

1 Design Overview

1.1 Files

1. `storage.cpp`
2. `client.cpp`
3. `manager.cpp`

1.2 Sockets

What sockets are created/How they are used

1.3 Storage Node Initialization

how storage nodes connect to the manager

1.4 Data Redundancy

how data is duplicated across nodes

1.5 Node Failure

One node is primary, it has neighbors

Two discovery cases

1. Client discovers node died
2. Node discovers neighbor died

2 Results