COP5615 Fall 2013

Project 4 Distributed Debugging (Phase I) Bonus

BONUS README file

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Command line arguments given:

numNodes topology algorithm

where ,

numNodes is the number of nodes in the system
topology can be either of {full, 2DGrid}
algorithm can be {Gossip}

As an example,
Run the program as following

scalac Project4.scala
scala Project4 10 2DGrid gossip

where number of nodes is 10, topology is 2DGrid and algorithm is gossip.

Working of program

Here, a trait "Logger" is used in which all the logging information is placed within different functions. Another class "ConsoleLogger" has been defined which extends the Logger trait and prints on the screen a message "Extending Logger trait". In the main code , objects are defined for the "ConsoleLogger" class and functions of trait "Logger" are called in order to produce the logs. The Gossip simulator built as part of Project 2 has been re-used in this project for

logging error and other execution messages. Logs are created for the Master node and for the worker nodes, one log file per worker actor. The bonus code also utilises the actorLog.scala file.