

101 Solutions

Iteration 2

101 Solutions

August 25, 2013

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1 Introduction

The purpose of this document is to keep track of the ongoing development progress of the software application manager AppMan. In each iteration additional content will be added which will result in this document being an up to date and reliable method to view progress and current development plans and ideas. Content will include milestones reached, current goals and the current functionality of the software.

2 Milestones reached

- A cleaner GUI implementation
- A reliable socket connection(Tcp) between the server and client applications, which will serve as a communication pathway
- Build Copy from master to slave(Logically)
- View builds on the master including further information that can be displayed
- An expandible communication protocol which will be expanded to include new and further functionality
- Creating a database that can store information related to builds kept on the master and slaves
- MD5 sum generation to determine if there is a difference between the build on Master Machine and Slave Machine
- Colour coding to display if builds on master or slave machine have similar content(Green, Yellow, Red)

3 Immediate Goals

Our next main goals for the project:

3.1 Build transference

- Goal: The ability to copy the builds to the clients(Slave computers) and also to compress the files that will be copied

3.2 Build Information Comparison

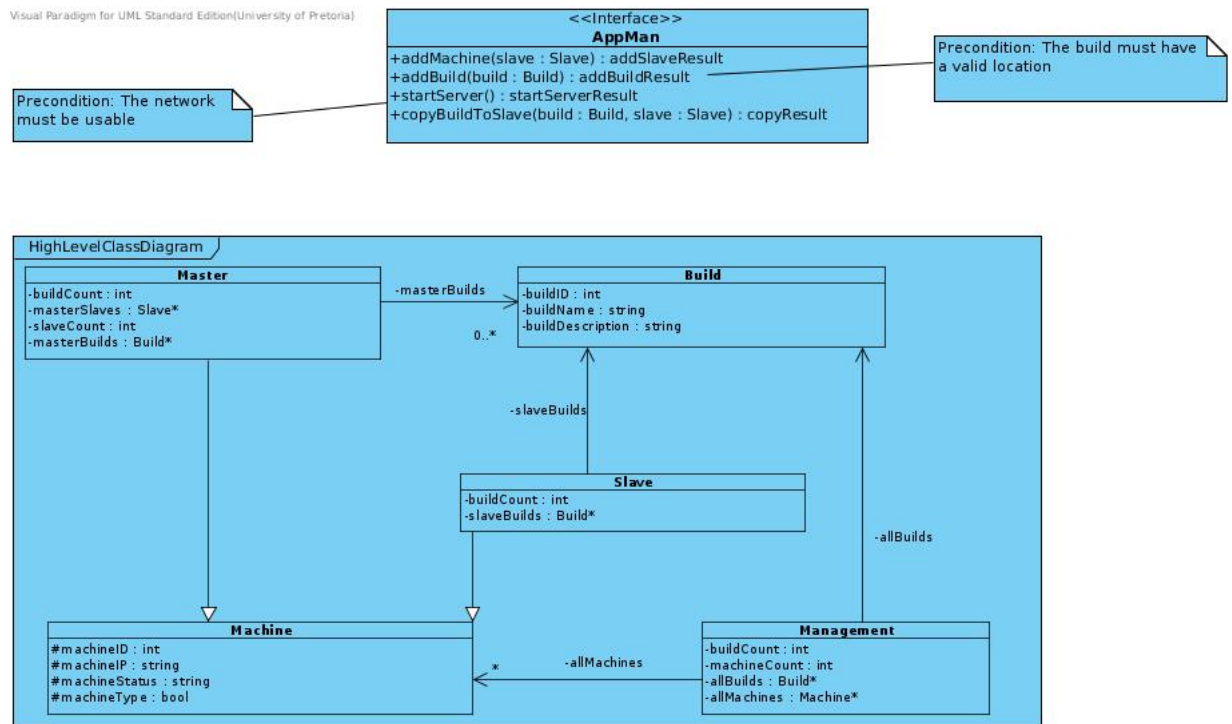
- Goal: The ability to synchronize two builds on master and slave computers(i.e. if a change have been made to a file)

3.3 Slave System Information

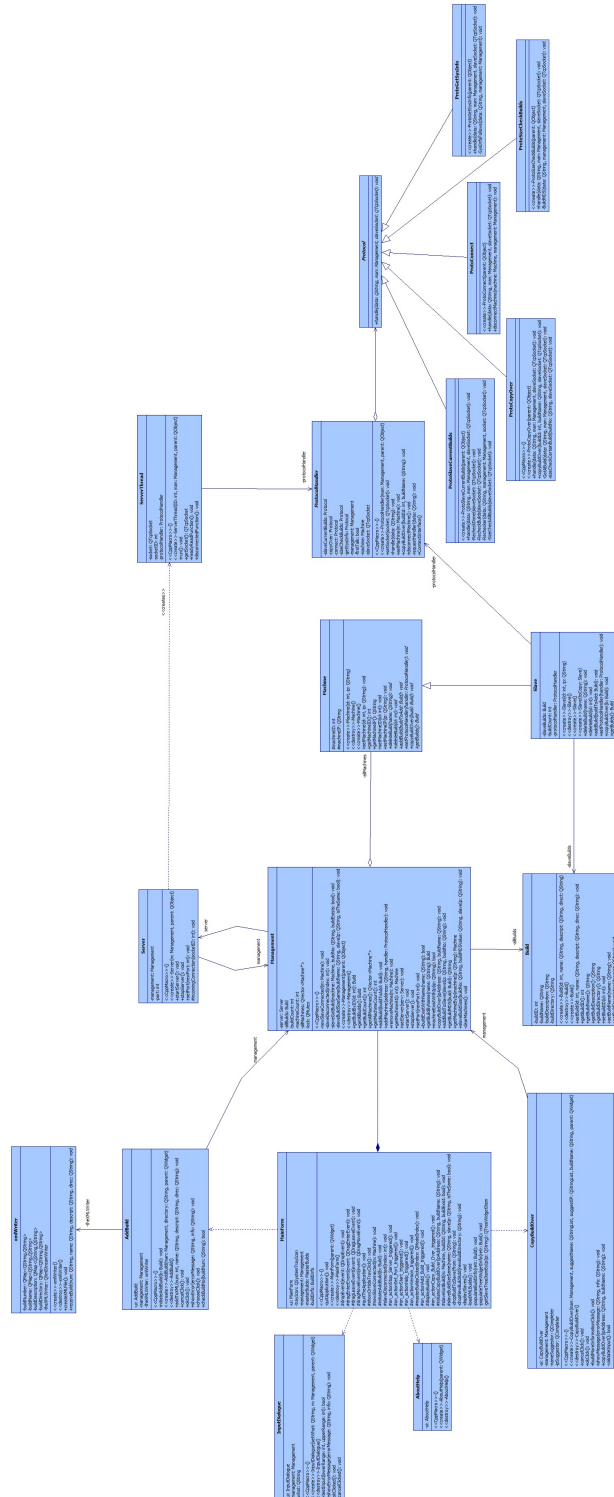
- Goal: The ability to transfer system information to master and back

4 System Design

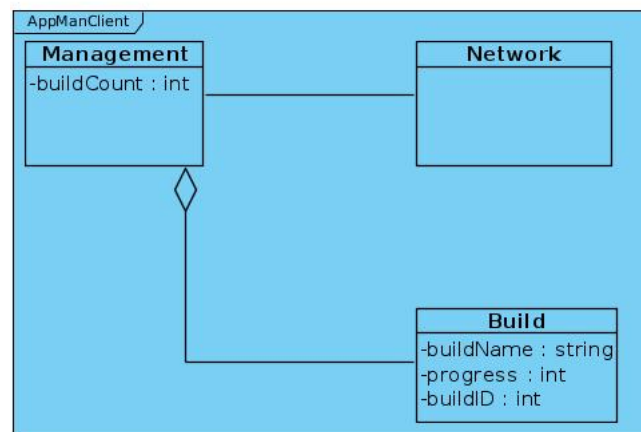
4.1 AppMan



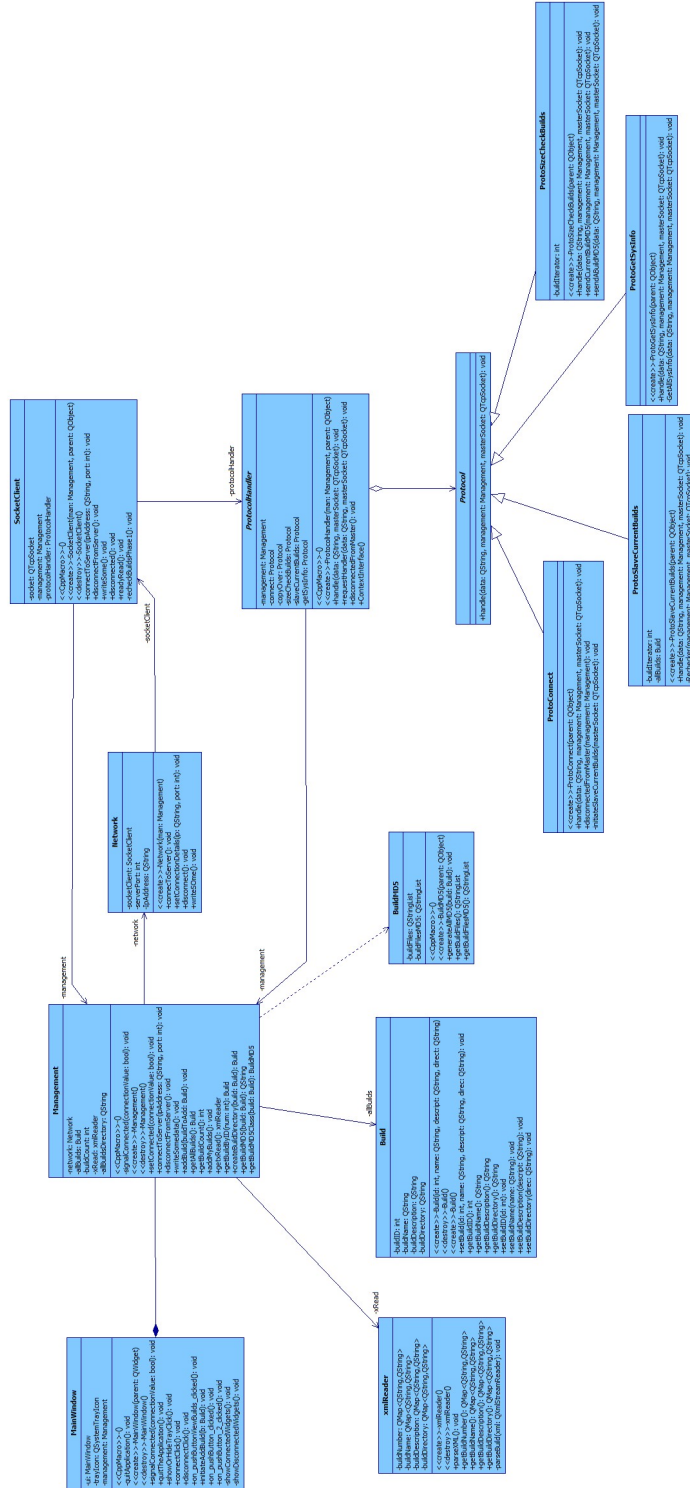
Detailed Class Diagram(AppMan)



4.2 AppManClient

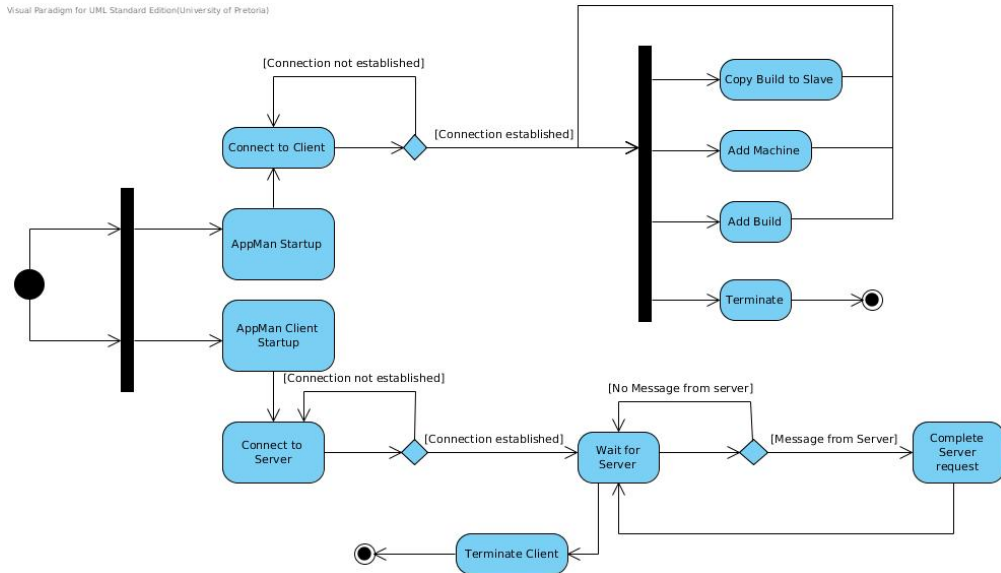


Detailed Class Diagram(AppManClient)

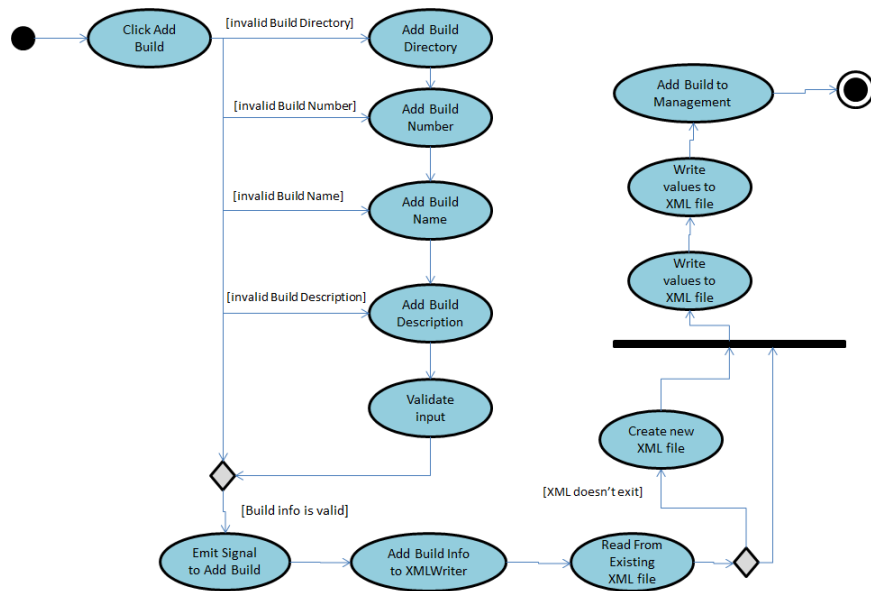


5 Processes

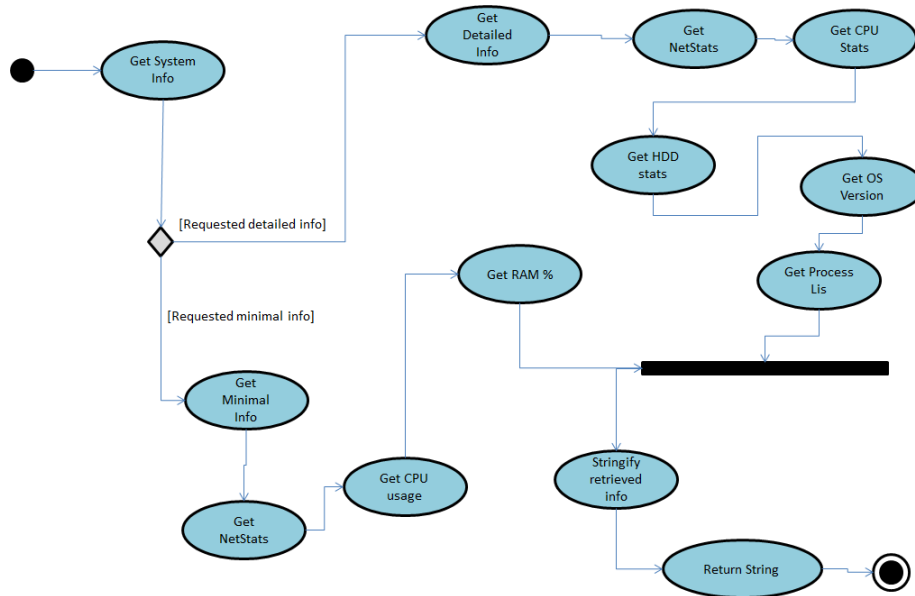
5.1 ActivityDiagram



5.2 Add Build ActivityDiagram



5.3 Get System Info ActivityDiagram



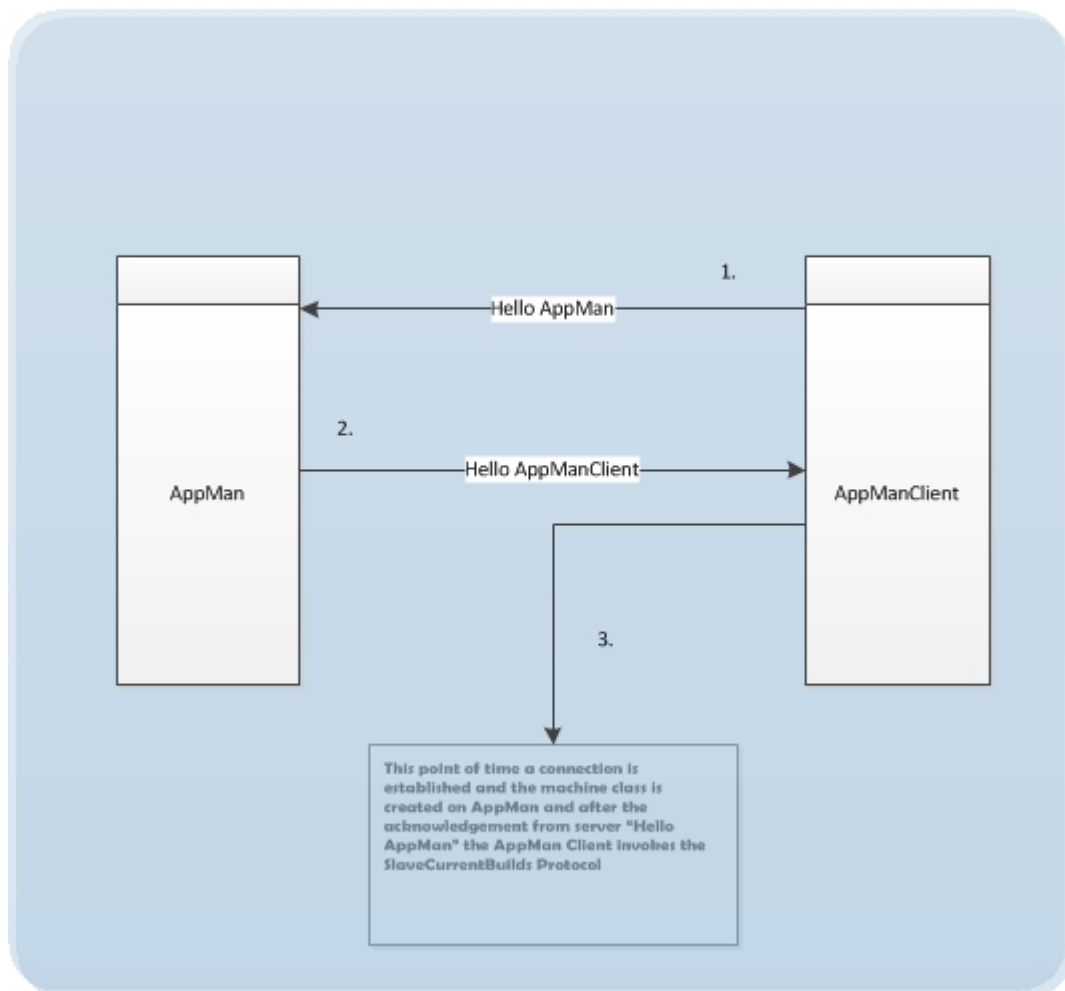
6 Communication Protocol

Brief Description: The following diagrams are Data Flow Diagrams describing the protocol that is used to implement communication between the AppMan and AppManClient. The protocol is easy to understand and each of them serve a purpose in order to harbour proper communication. The order in which the communication takes place are indicated by the numbers near the flow.

6.1 Connect

This protocol is followed when the client application first connects to the AppMan server. The connecting application will directly be disconnected if the correct protocol is not followed. SlaveCurrentBuilds protocol directly follows this protocol.

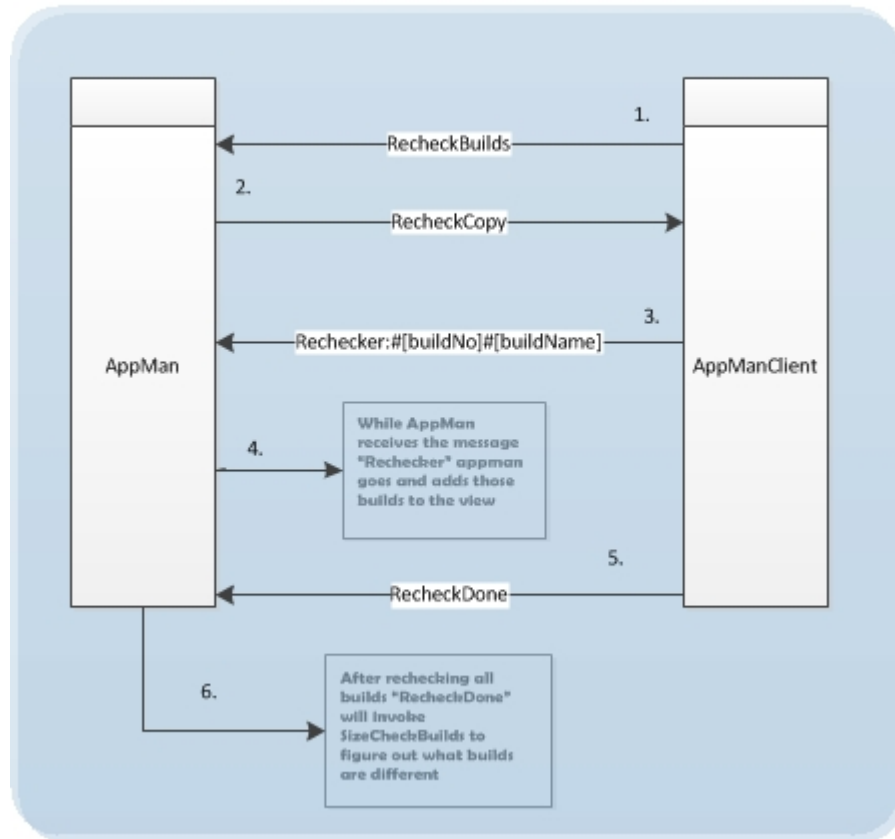
Connect Protocol



6.2 SlaveCurrentBuilds

This protocol is invoked directly after Connect protocol and will update all the builds that are currently on the slave and show them on the master. With this protocol one can see all the builds that are there. Upon reaching the "RecheckDone" data, the SizeCheckBuilds protocol will be invoked for each build.

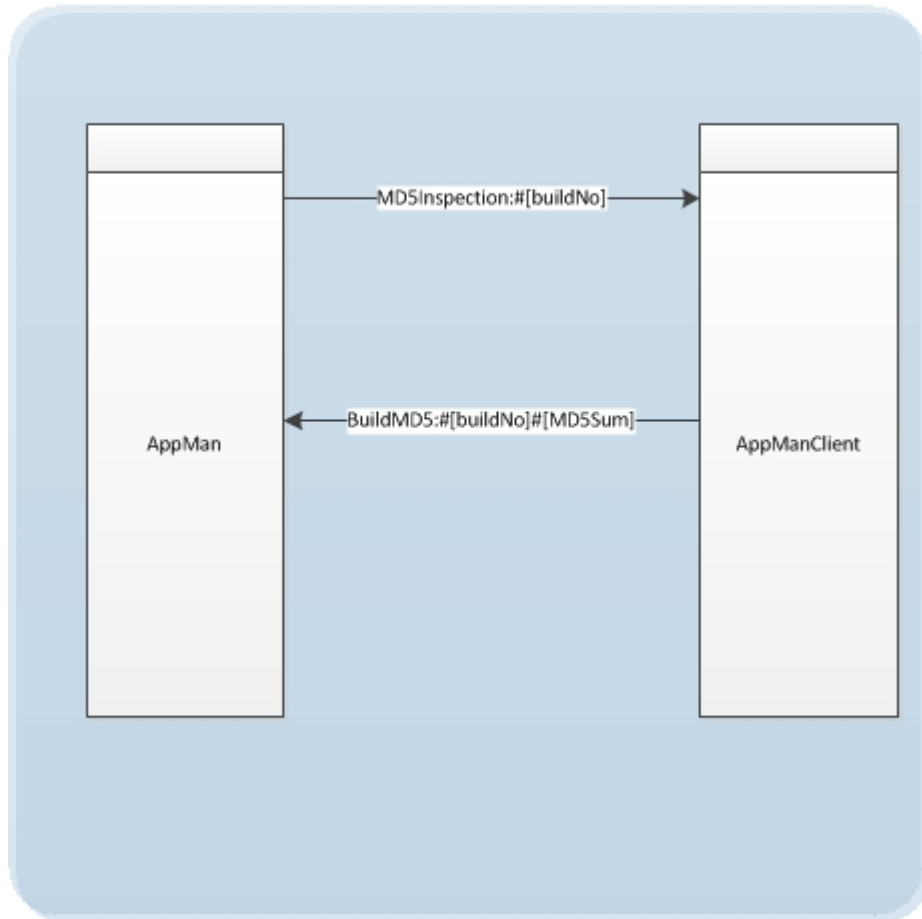
SlaveCurrentBuilds Protocol



6.3 SizeCheckBuilds

This protocol is followed when determining if the build of the AppMan and AppManClient have different MD5 values which will indicate that there are differences in the builds themselves. If a difference is detected CopyOver protocol is invoked to copy the build files over from the Master machine to Slave Machine.

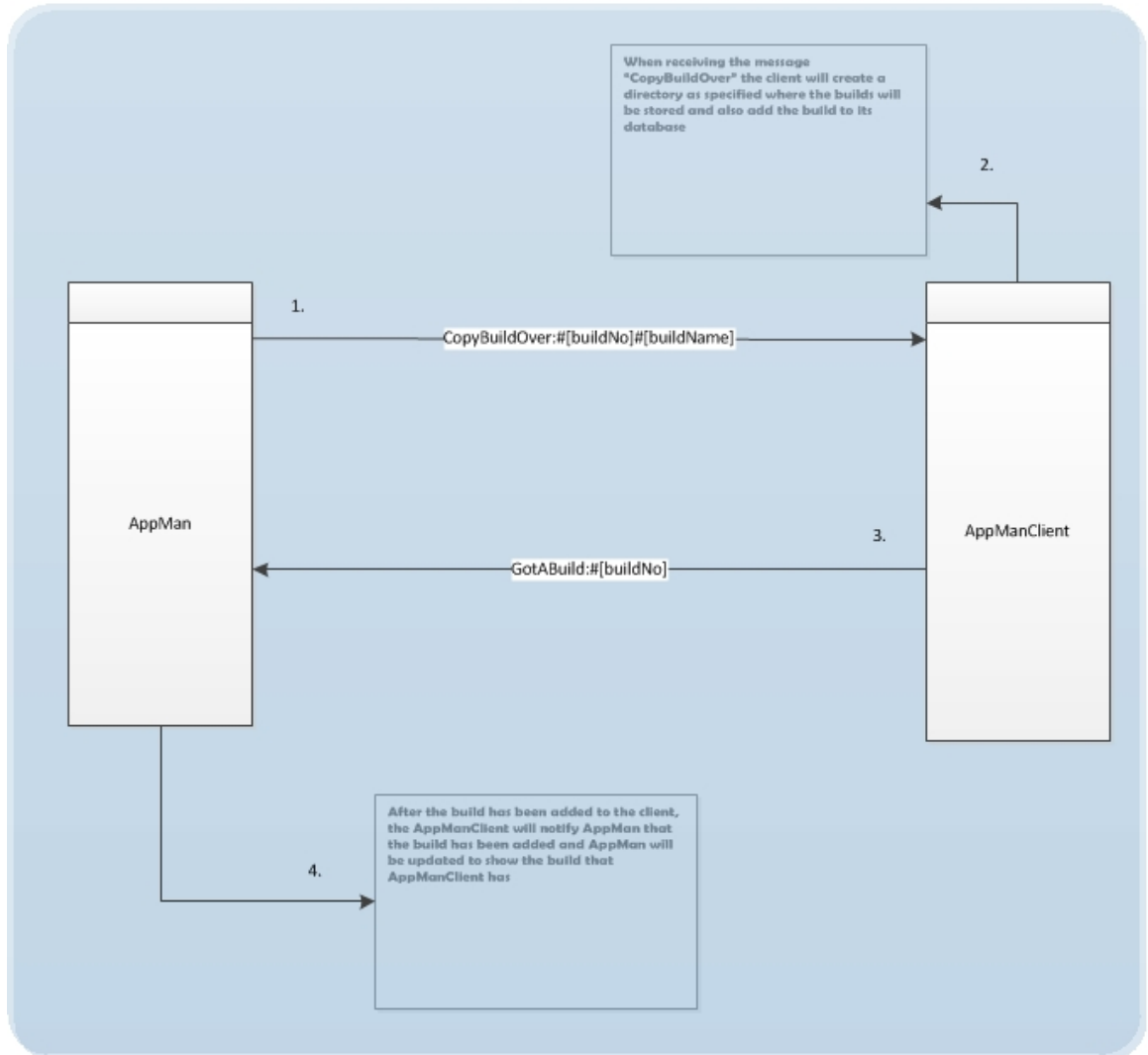
SizeCheckBuilds Protocol



6.4 CopyOver

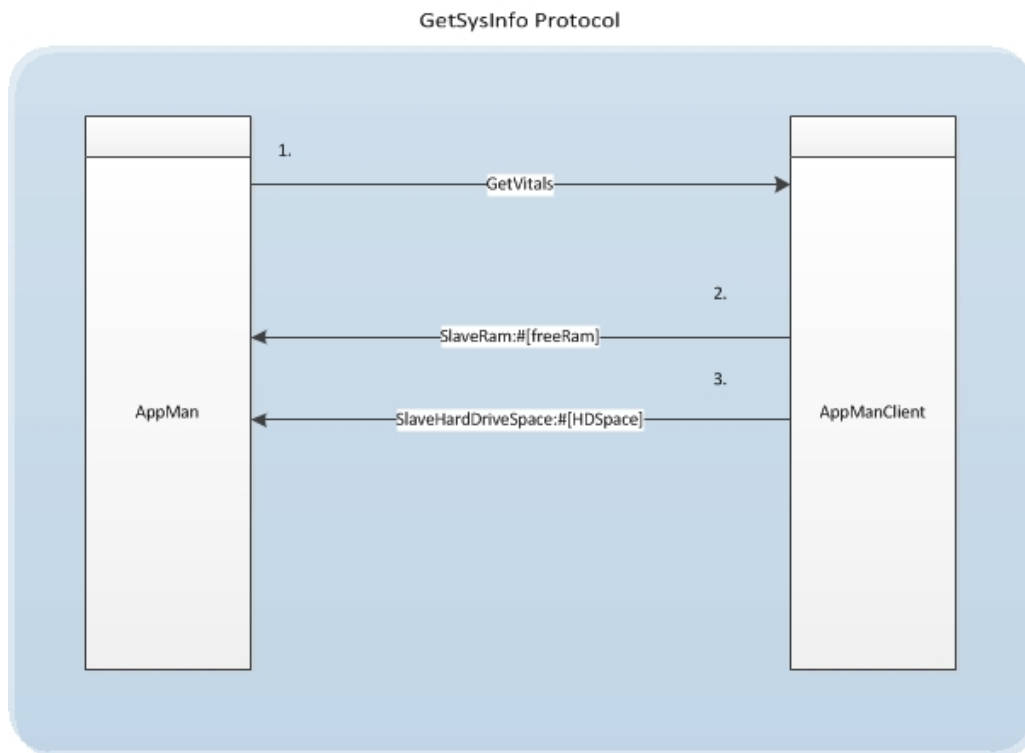
This protocol is followed when a build is logically copied over from master to slave. The build name and number is saved on the slave side.

CopyOver Protocol



6.5 GetSysInfo

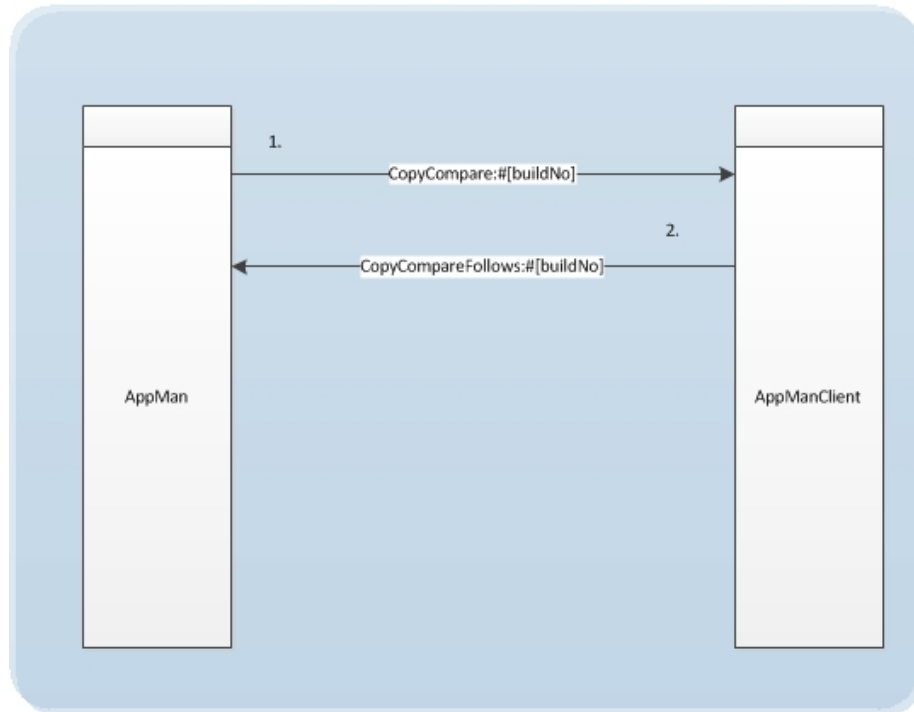
This protocol is used to obtain various system info from the slave machine to display on the master machine. The slave machine returns its "vitality" which is displayed on the master machine.



6.6 SendBuild

This protocol is where a physical build is being sent to the slave machine. Before sending a build, the MD5 values are calculated for each and every file so that one can see what files are different. The MD5 values sent to the master will be used to create a CopyCompare class which will indicate which files will be sent across the network. The file that is sent across the network will be uncompressed and those files will be added in an uncompressed format on the AppManClient side.

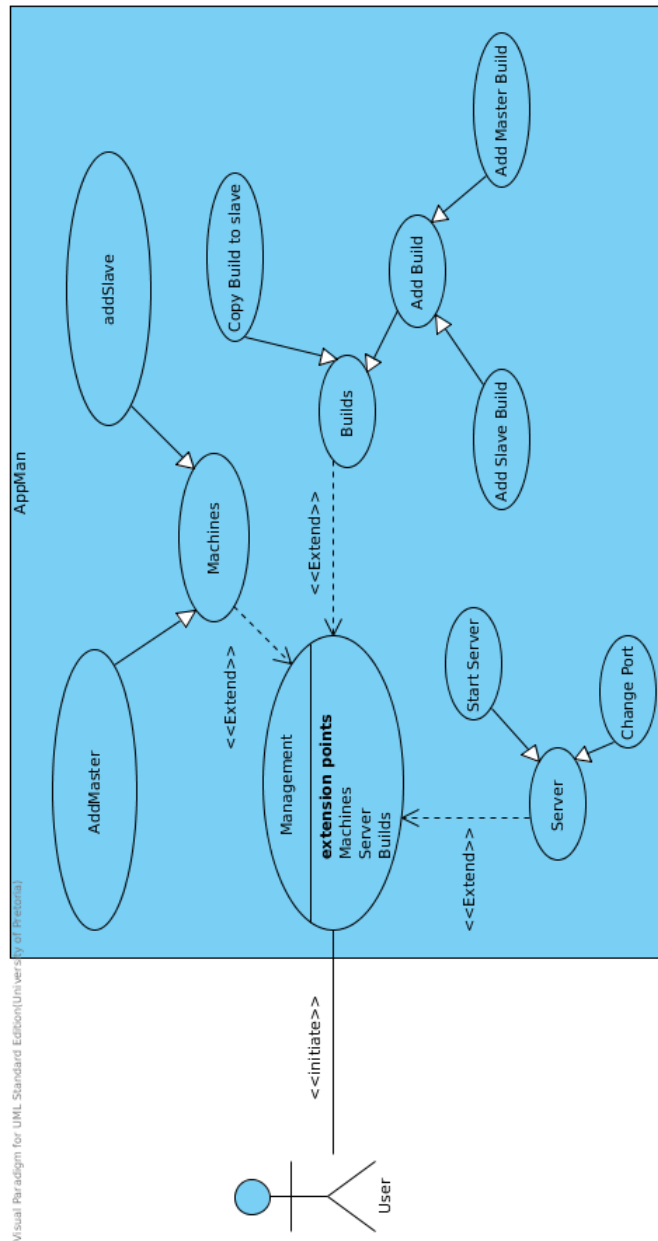
SendBuild Protocol



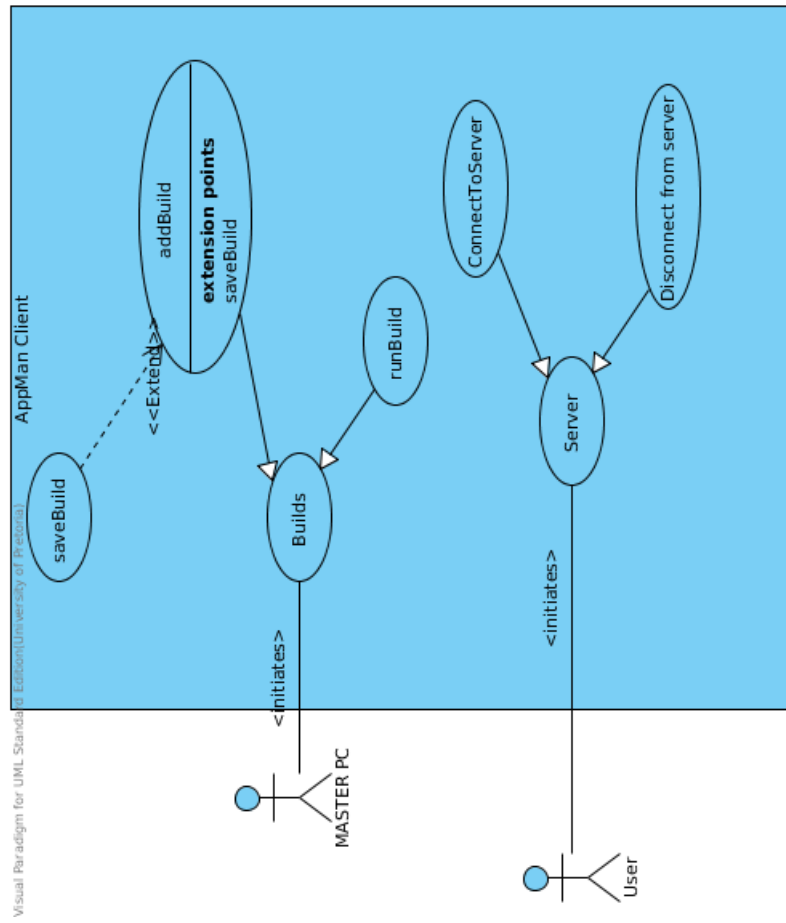
7 Functional Requirements

7.1 Use Case Diagrams

- AppMan



- AppManClient



7.2 Builds

- Builds must be addable to the master
- Builds must be updated on the slave computers once a change have been made
- Only changed files must be sent to the slave computers once a change has been made
- Easy to manage the builds that are on the master computer
- Builds must be able to have the following
 - Build Number
 - Directory
 - Name
 - Description

7.3 Copying

- Copying must be done over the network
- The copy of multiple files must be compressed to reduce the time it takes to copy a file
- Progress of copy must be shown on master computer while copying takes place

7.4 User Interface

- The user interface must be easy to use
- The user interface must make use of drag and drop capabilities to promote usability

7.5 Server & Client Applications

- The Applications must start on computer startup in a minimized form(e.g. in the tray)
- The Master machine server must start on application start

- Slave machines must connect to the master computer via the network once the application starts up
- Slave machines must prompt connection details once and then connect automatically afterwards
- The user interface must make use of drag and drop capabilities to promote usability

8 Glossary

- Build - An application build version that could potentially be distributed to slave computers
- Slave - A computer that will be controlled via a master computer
- Application builds will be sent to this computer
- Master - A computer that will control Slaves across a network
- Server - A machine waiting on the network for connections from other machines
- GUI - Graphical User Interface with which a user can control an application
- Project - This project. The distributed application manager
- Application Configuration - Environment variables that are specified when running an application
- Colour coding - The use of different colours to display certain information