DRONE PROJECT - PART VI

REPOSITORY: https://github.com/xfgoovaerts/DroneProjectPartOne

WHAT WE GOT TO WORK:

- Created delete.py script which will delete the most recent flight after receiving user confirmation.
- Modified delete.py such that providing a flight id as an argument will delete that specific flight (after receiving user confirmation).
- Created list.py script to list the last 10 flights sorted by time.
- Modified fly.py such that, if the last argument is an 'r', the flight id will not be reset and the previous flight will resume.
- Added the two most recent flights to the top of the leaderboard in the Leaderboard.php file.
- We already had DSE reading the Cassandra node IP addresses from a text file.

WHAT WE TRIED HARD BUT DIDN'T GET TO WORK:

• All assigned tasks were completed.

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2. CONNECT TO AWS CLUSTER FROM PYTHON SCRIPT

At the moment, we are using the native Cassandra python drivers to connect to the DSE instance by importing the following classes:

```
from cassandra.cluster import Cluster
from cassandra.auth import PlainTextAuthProvider
```

These can easily be converted to the DSE python driver using the instructions found here: https://docs.datastax.com/en/developer/python-dse-driver/1.1/getting_started/

Because the tutorial we followed included setting credentials on the cluster, the connect command must include an **auth_provider**. Example code is shown below:

```
def connect_to_db():
    global session

auth_provider=PlainTextAuthProvider(
        username='cassandra',
        password='eagles29')

cluster = Cluster(
        auth_provider=auth_provider,
        contact_points=['3.230.244.15', '3.228.63.63',
        '3.231.140.68'])

try:
    session = cluster.connect('competition')
    print('Connected to Cassandra cluster.')

except:
    print('Cannot connect to database. Exiting ...')
    exit(1)
```

The contact points are the public IP addresses of the AWS EC2 instances running each node of the cluster.

The try/except isn't strictly necessary, but without it the flight would continue without being recorded in the database and the console output would include a series of errors as queries execution is executed.

We thought it would be better if the program quit, so flights are not inadvertently flown without being recorded.

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