

Assignment 3

Shared Shortest Path Finder

Author:Ravi Hooda

Roll No: 2018201041

Code Files

- Server.java
- Client.java
-ServerInterface.java
-ServerAdder.java

Execution

=> Compile both server and client code by running commands.
=> **javac Client.java**
=> **javac Server.java**
=> Run Server code on the server machine.
=> Run client code on the client machine.
=> Command for running
=> **java Client**
=> **java Server**
=> **rmiregistry &**

Menu

=> Add Edges In Graph : || add_edge graph_name node1 node2 ||
=> shortest distance in graph : || shortest_distance graph_name node1 node2 ||
=> Printing graph : || get_graph graph_name ||

Implementation Details

=> After running both server and client,server will handle the commands that were fired by client.
=> Interface is implemented at the server side and method is invoked by client using interface.

Command Details

=> **add_edge graph_name node1 node2:**

This command will add the edge between two nodes of the corresponding graph specified in the command.

=> **shortest_distance graph_name node1 node2**

This command will return between two nodes specified of corresponding graph. BFS algorithm is implemented to calculate the distance.

=> **get_graph graph_name :**

Graph structure of graph mentioned will be printed at the console.

2018201041