### Report – Web Sockets

In this report, I have described code along with explanation of the implementation both locally and remotely.

Ability for one node's shell to remotely control another node.

The communication to support this will be performed using Websockets, using a very simple protocol where command lines are sent from a controlling client to a controlled server, and the server sends responses back to the client.

#### Code:

Get the successor of the node. Perform a Web service call to that node, and then retrieve its routing state from its local RMI object. Special case for when this is the local node, i.e. info.addr.equals (localInfo.addr), otherwise get an infinite loop.

Added the web service call.

```
private NodeInfo getSucc(NodeInfo info) throws Failed {
          NodeInfo localInfo = this.getNodeInfo();
          if (localInfo.addr.equals(info.addr)) {
                return getSucc();
          } else {
                // TODO: Do the Web service call.
                return client.getSucc(info);
          }
}
```

## ProxyContent:

A proxy context reads from a command line buffer that it maintains internally, synchronizing with the insertion of command lines into that buffer, and sends responses over a Web Socket connection to a controlling client.

It provides API for reading commands which were sent by the client and sending back responses.

# @Override

```
public void msg(String m) throws IOException {
      // TODO display the message on the remote client console
      sender.sendText(m);
}
```

```
@Override
                        public void msgln(String m) throws IOException {
                                                // TODO display the message on the remote client console
                                                sender.sendText(m+"\n");
                       }
ProxyShell:
Proxyshells sends its command to a remote server node that has agreed to remotely controlled.
There are some commands which are handled by Proxyshell.
if ("connect".equals(cmd)) {
connect(inputs);
} else if ("accept".equals(cmd)) {
accept(inputs);
} else if ("reject".equals(cmd)) {
reject(inputs);
} else if ("quit".equals(cmd)) {
quitShell();
return;
} else if ("help".equals(cmd)) {
help(inputs);
} else {
sender.sendObject(inputs);
}
Session Manager:
Once accepting a request from remote, with the use of proxy context we need to push a local shell on
the stack.
After that remote control request by sending ACKnowledge to the client.
SHELL\_MANAGER. add Shell (Local Shell. create Remotely Controlled (SHELL\_MANAGER. get Current 
tShell().getLocal(),
ProxyContext.createProxyContext(this.getCurrentSession().getBasicRemote())));
```

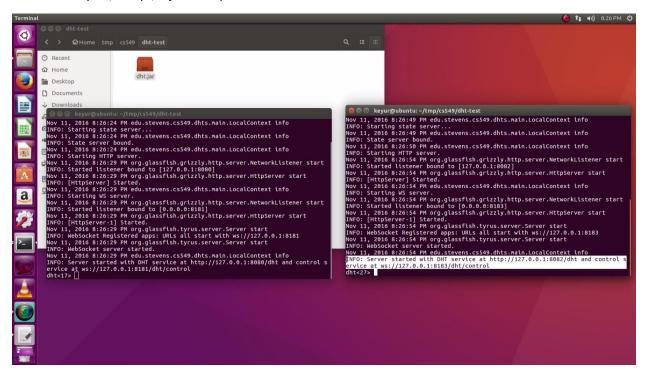
```
currentServer.endInitialization();
                                currentServer.getSession().getBasicRemote().sendText(ACK);
Add, Get and Delete nodes:
public String[] get(NodeInfo node, String skey) throws DHTBase.Failed {
        UriBuilder ub = UriBuilder.fromUri(node.addr);
        URI getPath = ub.queryParam("key", skey).build();
        info("client getBindings(" + getPath + ")");
        Response response = getRequest(getPath);
        if (response == null | | response.getStatus() >= 300) {
                throw new DHTBase.Failed("GET /?key=K");
        } else {
                TableRow row = response.readEntity(tableRowType).getValue();
                return row.vals;
                }
        }
        // TODO
        * Put bindings under a key.
        */
public void add(NodeInfo node, String skey, String v) throws DHTBase.Failed
{
        UriBuilder ub = UriBuilder.fromUri(node.addr);
        URI putPath = ub.queryParam("key", skey).queryParam("val", v).build();
        info("client putBindings(" + putPath + ")");
        Response response = putRequest(putPath);
        if (response == null | | response.getStatus() >= 300) {
        String s = String.format("Failed to add binding: %s -> %s",skey, v);
        throw new DHTBase.Failed(s);
        }
```

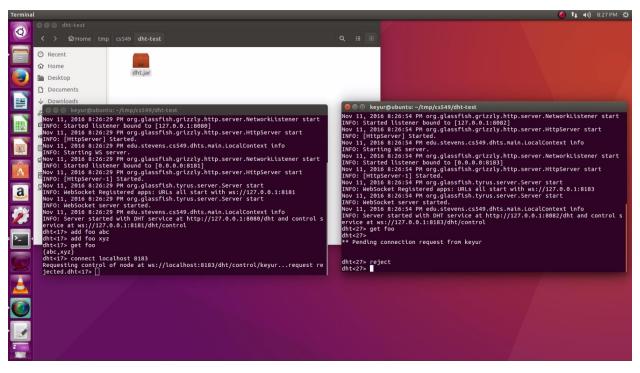
```
}
// TODO
* Delete bindings under a key.
*/
public void delete(NodeInfo node, String skey, String v) throws
DHTBase.Failed {
        UriBuilder ub = UriBuilder.fromUri(node.addr);
        URI deletePath = ub.queryParam("key", skey).queryParam("val",v).build();
        info("client deleteBindings(" + deletePath + ")");
        Response response = deleteRequest(deletePath);
        if (response == null | | response.getStatus() >= 300) {
                throw new DHTBase.Failed("DELETE /?key=K&val=V");
        }
}
Accept and Reject Shell:
protected void accept(String[] inputs) throws IOException {
        if (inputs.length != 1) {
                msgln("Usage: accept");
        } else {
                // TODO
                this.sessionManager.acceptSession(); // Accept the session
                this.shellManager.getCurrentShell().cli(); // Execute the CLI for the new shell
                }
        }
        * TODO Reject and remove the pending session (see SessionManager).
        */
        protected void reject(String[] inputs) throws IOException {
```

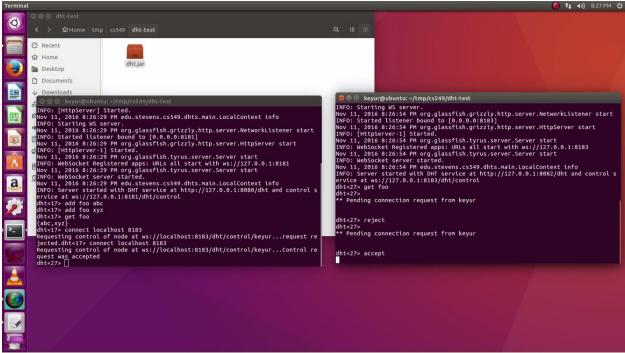
Used connect host port, accept, reject and quit operation.

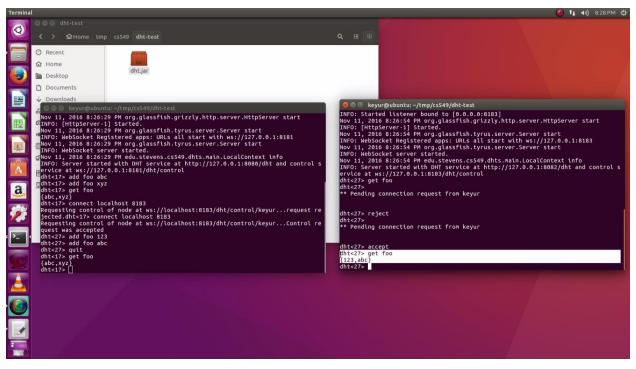
### **Local Test:**

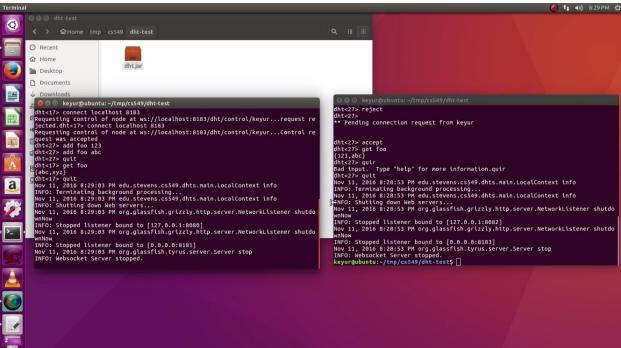
Connect host port, accept, reject and quit command.











#### **Remote Test:**

Transfer dht.jar file on amazon ec2 instance using Secure Copy (Scp) and connect that instance using Secure Shell (SSH).

