Simple Job Dispatcher For Distributed Systems

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Introduction :

This project is centred around developing a scheduler for jobs for distributed systems. The first stage of this project focuses on allocating tasks on a server by clients. This is firstly done through a client-server connection, allowing the client to schedule jobs to the server simulator of the distributed system. Through this connection, the main task that is done in this stage is to find the largest server that is present within the distributed systems configuration file and sending all jobs from the client to that server. This is done with the use of a function called “allLargest” created on the client-side where the largest server within the configuration file is determined. Subsequently, the client-side simulator uses this information for transferring all jobs of the client to that server. All in all, the main goal of this stage is to be able to create a stable connection between the client side simulator and the server side simulator and be able to schedule jobs to the largest server within the configuration file that the client side simulator is connected to.