Distributed Event Management System

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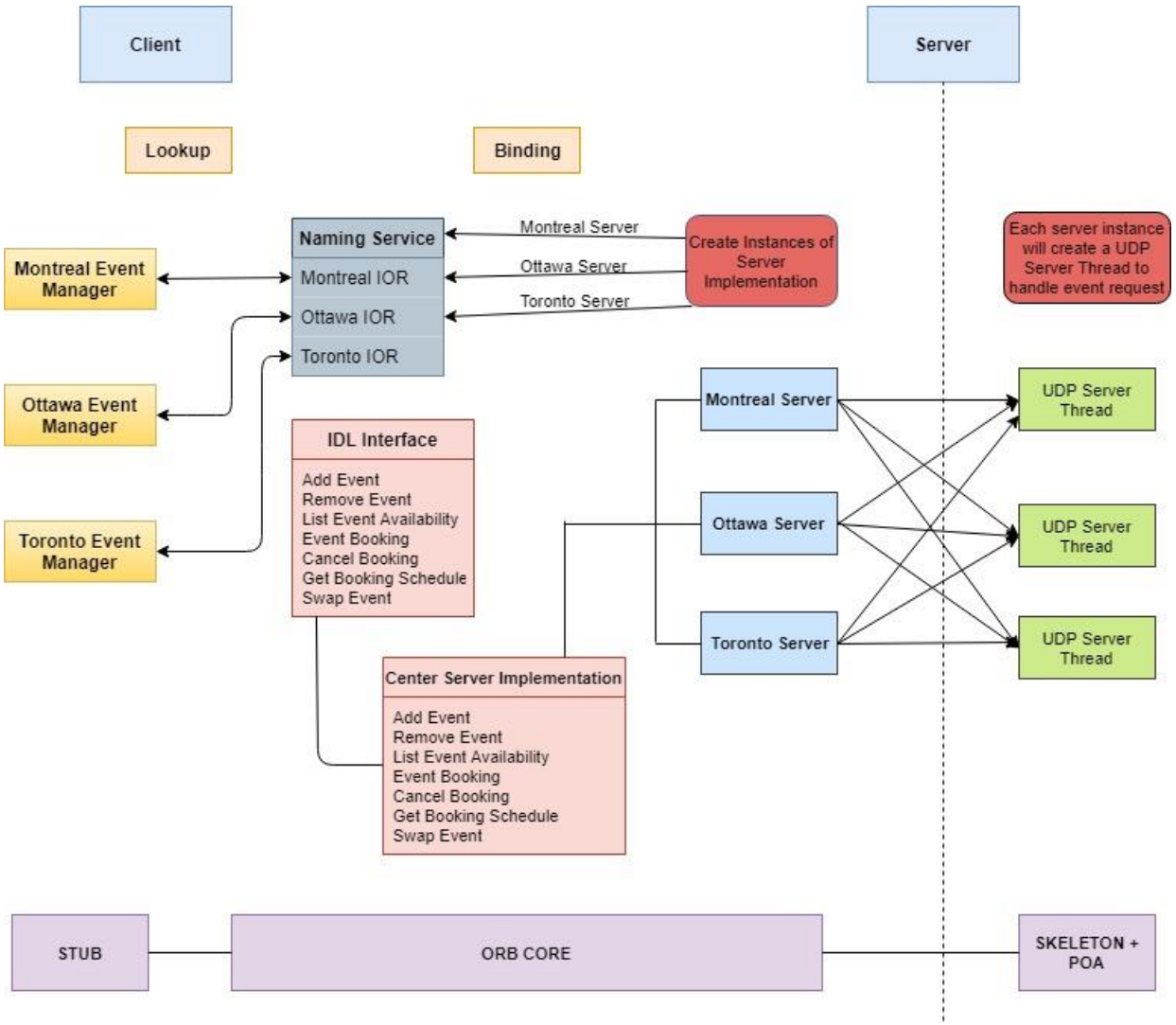
Overall Description:

Event management is implemented as a distributed system to book and manage events across different branches of a corporate event management company. The system is built using CORBA architecture and the users can see a single system handling user requests providing location and language transparency. It also manages simultaneous requests with adequate synchronization with the help of multithreading.

Design Architecture:



CORBA IDL Interface:

- string addEvent(in string managerId, in string eventId, in string eventType,in string eventCapacity)
- string removeEvent(in string managerId, in string eventId, in string eventType)
- string listEventAvailability(in string managerId, in string eventType)
- string eventBooking(in string customerId, in string eventId, in string eventType)
- string cancelBooking(in string customerId, in string eventId, in string eventType)
- string getBookingSchedule(in string customerId)
- string swapEvent(in string customerId, in string newEventId, in string newEventType, in string oldEventId, in string oldEventType)

CORBA Servant (EventManagerClient):

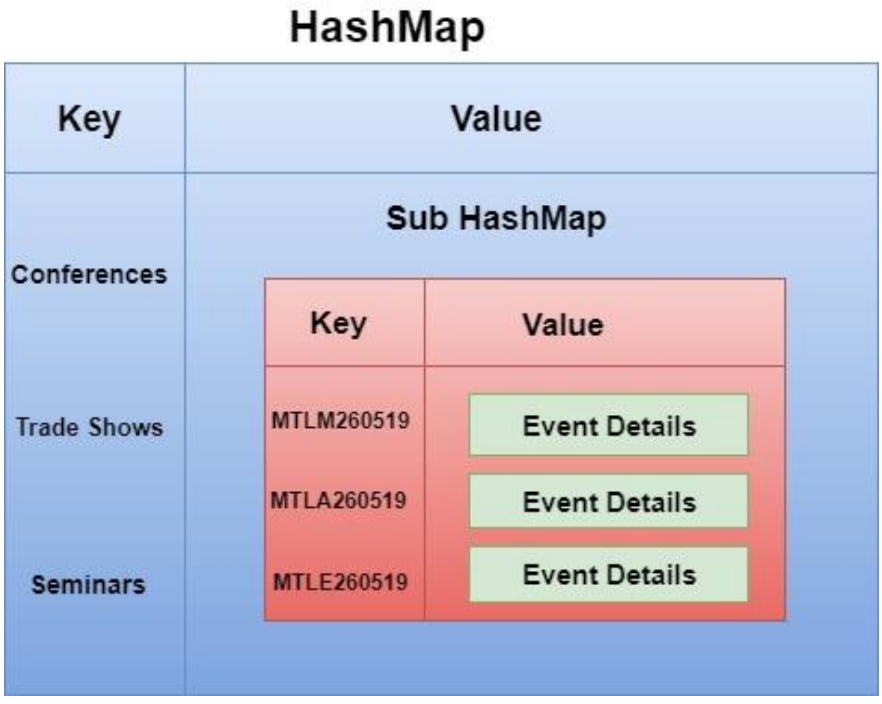
- This class implements the IDL interface.
- Three instances of CORBA Servant implementation are created. One each for branches: MTL, OTW, TOR.

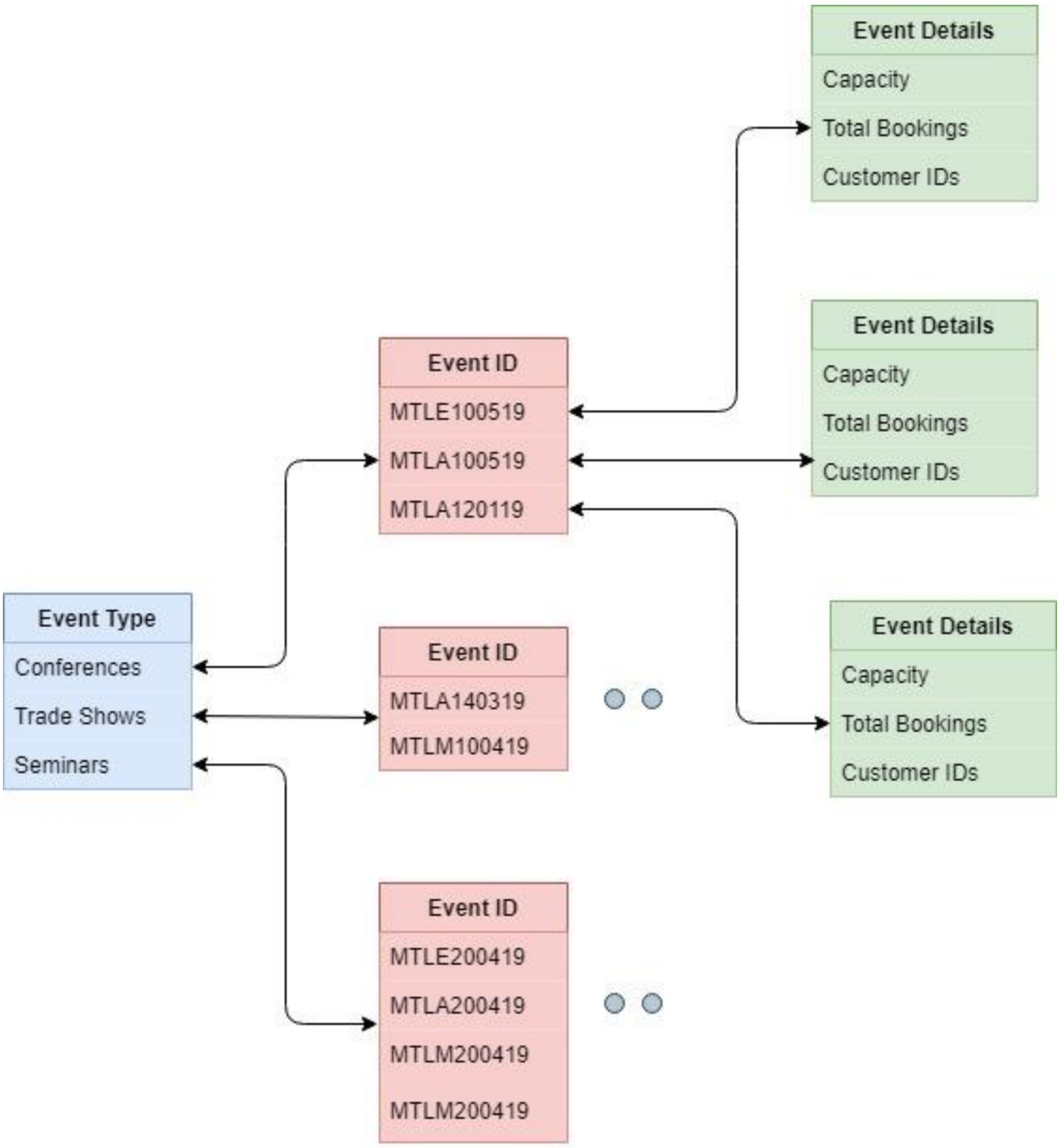
CORBA Naming Service:

Instances of EventManagerClient is bound to the CORBA Naming Service with three different strings to expose the objects to the client.

- ncRefTor.rebind(pathTor, hrefTor);
- ncRefMtl.rebind(pathMtl, hrefMtl);
- ncRefOtw.rebind(pathOtw, hrefOtw);

Data Models:





Logs:

To perform logging for troubleshooting on both server and client end, we have utilized the logger functionality of Java (java.util.logging).

Log Format:

Each log data comprises of the below mentioned details:

- Date and time the request was sent.
- Request type (book an event, cancel an event, etc.).
- Request parameters (clientID, eventID, etc.).
- Request successfully completed/failed.
- Server response for the particular request.

Center Server:

Each server log (Montreal, Ottawa, Toronto) will be saved in their respective folder

- logs/mtl.log
- logs/otw.log
- logs/tor.log

These logs include:

- Event added
- Event cancelled
- Availability of events

Client:

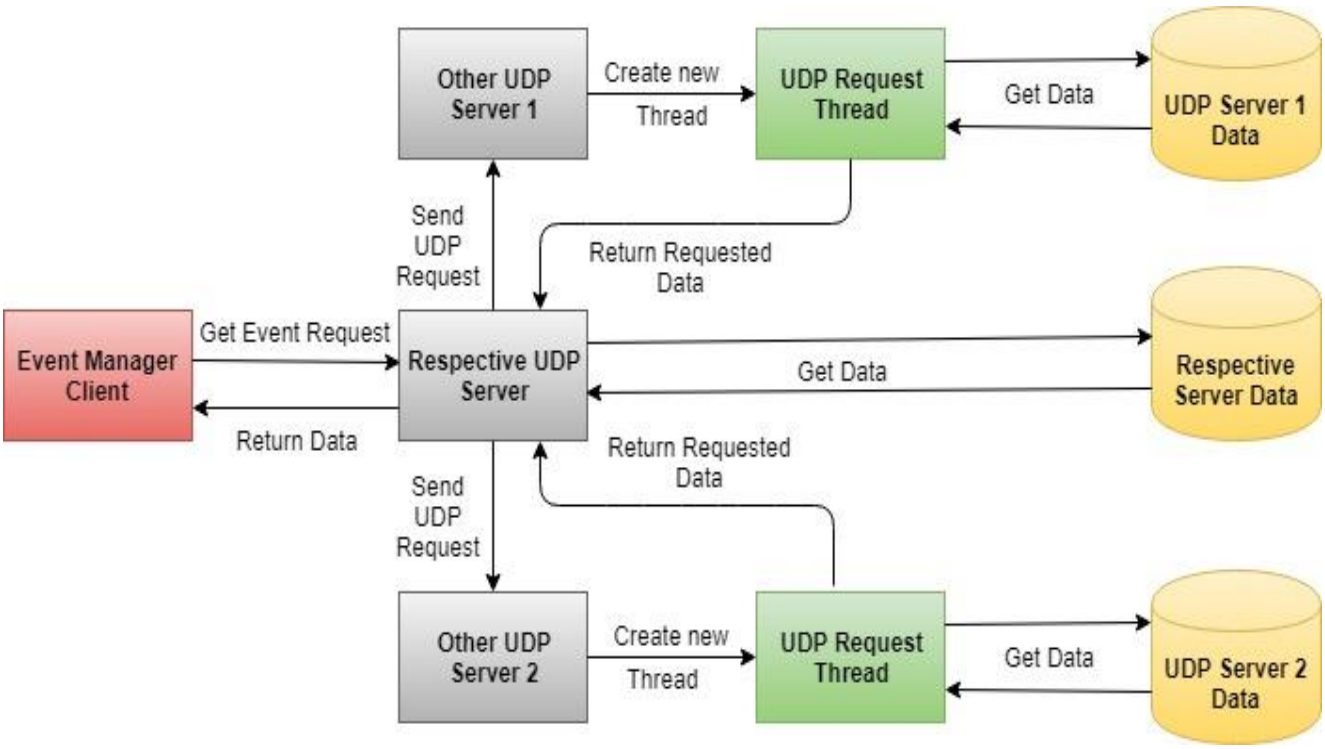
For every action performed by the client, a log file with clientID is created such as:

- Booking an event
- Canceling an event
- Retrieving booking schedule

Implementation:

- We have created a separate logger file for each of the three servers.
- To save contents of the corresponding log file, we have used a file handler.
- Various server responses are recorded using levels like WARNING, ERROR etc.

UDP Server Design:



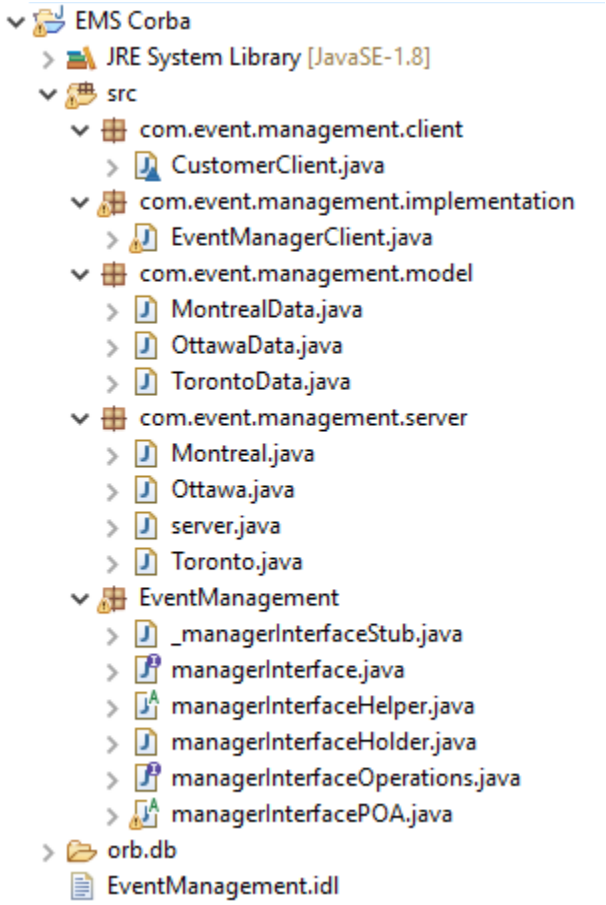
Flow:

- The event manager client sends event request to the respective server.
- The server fetches the requested data.
- It forks new requests to send the event request to the other servers located at various locations.
- The UDP servers at these locations receives the request and creates new threads to process the request.
- The newly created threads fetches the respective data and responds to the request.
- The server which received the request responds to the manager client with appropriate data.

Concurrency:

The manager client creates new thread to communicate to each of servers to handle requests for same or different events at the same time.

Code Structure:



Challenges:

Implementation of synchronization while managing multiple event requests at the same time has been challenging.

Test Scenarios:

- If the availability of an event is full, more customers cannot book the event.
- A customer can book as many events in his/her own city, but only at most 3 events from other cities overall in a month.
- A customer can perform only customer operation and cannot perform any event manager operation but an event manager can perform all operations for its own branches.
- If the user tries to add an event with an event id already added, then event details get updated.
- The user gets an error message “No events available”, if he/she tries to add an event which is not created by manager.
- All the user and manager event requests have been synchronized to handle multiple concurrent event requests for the same/different branches.
- The swap event is successful only if old event remove and new event add operation are successful.
- If old/new event does not exist for swap event, an error message is shown.
- The swap event throws an error if new event add operation exceeds the month’s max limit.

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