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18-441

Project 3 Design Document

a) Did you use the backend protocol (udp) or the frontend (http) server to handle advertisement/reachability messages?

b) What method did you use to perform link-state advertisements and priority selection?

c) Libraries used (JSON)

\*\*\*REMOVE ^^^ WHEN DONE\*\*\*

Advertisement/Reachability:

For this project, we handled most of the tasks within the frontend (http) server, with the exception of using our backend server to check whether a requested file existed on that server. Within the frontend, we realized that we would need a helper class to track all the peers, which we ended up doing (Peer.java) that to package all the data together that was provided by the node.conf file. For example, this includes hostname, frontend port, backend port, etc.

Notes:

Although we could not get the /peer/map command to work, we implemented priority selection within our code in the method Vodserver.get\_shortest\_paths().