

# **TWITTER SIMULATOR**

## **COP 5615 – PROJECT 4 (PART 1)**

### **Group Members:**

Juliet Viswanathan (UFID: 35448362)  
Rahul Nyayapathi (UFID: 03819264)  
Soham Talukdar (UFID: 38975097)  
Spandana Gangisetty (UFID: 93101886)

### **How to run:**

Following are the two scala files attached:

1. twitterremote.scala
2. twitterlocal.scala

Run Using Eclipse

Run the twitterlocal.scala.

Enter the number of users and server's IP address in Run Configuration of twitterremote.scala and run it.

### **What is working:**

The client connects to the server at the IP provided.

The client sends the number of users to the server and the server creates a "Following List" for all the users. It also initializes a "TweetList" which stores the tweets. Once this is done the server calls "Start" in client after which the client sends tweets to the server. In the "TweetList" we are storing the 100 latest tweets tweeted by a user. Each tweet is a random string of 140 characters.

(We have cases for retrieving the tweets a particular user should be seeing, i.e tweets of the people he is following, but we have not called those cases in the implementation as we decided to focus on just sending the tweets and checking the performance for this part).

At the end of the execution the server prints the total number of tweets.

We have run the server and client on our laptops of 2 cores each.

We ran the programs for **5 minutes** with **1000 users** and the client laptop sent approximately 12.5 million tweets to the server laptop.