

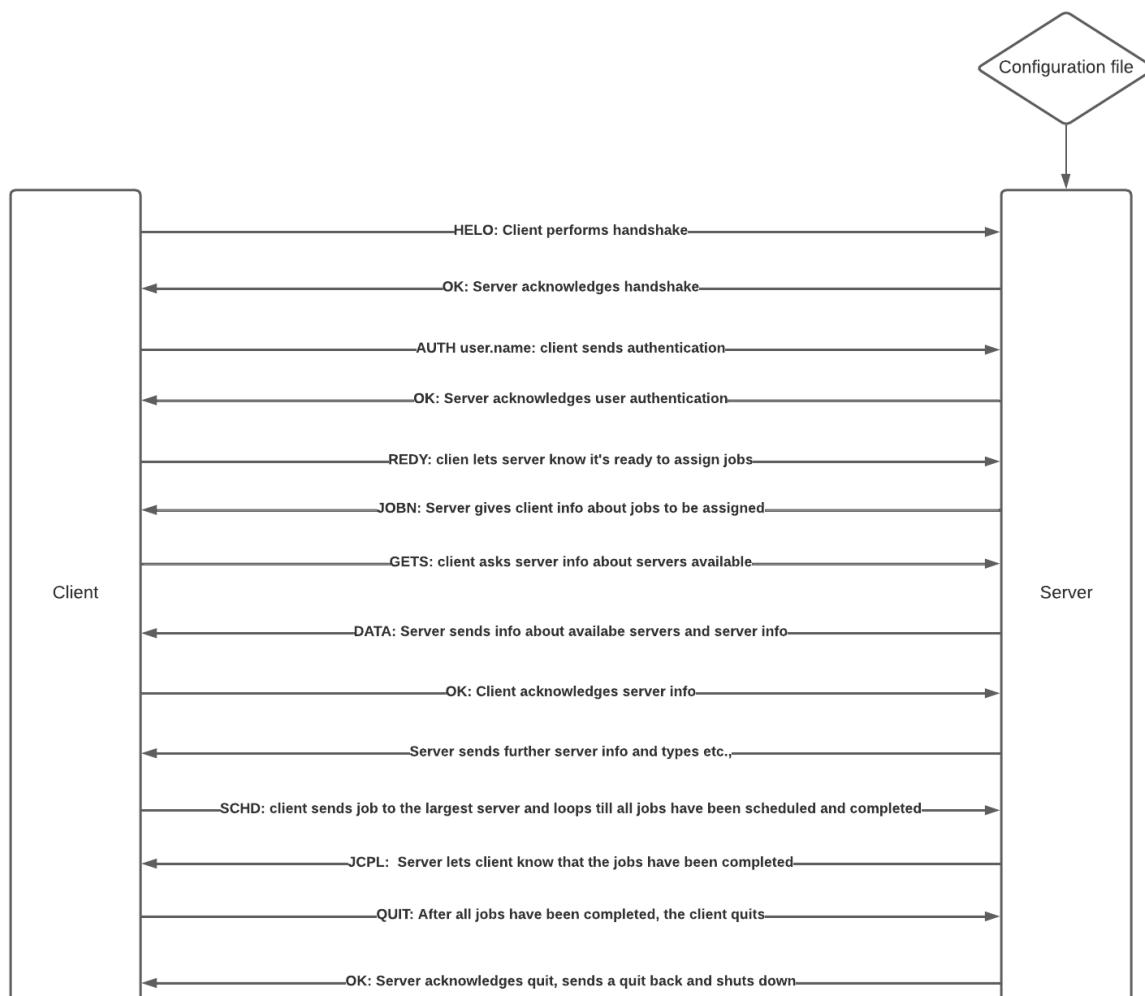
Section 1: Introduction

In this report I will go into detail about my solution to stage 1 of the Major Assessment. In stage 1, a connection is created between a simulated DS server and a client server. Which involves sending handshakes, server scouting and job scheduling. The purpose of this is to demonstrate how a real life client-server job scheduling would take place. In section 2, I provide a high-level system overview to help understand how the system would work. Section 3 goes into detail about the design of the overall framework, the constraints functionalities etc.,. Section 4 explains the implementation of the solution, libraries involved, technologies used etc.,.

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Section 2: High-Level Description



Section 3: Design

For the most part, for the coding of the client side, I used the stage 1 pseudocode that was provided in iLearn as a sort of skeleton. I then built on this skeleton and refined areas that needed refining, more specifically the inside of the while loop. Sending jobs to various servers within a server type proved to be quite challenging at first. But eventually, with enough trial and error, I was able to solve it. The code follows similar structuring to pseudocode, but with extra pieces of code to get the LRR to function properly.

Criticisms

Criticism/reflection and improvement suggestions

Section 4: Implementation

Heading 1	Heading 2	Heading 3	Heading 4	...
A	\$100.0			
B	~ \$93			
C	10^2			
D	C_2			
E	85%			

Table 1: Average Performance.

Section 5: References