

# LAB211 Assignment

Type:  
Code:  
LOC:  
Slot(s):

Short Assignment  
J1.S.P0012  
100  
2

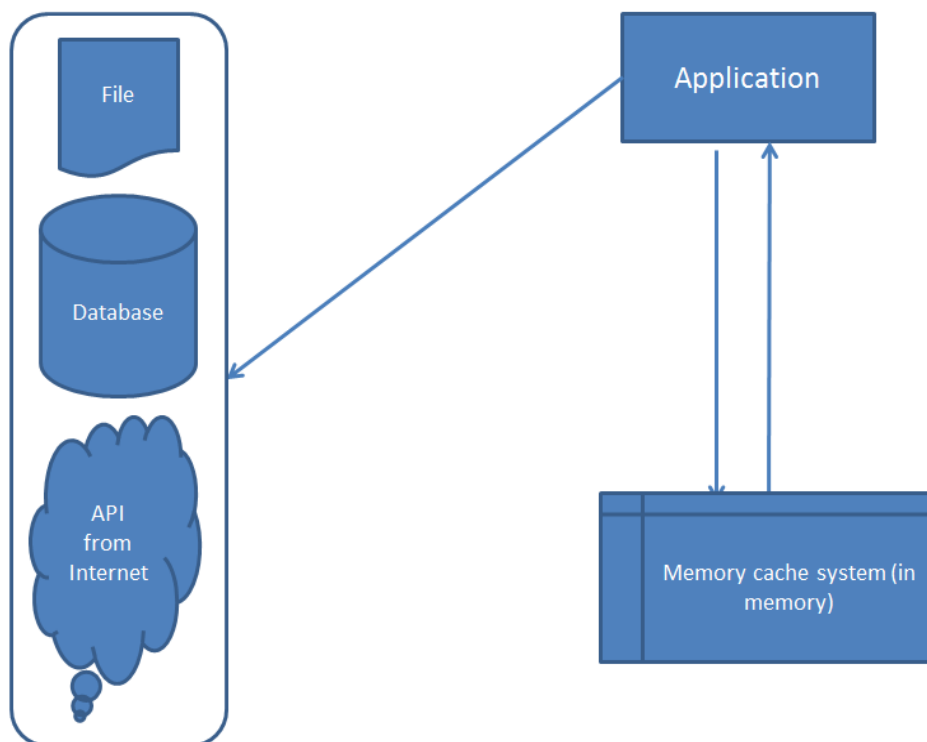
## Title

Memory cache management program

## Background Context

Memory caches are the system caches data and objects in memory. It is often used to speed up dynamic database-driven websites by caching data and objects in RAM to reduce the number of times an external data source (such as a database or API) must be read.

In the memory cache system (mem-cache), each item usually has a key, an expiration time. When an item is



requested, it checks the expiration time to see if the item is still valid before returning it to the client.

## Program Specifications

Design a Simple memory cache system program that allows cache data in memory to reduce number of time read data from external sources.

### Function details:

Suggestion: Program use a HashMap store Object, and wrapper class contains object and expired time.

### Expectation of User interface:

## Guidelines

1. Write wrapper class `FuCached` contains 2 field `Object data`, and `Date expiredDate`.
2. Write class `FuMemoryCached` contain static field `HashMap<String, FuCached> cached`.
  - a) `public boolean putObject(String key, Object object, int timeTolive).`
    - This method will put `Object` to `HashMap<String, FuCached> cached` cached, (new a instance of `FuCached`, set data, `expiredDate` )
  - b) `public static Object getObject(String key)`
    - This method will return `Object` from `HashMap` cached if key exist in `HashMap<String, FuCached> cached` and current time < `expiredDate` of `Object`. (remember remove object if current time > `expiredDate` of `Object`)
  - c) `public static boolean clean (String key)`
    - This method remove `Object` have key equal key from `HashMap` cached
  - d) `public static boolean cleanAll()`
    - This method will remove all `Object` in `HashMap` cached
3. Write Main class `Main` test Program you wrote (example : read student from a file and put to cache)

## Note:

In fact memory cache system must resolve the problem concurrent user. (Example: the same time there are two processes that call method `putObject`) . Thus, try to research about synchronization mechanism in java.  
Suggestion: search google with some keyword like: synchronized, thread safe.