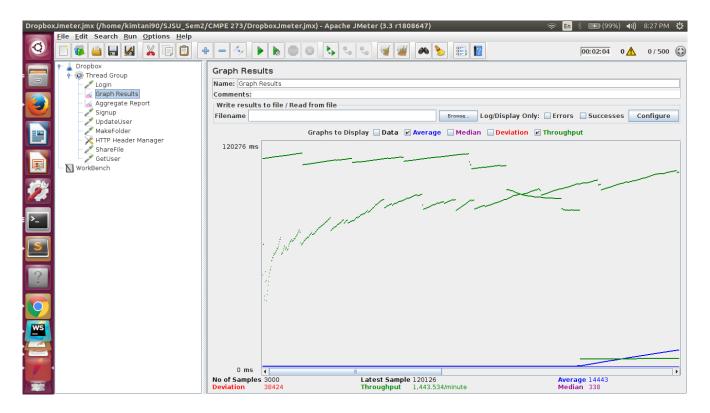
For 400 concurrent users without connection pooling.



5. For 500 concurrent users with connection pooling.



For 500 concurrent users without connection pooling.



As seen from the above screenshots the average time is significantly lower, approximately 10 times using connection pooling when compared to testing done using without connection pooling.

## Questions:

1. Explain the encryption algorithm used in your application. Mention different encryption algorithms available and the reason for your selection of the algorithm used.

The encryption algorithm used for dropbox application is "Salt and Hash".

A salt is random data that is used as an additional input to a one-way function that "hashes" a password.. The primary function of salts is to defend against dictionary attacks or against its hashed equivalent, a pre-computed rainbow table attack.

Different encryption algorithms are:

Triple DES RSA Blowfish Twofish

## AES Salt and Hash

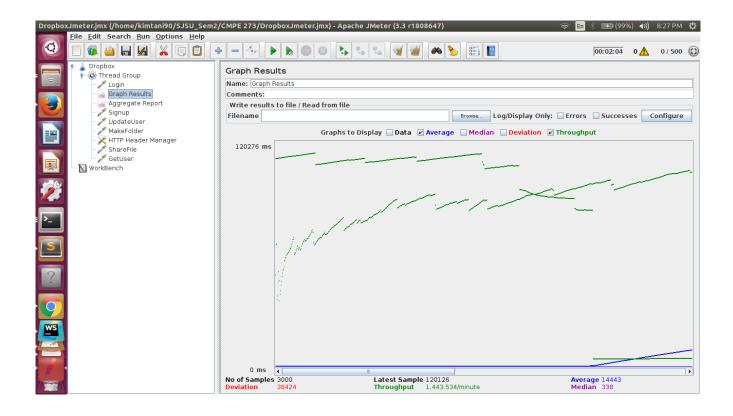
The primary reason to use Salt and Hash is to defend against dictionary attacks or against its hashed equivalent, a pre-computed rainbow table attack.

2. Compare the results of graphs with and without connection pooling of database. Explain the result in detail and describe the connection pooling algorithm used in your code.

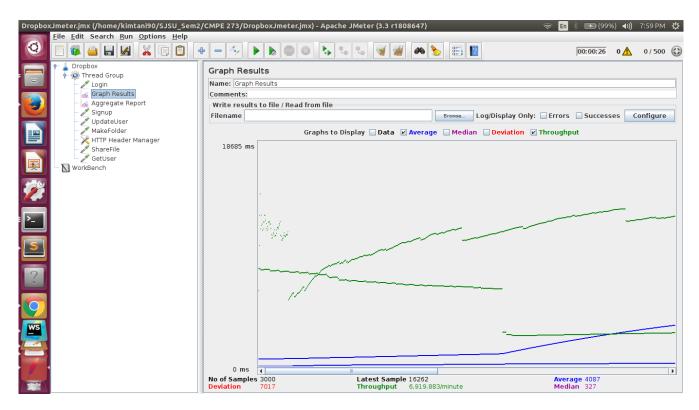
MySql inbuilt feature for connection pooling has been used for dropbox application.

```
mysql.createPool({
    host : 'localhost',
    user : 'root',
    password : 'kimtani02',
    database : 'cmpe273',
    port : 3306
});
```

Graphical results when dropbox APIs tested without connection pooling using Jmeter.



Graphical results when dropbox APIs tested without connection pooling using Jmeter.



The average time when tested without connection pooling is 4007 ms while when tested without connection pooling is 14443 ms. The performance will be about 3 times better when connection pooling is used.

3. What is SQL caching? What all types of SQL caching is available and which suits your code the most. You don't need to implement the caching, write pseudo code or explain in detail.

SQL caching is a very important task to assure that the server resources are not heavily consumed by a bad performing query. One of the important tasks when SQL caching is to clean the SQL Server Cache so that the results are not influenced by the caching mechanism.

## Type of SQL caching:

- 1. Adhoc query caching
- 2. Autoparameterization
- 3. Prepared queries, using either sp\_executesql or the prepare and execute method invoked through the API
- 4. Stored procedures or other compiled objects (triggers, TVFs, etc.)

Prepared queries, using either sp\_executesql or the prepare and execute method invoked through the API suits my current structure of application.

4. Is your session strategy horizontally scalable? If YES, explain your session handling strategy. If NO, then explain how can you achieve it.

No , The application is currently not horizontally scalable. Even though there is session management implemented, but there is no database at the back-end to support horizontal scaling.

In order to achieve horizontal scaling all that needs to be done is to store the session data back in the shared database instead of the server memory, by doing so we can achieve horizontal scaling, so if a new server is added all that needs to be done is to connect it to that common database and the session data can be retrieved from there which will handle the statelessness as well as session management. To increase the session management, all that needs to be done is to enable the stickiness on the load balancer to route the requests so that the consecutive requests will be routed to the same server.