DCU School of Electronic Engineering Assignment Submission

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Programme:	**B.Eng in Electronic and Computer Engineering**
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Signed: ***Michael Lenehan***

Assignment 2

Michael Lenehan

Introduction

The aim of this assignment is to implement a graphical server application, which will display the CPU Temperatures of the Client device in the form of a graph against time. The Client device will connect to the Server, passing the current temperature to be stored. The Server will store the last twenty input values, graphing these along with an average temperature value for all currently connected clients. The frequency at which the Client will send the temperature reading to the Server must be variable, being set via the Server GUI.

The Server application must be able to handle multiple Client connections at any time, The custom object type sent from the Client must include the following information: Temperature Data, Device Identifier, Current Date and Time, Current Sample Number.

Procedure

The completion of this assignment took place across two main steps. The first of these being the design and planning of the components required, and the second being the implementation of this design.

2.1 Design

The design of this assignment began with the design of the object class which would be sent by the Client. This object must be able to store all of the aforementioned data, including temperature, device ID, date and time, and sample number. The temperature data can be read from the "/sys/class/thermal" directory on the Raspberry Pi, or on a Linux PC for testing.

The Client class is the next class to be designed, as it will transmit the object data. The Client object must be able to connect to the server at the IP address specified by the command line arguement used to initialise the program. The object containing the

temperature information must then be sent to the Server, and a sampling frequency must be obtained from the server. The client will wait for the specified amount of time before transmitting the next object.

The next class to be designed following the Client is the Server class. The Server class must start the GUI window, and then begin to listen for Client connections. For this application, as the Server must be able to handle multiple connections at once, it must implement a connection handler that utilises multithreading. As such, when a Client connection is attained, the connection is passed to a ThreadedConnectionHandler class, which will perform all necessary operations and communications with the Client object.

The ThreadedConnectionHandler class is used to interact with the Client object once it has connected to the Server. The Server object the Client's socket information to the ThreadedConnectionHandler, which must then begins to listen for input from the Client. Once a tramsmission is received from the Client, the ThreadedConnectionHandler must store this object to an array, which will hold the last 20 values passed from the Client. The ThreadedConnectionHandler must also respond to the client with the selected sampling frequency, as chosen in the GUI. Within this class, the GUI must also be updated to include the newly received information.

The final class to be designed is the ServerGui. This class will be used to display the graphed temperature and time information received from the Client, and allow the user some control over the displayed information, and sampling frequency. The ServerGUI will be initialised in the Server object constructor, allowing it to run as soon as the Server program is started. The GUI must then be updated from the ThreadedConnectionHandler objects in order to contain the received information. The ServerGui will contain a number of JPanel, and Graphics2D Swing components in order to correctly implement the graphing functionality required.

2.2 Implementation

Results

3.1 Testing Setup

Initial testing was completed using the development PC, a Ubuntu Linux system, using the "TMUX" terminal multiplexer, and Eclipse. The ThrededServer was run using either the Eclipse IDE or a TMUX terminal, while Clients were run in multiple terminals within TMUX, as shown in Figure 1. This allowed for testing using the development PC's CPU temperature, and multiple clients running within one easily readable window.

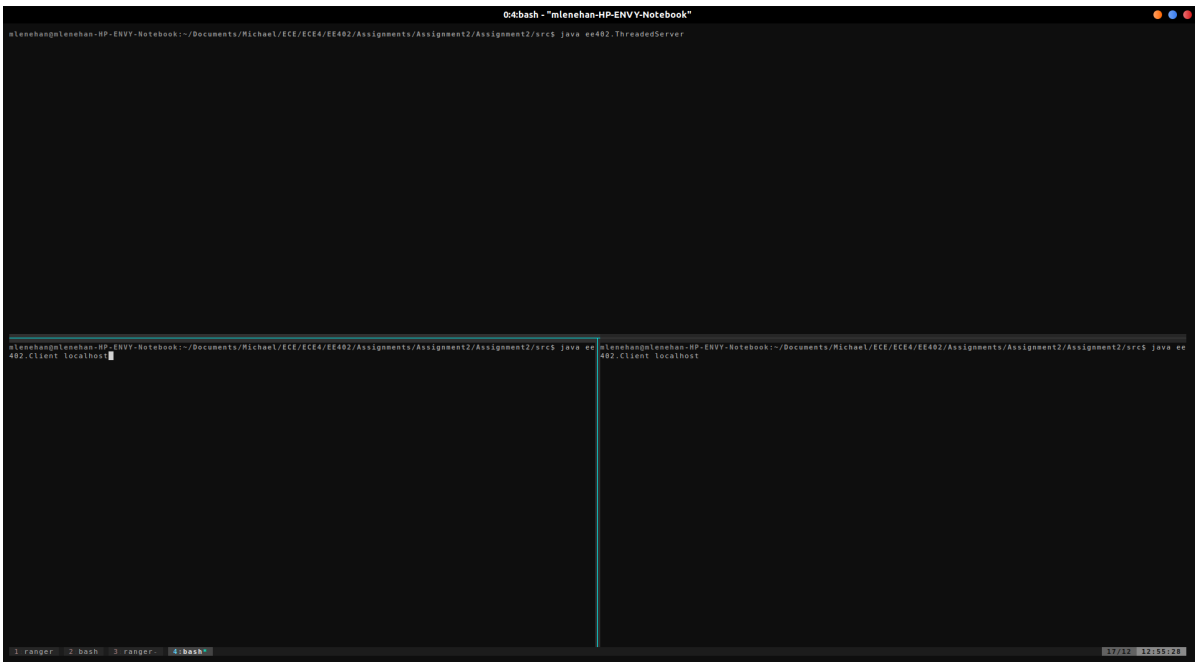

Figure 1: Testing Setup in TMUX using Two Clients

3.2 Initial CLI Testing

Initial testing within this setup yielded results which indicated that the application was working as intended, with the console output showing the stored temperature and device ID data. The output from this testing may be seen in Figure 2.

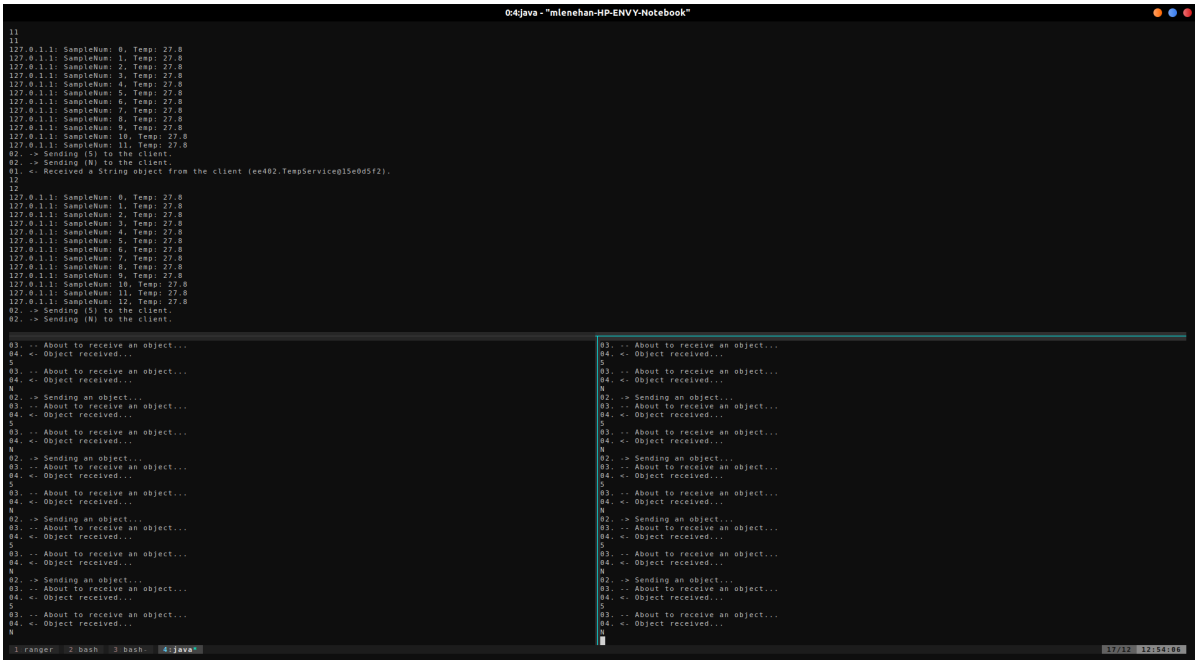

Figure 2: Initial Successful Command Line Test

The Client classes main function, and the TempService constructor were modified to take two command line arguements, the second of which is used to set the thermal zone being read from, which allows for different readings to be achieved from the same test machine. The results of this modification may be seen in Figure 3.

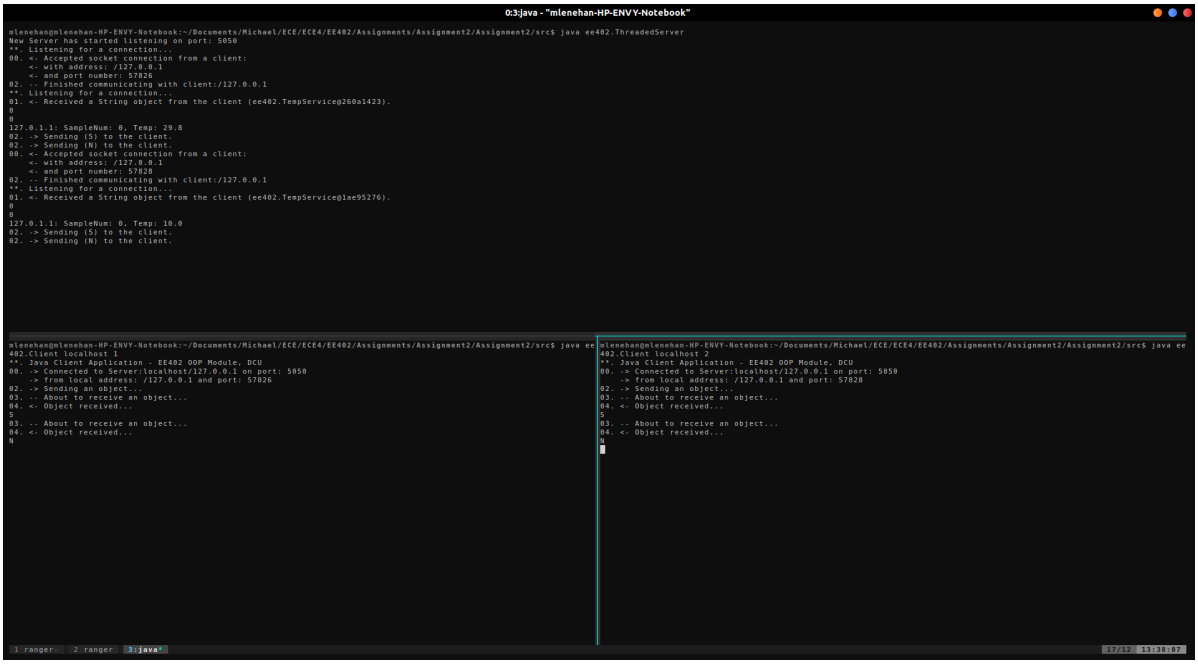

Figure 3: Successful Command Line Test with Two Input Arguements

Conclusion