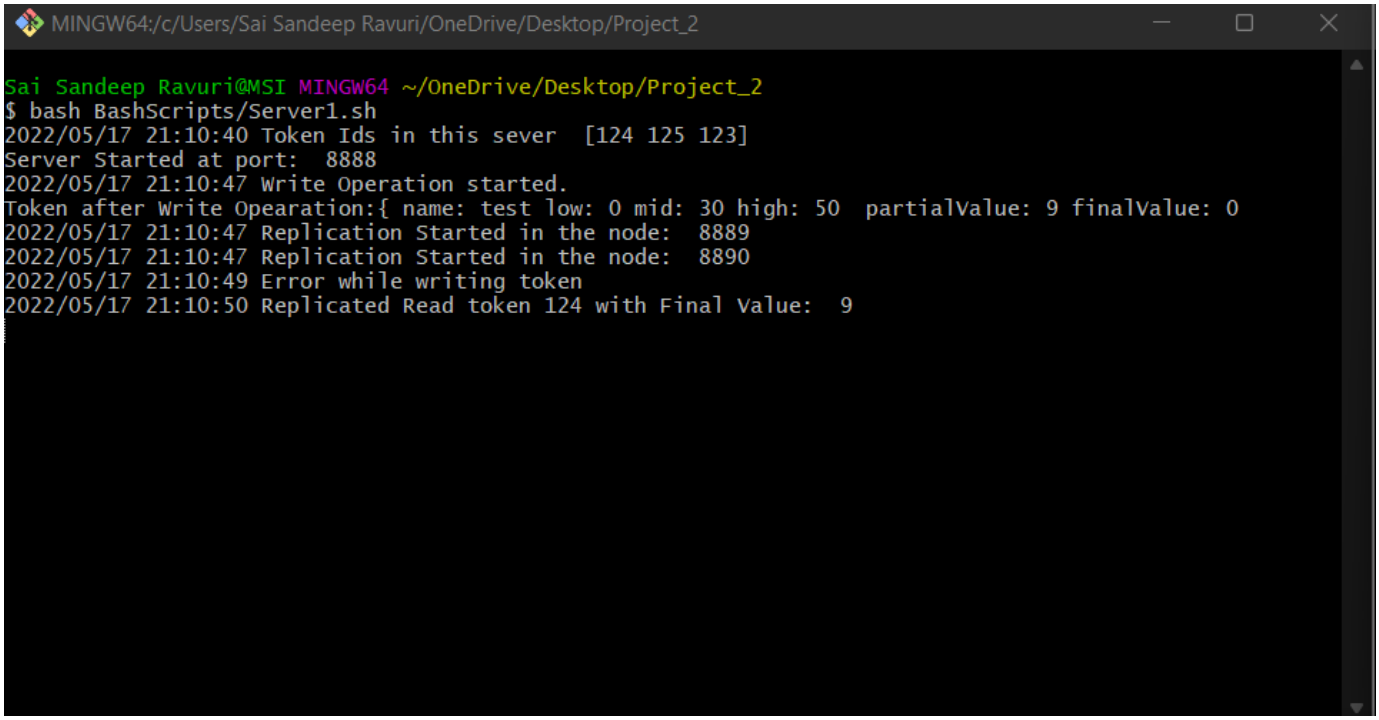
References:

I have referred from the links given in the problem statement pdf itself and watched few you tube videos to know the about the implementation of Mutex. Below are the listed references that I read tobuild the project

1. https://grpc.io/docs/languages/go/quickstart/
2. https://developers.google.com/protocol-buffers/docs/gotutorial
   From the above links I installed grpc in my laptop and created the proto files. Followed the stepsand created the basic connection and sent a message through the client.
3. https://pkg.go.dev/google.golang.org/grpc#Server
   From the above link I have got the gist of implementing different functions like create, delete,write, and read
4. https://gobyexample.com/command-line-flags
   Here I used this example to build the command line flags for the client and server files
5. https://www.youtube.com/watch?v=QmIdWTidEa8
   From this youtube video I referred the functionality of the proto, client, and server files
6. https://www.youtube.com/watch?v=JlmYLPxw
   VzQFor mutex implementation
7. To convert json to yaml
   https://onlineyamltools.com/convert-json-to-yaml
8. To Read the yaml file
   https://zetcode.com/golang/yaml/
   https://stackoverflow.com/questions/30947534/how-to-read-a-yaml-file
9. Atomic Semantics & Write all Read one quorum
   https://www.youtube.com/watch?v=uNxl3BFcKSA&t=239s
10. Random integer generation -
    https://www.geeksforgeeks.org/generating-random-numbers-in-golang/

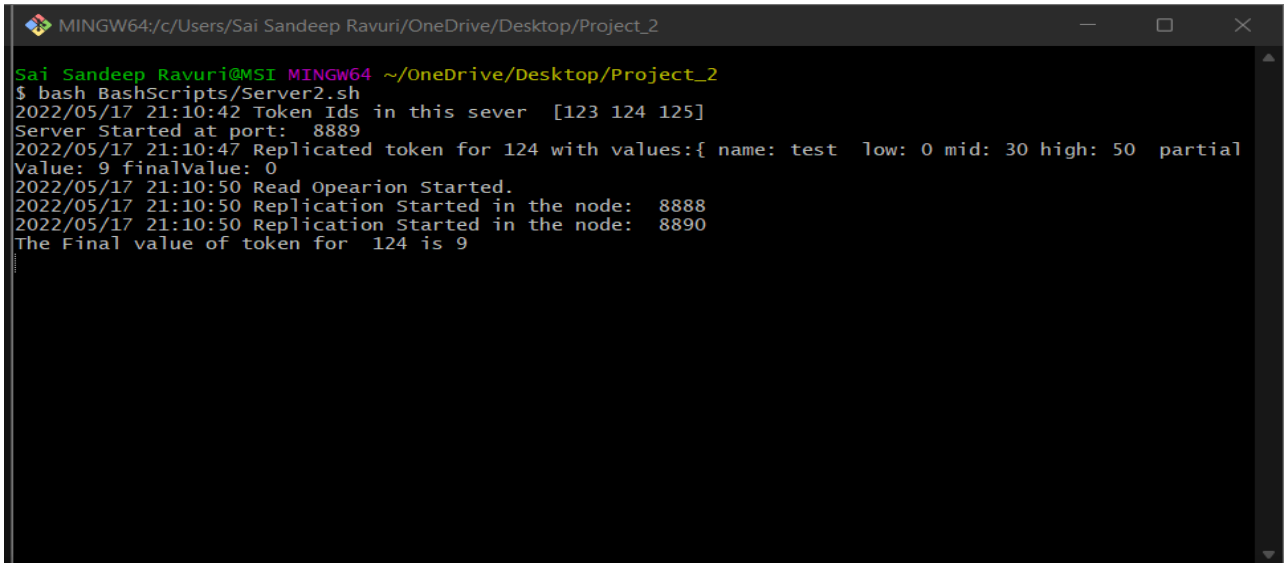
Output Screens:

1. Running the Server1 bash script file



Server1 starts with 8888 localhost and displays all the keys on this server. Then a request is made from a client with a particular token id. This Token Id's writer node is already known to the client and server nodes through the YAML file. After the writer node is retrieved from the YAML file, which in this scenario is '8888'. So, this port starts the Write Operation and replicates it to the other servers which are '8889','8890'.

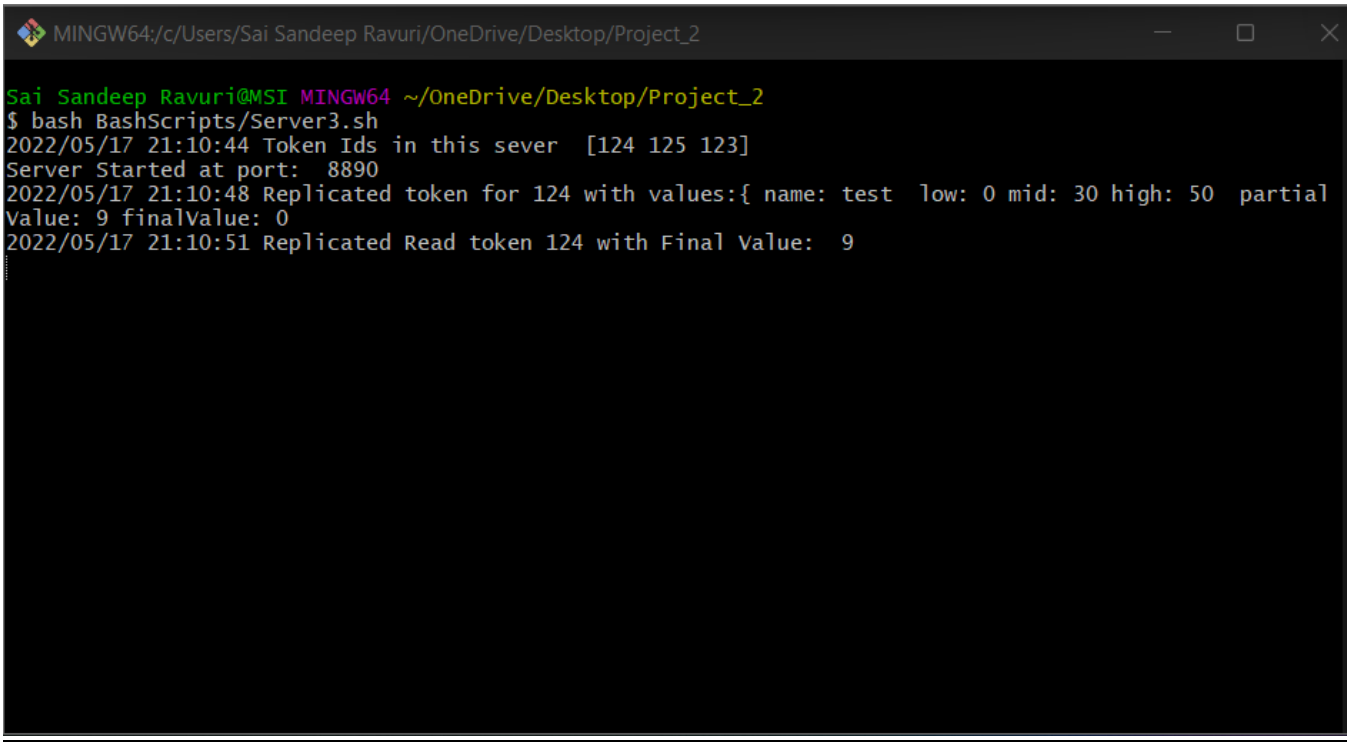
2. Running the Server2 bash script file



The request from '8888' for replication processes to this server2 and replicates the token. And

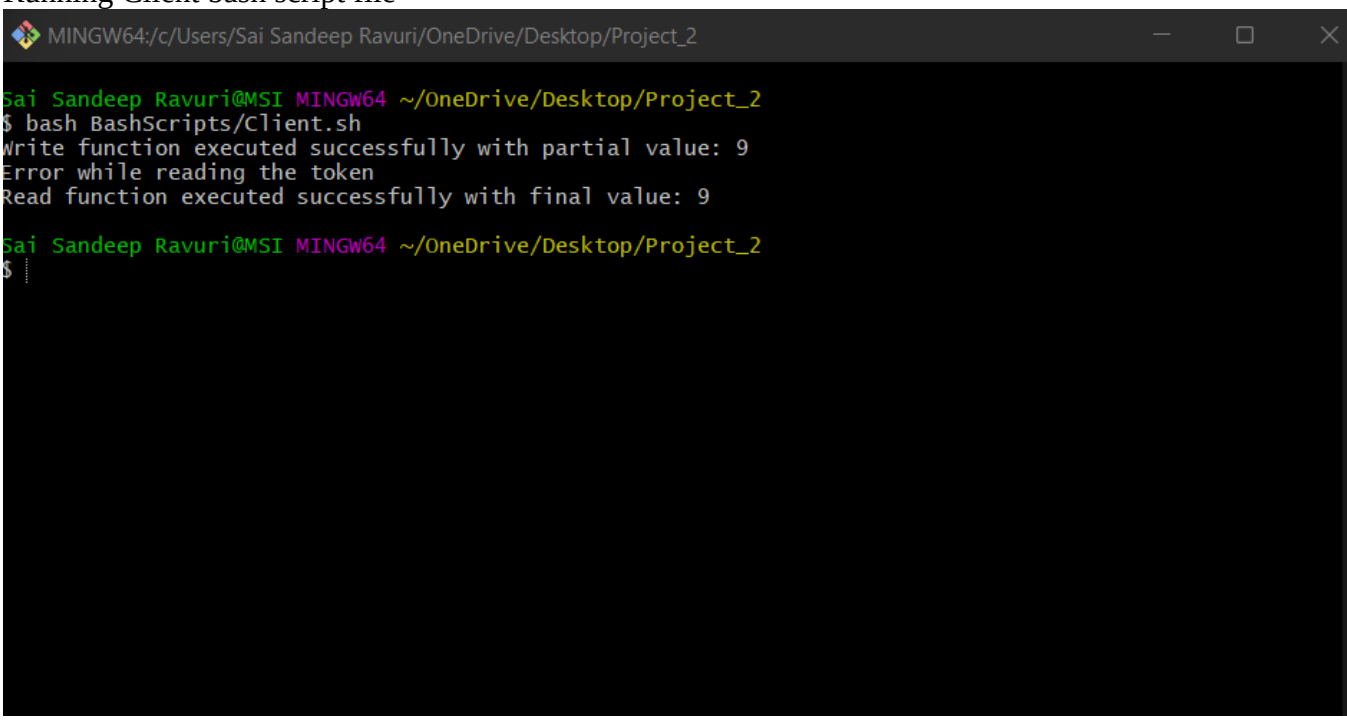
afterwards a read operation is performed by this server by retrieving the reader nodes from the YAML file and replicating it in other servers.

3. Running the Server3 bash script file



The Replicated Values for write and read operations are reflected here.

4. Running Client bash script file



The response from all the servers are displayed here, only if successful. Also, there is a message “Error while reading the token” in the client side, which discussess about the fail silent model.