

## Assignment Simple KV Store Report

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### Design:

- We have two parts: **client** and **server**.
- The server can be connected with a **port by giving it via arguments**.
- The server can accept multiple client connections concurrently via **multi-threading**.
- The **max concurrent connections** set are **1024** as per the **memcache protocol**.
- We are using **TCP** as the underlying communication between client and server with low level **socket programming**.
- Server spawns a new thread for each client connected.

### Operations:

- We have implemented 3 operations:
  1. SET
  2. GET
  3. END
- **SET**
  - **Command:**
    - set <key> <size>\r\n <value>\r\n
  - If length is less not equal to 4 it will return ERROR\r\n
  - If key length is greater than 250, it will return ERROR\r\n
  - If the key is already present in the kv store, it will just update it.
  - If <size> is not equal to the <value> it will return ERROR\r\n
- **GET**
  - **Command**
    - get <key>\r\n
  - If length is less not equal to 2 it will return ERROR\r\n
  - If key does not exist it returns NOT-FOUND\r\n
  - If key exists it returns
    - VALUE <key> <size>\r\n <value>\r\n END\r\n
- **END**
  - **Command**
    - end\r\n
  - Closes client thread in server.

### Limitations:

- Currently, the race condition where two writes or set operations are performed at same time is not handled. This can be taken as **future improvement** by **adding timestamp** in persistent storage.

- We are limiting the number of concurrent connections to 1024 as per memcache protocol.

### Steps to reproduce:

- `chmod 755 start_client.sh`
- `chmod 755 start_server.sh`
- `chmod 755 1-client.sh`
- `chmod 755 n-client.sh`
- Start Server
  - `./start_server.sh <server_port>`
- You can run **multiple clients** by this command
  - `./start_client.sh <server_port>`

### Run tests:

- `./start_server.sh 5001`
- `./1-client.sh`
- `./n-client.sh`

### Tests Output:

→ memcached-lite git:(master) X `./n-client.sh`  
 test\_success\_update\_set\_command (tests.test\_n\_client.TestMultipleClient) ... STORED

STORED

STORED

STORED

```
/opt/local/Library/Frameworks/Python.framework/Versions/3.9/lib/python3.9/unittest/case.py:550
: ResourceWarning: unclosed <socket.socket fd=5, family=AddressFamily.AF_INET,
type=SocketKind.SOCK_STREAM, proto=0, laddr=('127.0.0.1', 59433), raddr=('127.0.0.1',
5001)>
  method()
ResourceWarning: Enable tracemalloc to get the object allocation traceback
/opt/local/Library/Frameworks/Python.framework/Versions/3.9/lib/python3.9/unittest/case.py:550
: ResourceWarning: unclosed <socket.socket fd=6, family=AddressFamily.AF_INET,
type=SocketKind.SOCK_STREAM, proto=0, laddr=('127.0.0.1', 59434), raddr=('127.0.0.1',
5001)>
```





test\_success\_set\_command (tests.test\_1\_client.TestSingleClient) ... set test0 1 0  
STORED

set test1 1 1  
STORED

set test2 1 2  
STORED

set test3 1 3  
STORED

set test4 1 4  
STORED

/opt/local/Library/Frameworks/Python.framework/Versions/3.9/lib/python3.9/unittest/case.py:550  
: ResourceWarning: unclosed <socket.socket fd=5, family=AddressFamily.AF\_INET,  
type=SocketKind.SOCK\_STREAM, proto=0, laddr=('127.0.0.1', 59459), raddr=('127.0.0.1',  
5001)>  
method()  
ResourceWarning: Enable tracemalloc to get the object allocation traceback  
ok

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Ran 3 tests in 0.029s

OK