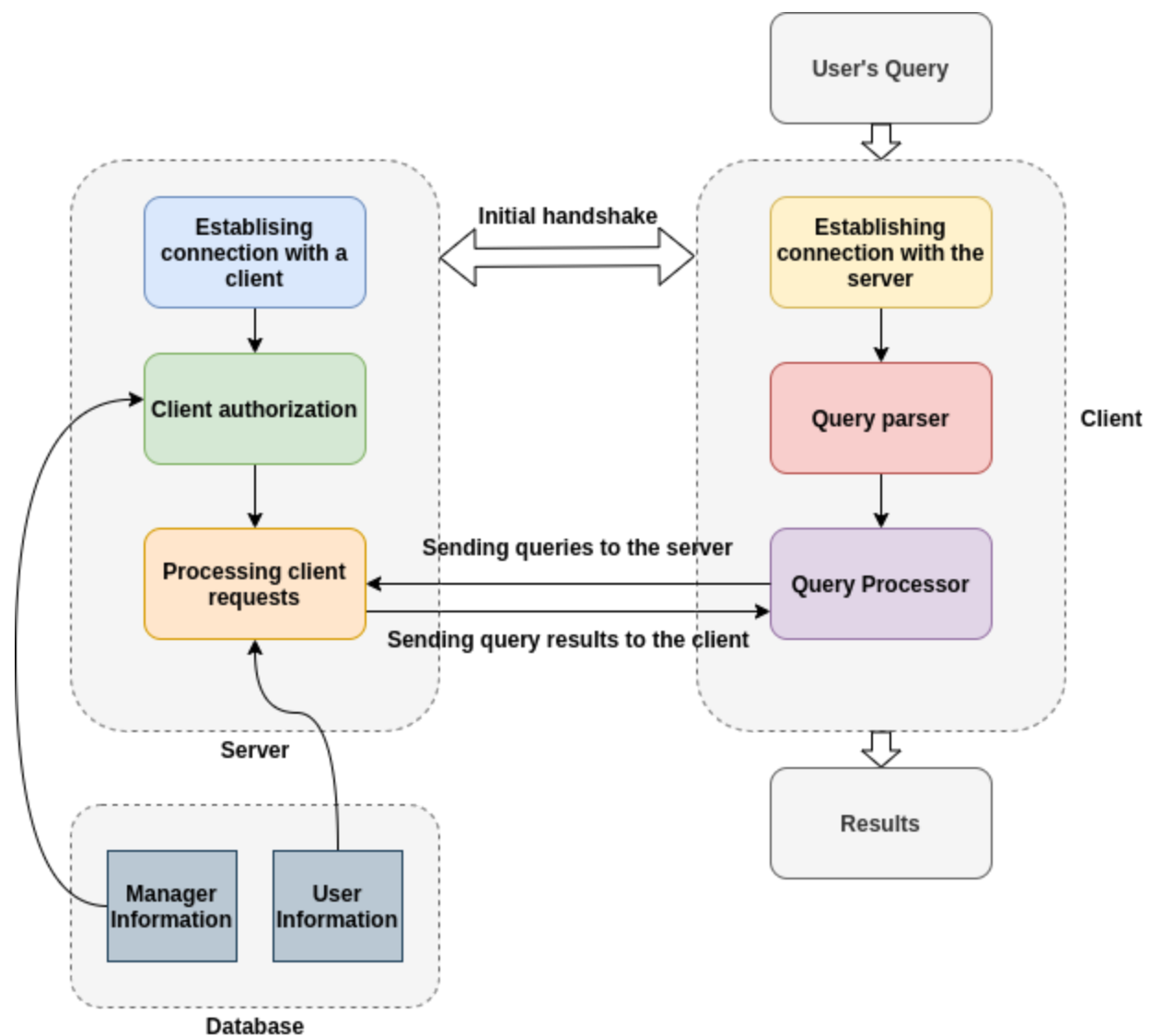


Problem Statement

Implement a TCP-based key-value store. The server implements the key-value store and clients make use of it. The server must accept clients' connections and serve their requests for 'get' and 'put' key value pairs. All key-value pairs should be stored by the server only in memory. Keys and values are strings.

Design description

Structural design:



Design Explanation:

1. Server starts and prompts its address including the port number in the console.
2. Server is designed to serve the clients on a “serve and go” basis. A client only connects to the server when some query needs to be processed. After successfully getting results from the server, the client leaves and the same is prompted in the console of the server.
3. The Server manages the user’s information and key-value pairs as a csv file. Every user is assigned a particular csv file.
4. A user can demand the server for upgradation to a manager. The server may accept or deny the request.
5. When the server grants a user request for upgradation, the user is required to set a password for authorization purposes.
6. The server stores the manager’s authorization details in a separate csv file. When a manager is connected in future, it is asked for the password. If an incorrect password is entered thrice, the user is demoted to a guest user.
7. The server can handle multiple clients and store multiple client’s information simultaneously. It can also support multiple managers who can access everyone’s information.

File Information:

1. Client profiles: Every client’s key-value pairs are stored in their own csv file in the folder “values”.
2. Manager profiles: A list of all client usernames who have manager authorization is stored in a file names “managers.csv”.

Sample I/O

Initial state of the directory

values	0 items	14 Oct	☆
(Empty)			
client	4.7 kB	13 Oct	☆
readme.md	722 bytes	13 Oct	☆
server	6.0 kB	13 Oct	☆

Logs of the server and client during the query processing stage

Server	Client
<pre>\$./server Server listening at IP: localhost , PORT: 8000 ----- Connected by ('127.0.0.1', 38456) -----</pre>	<pre>\$./client localhost 8000 put roll 1 put name Priyank put marks 100 Username: Priyank</pre>

<p>Username: PRIYANK New User entered</p> <p>Request Type: put Key: ROLL, Value: 1 Request Type: put Key: NAME, Value: Priyank Request Type: put Key: MARKS, Value: 100 connection closed!!</p> <p>----- Connected by ('127.0.0.1', 38458) -----</p> <p>Username: DEVESH New User entered</p> <p>Request Type: put Key: ROLL, Value: 2 Request Type: put Key: NAME, Value: Devesh Request Type: put Key: MARKS, Value: 99 connection closed!!</p> <p>----- Connected by ('127.0.0.1', 38464) -----</p> <p>Username: IMRAN New User entered</p> <p>Request Type: put Key: ROLL, Value: 3 Request Type: put Key: NAME, Value: Imran Request Type: put Key: MARKS, Value: 99.5 connection closed!!</p> <p>----- Connected by ('127.0.0.1', 38466) -----</p> <p>Username: IMRAN</p> <p>Request Type: put Key: ROLL, Value: 3 Request Type: put Key: NAME, Value: Imran Request Type: put Key: MARKS, Value: 99.5 connection closed!!</p> <p>----- Connected by ('127.0.0.1', 38468) -----</p> <p>Username: SHASHI New User entered</p> <p>Request Type: put Key: ROLL, Value: 4 Request Type: put Key: NAME, Value: Shashi Request Type: put Key: MARKS, Value: 100 connection closed!!</p> <p>----- Connected by ('127.0.0.1', 38470) -----</p> <p>Username: PRIYANK</p> <p>Request Type: get Key: ROLL Request Type: get Key: NAME Request Type: get Key: MARKS</p>	<p>\$./client localhost 8000 put roll 2 put name Devesh put marks 99 Username: Devesh</p> <p>\$./client localhost 8000 put roll 3 put name Imran put marks 99.5 Username: Imran</p> <p>\$./client localhost 8000 put roll 3 put name Imran put marks 99.5 Username: Imran</p> <p>\$./client localhost 8000 put roll 4 put name Shashi put marks 100 Username: Shashi</p> <p>\$./client localhost 8000 get roll get name get marks Username: priyank</p> <p>1 Priyank 100 \$./client localhost 8000 manager get roll get name get marks Username: Priyank Request for upgradation to manager denied by the server!!</p> <p>1 Priyank 100 \$./client localhost 8000 manager get roll get name get marks Username: Priyank Create password: Priyank123 Confirm password: Priyank123 You are now a manager Enter the name of the user whose information you need: Imran</p> <p>3 Imran 99.5 \$./client localhost 8000 manager get roll get name get marks Username: Priyank You are marked as a manager!!</p> <p>Enter correct password else you will be demoted</p>
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<p>connection closed!!</p> <p>-----</p> <p>Connected by ('127.0.0.1', 38472)</p> <p>-----</p> <p>Username: PRIYANK Request for upgrade denied!</p> <p>Request Type: get Key: ROLL Request Type: get Key: NAME Request Type: get Key: MARKS connection closed!!</p> <p>-----</p> <p>Connected by ('127.0.0.1', 38474)</p> <p>-----</p> <p>Username: PRIYANK A new manager added</p> <p>Request Type: get Key: ROLL Request Type: get Key: NAME Request Type: get Key: MARKS connection closed!!</p> <p>-----</p> <p>Connected by ('127.0.0.1', 38476)</p> <p>-----</p> <p>A manager accessed the connection Username: PRIYANK</p> <p>Request Type: get Key: ROLL Request Type: get Key: NAME Request Type: get Key: MARKS connection closed!!</p>	<p>to a guest user!! Password: Priyank2 Error!! 2 attempts remaining!! Password: Priyank123</p> <p><u>Welcome Manager!!</u> Enter the name of the user whose information you need: Shashi</p> <p>4 Shashi 100</p>
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Final state of the directory after the query processing

▼ values	4 items	14 Oct	☆
DEVESh.csv	28 bytes	10:48	☆
IMRAN.csv	29 bytes	10:51	☆
PRIYANK.csv	30 bytes	10:50	☆
SHASHI.csv	29 bytes	10:51	☆
client	4.7 kB	13 Oct	☆
manager.csv	19 bytes	10:51	☆
readme.md	722 bytes	13 Oct	☆
server	6.0 kB	13 Oct	☆