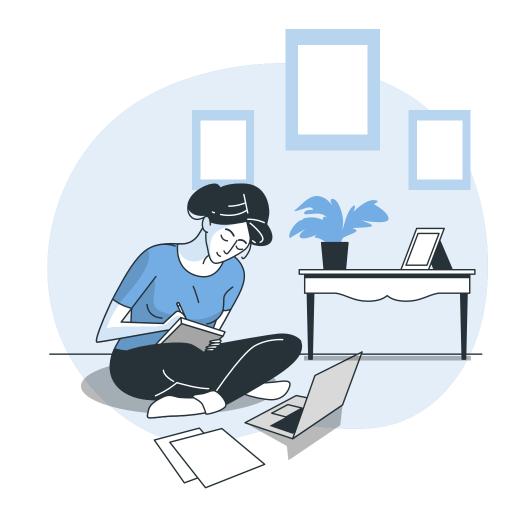
STUDY SPACE

Concurrent and Distributed Systems project

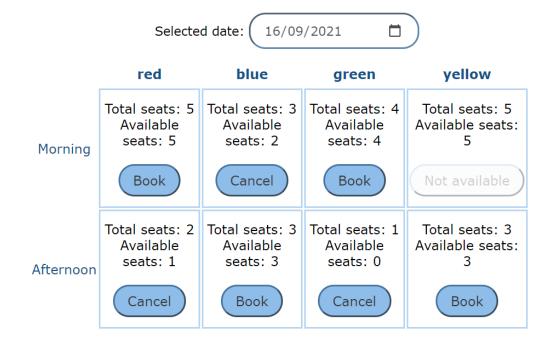
Lotano Sara

Academic Year 2021/2022



APPLICATION OVERVIEW

- Study Space is a web application that allows users to reserve a timeslot in a library in order to consult books, use library services or just to study in a quiet place.
- The library consists of multiple rooms (red, blue, green and yellow)
- There are two different timeslots:
 Morning and Afternoon



APPLICATION ACTORS

User

- Login/Logout
- Book seat
- Delete reservation

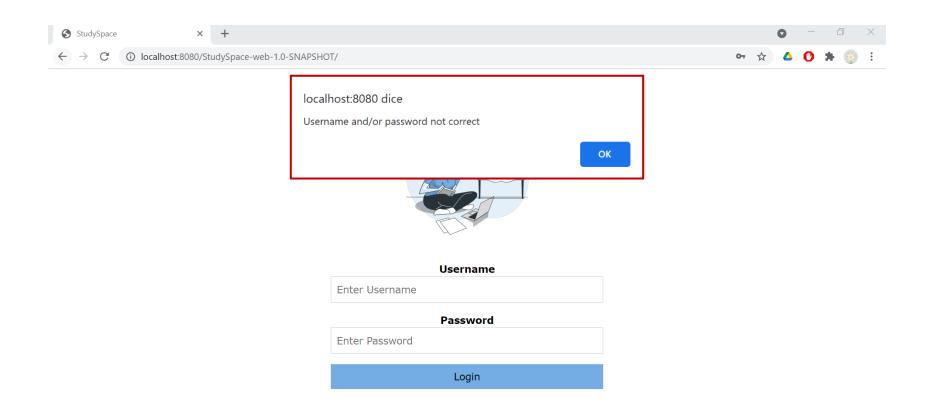


Admin

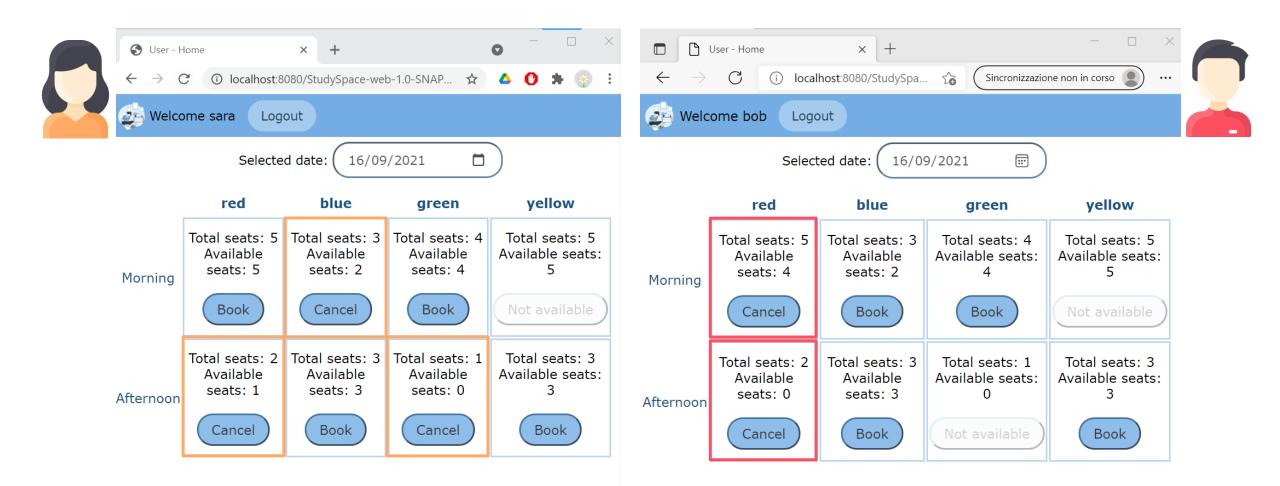
- Login/Logout
- Modify room capacity
- Modify room availability



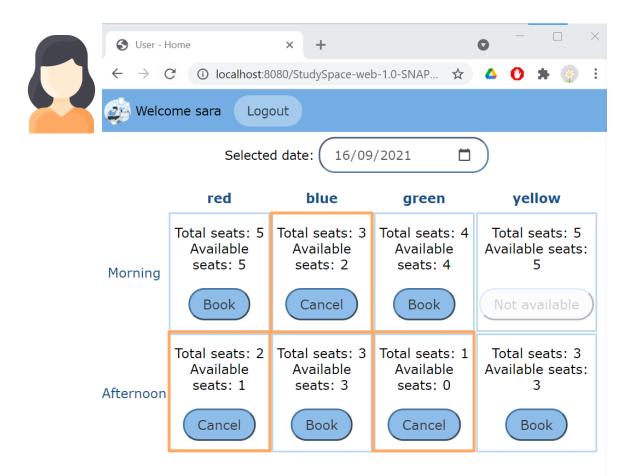
USE CASE: LOGIN



USER HOME



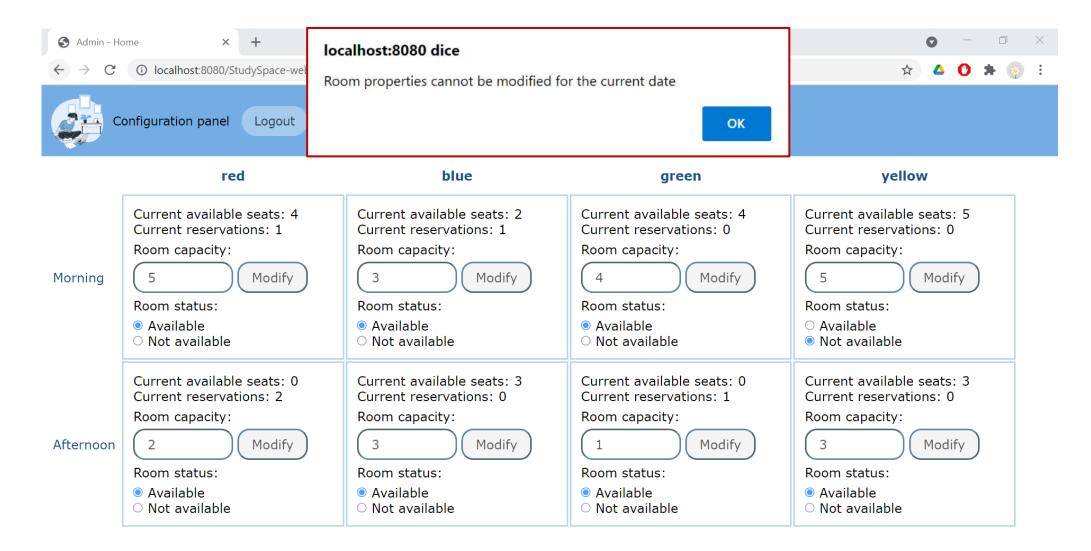
USE CASE: BOOK A SEAT



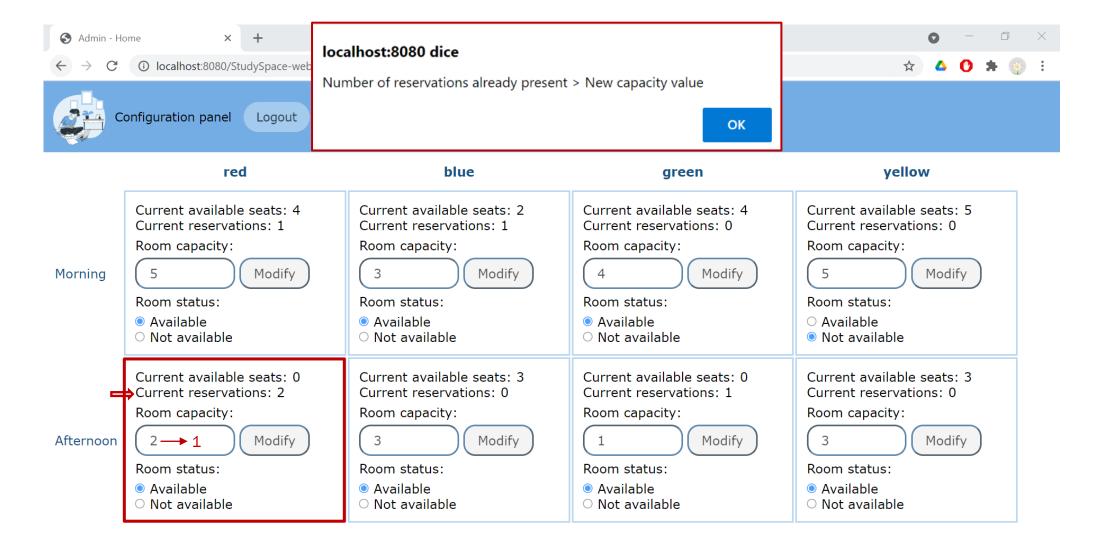
Possible alerts:



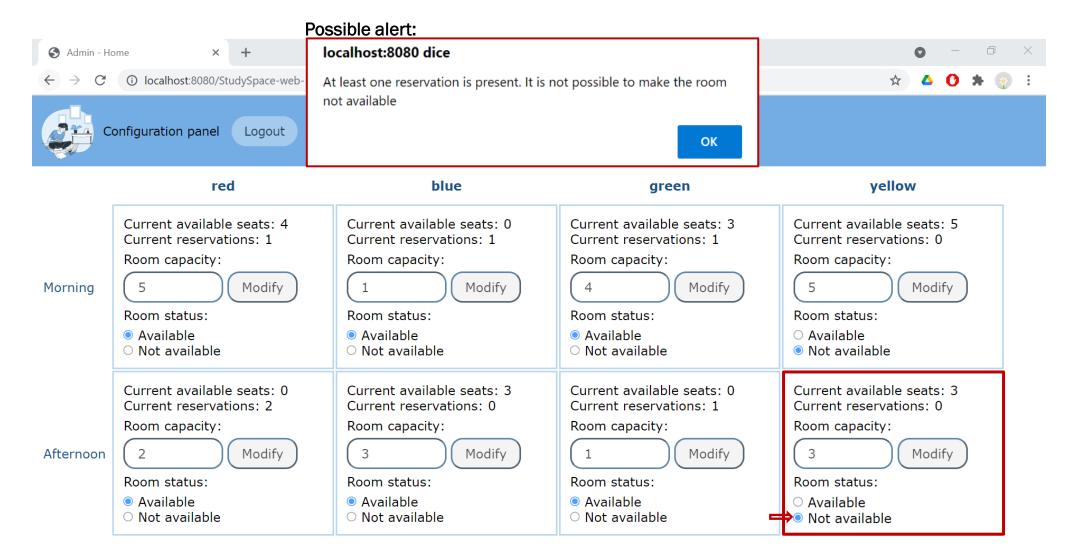
ADMIN HOME



USE CASE: MODIFY ROOM CAPACITY



USE CASE: MODIFY ROOM AVAILABILITY

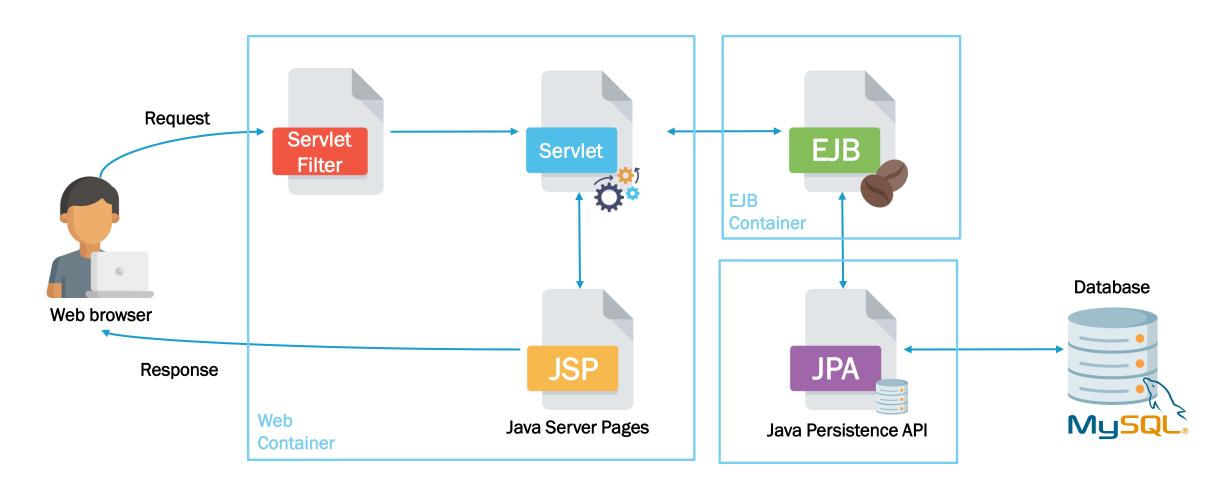


IMPLEMENTATION

SYSTEM ARCHITECTURE



Java EE Application Server : Glassfish



SERVLETS

Servlet classes

- controllerLogin: checks the correctness of username and password
- controllerLogout: invalidates the user session
- controllerCalendar: shows the room data for the selected date
- controllerReservation: allows the user to create or cancel a reservation.
- controllerAdmin: allows the admin to modify the properties of the rooms

Servlet Filter classes

- adminAuthenticationFilter: prevents access to the admin page if you are not an admin
- userAuthenticationFilter: prevents access to the user's personal page if the user is not correctly logged into

ENTERPRISE JAVA BEANS

The application uses two different categories of Session Beans:

Stateless Session Beans

- Admin
- User
- Room
- Reservation

Singleton Session Bean

CONCURRENCY MANAGEMENT TYPE

```
@ConcurrencyManagement(ConcurrencyManagementType.BEAN)

@Singleton

@ConcurrencyManagement(ConcurrencyManagementType.BEAN)

#Bean developer is responsible for managing concurrent access to the bean instance."

public class ReservationManager implements ReservationManagerLocal {
```

CONCURRENT DATA STRUCTURES

```
private ReadWriteLock locksMapLock;
private HashMap<Integer, ReentrantLock> locks;
private ConcurrentHashMap<Integer, Integer> roomMap;
The HashMap contains a
ReentrantLock for each room.
The key is the idRoom.
```

The ConcurrentHashMap contains for each room (key: idRoom) the number of current available seats (value: availableSeats).

CONCURRENT METHODS: BOOK A SEAT

```
@Override
public boolean bookSeatRoom(int idRoom, int idUser) {
    boolean booked;
 → locksMapLock.readLock().lock();
    ReentrantLock lock = locks.get(idRoom);
 → lock.lock();
    try{
        int availableSeats = roomMap.get(idRoom);
        if(availableSeats > 0){
            Room room = roomLocal.find(idRoom);
            reservationLocal.create(new Reservation(idRoom, idUser));
            room.setAvailableSeats(availableSeats - 1);
           roomLocal.edit(room);
            roomMap.compute(idRoom, (k, v) -> (availableSeats - 1));
            booked = true;
        else
            booked = false;
    }finally{
       lock.unlock();
       locksMapLock.readLock().unlock();
    return booked;
```

CONCURRENT METHODS: DELETE RESERVATION

```
@Override
public boolean deleteReservation(int idRoom, int idUser) {
   boolean deleted;
 → locksMapLock.readLock().lock();
    ReentrantLock lock = locks.get(idRoom);
 lock.lock();
   try{
       Room room = roomLocal.find(idRoom);
       Reservation r = reservationLocal.findByIduserIdroom(idUser, idRoom);
       if(r!=null && room!=null){
           int seats = roomMap.get(idRoom);
           reservationLocal.remove(r);
           room.setAvailableSeats(seats + 1);
           roomLocal.edit(room);
           roomMap.compute(idRoom, (k, v) -> (seats + 1));
           deleted = true;
        else
           deleted = false;
    }finally{
     lock.unlock();
     locksMapLock.readLock().unlock();
   return deleted;
```

CONCURRENT METHODS: MODIFY ROOM CAPACITY (1/2)

```
@Override
public boolean modifyRoomCapacity(int idRoom, int capacity) {
    boolean modified;
 → locksMapLock.writeLock().lock();
    ReentrantLock lock = locks.get(idRoom);
 lock.lock();
    try{
        Room room = roomLocal.find(idRoom);
       //CASE 1: the room has not previous reservations so the capacity and the number
       // of available seats are set equal to the new capacity value inserted by the admin
        if(room.getCapacity() == room.getAvailableSeats()){
            room.setCapacity(capacity);
           room.setAvailableSeats(capacity);
           roomLocal.edit(room);
            roomMap.compute(idRoom, (k, v) -> (room.getAvailableSeats()));
           modified = true;
        } else{ //CASE 2: the room has previous reservations
               //CASE 2.1: the new capacity is larger than or equal to the original one, so the system
                // must add new available seats to that room and also update its capacity value
            if(capacity >= room.getCapacity()){
                room.setAvailableSeats(room.qetAvailableSeats() + (capacity - room.qetCapacity()));
                room.setCapacity(capacity);
                roomLocal.edit(room);
                roomMap.compute(idRoom, (k, v) -> (room.getAvailableSeats()));
                modified = true;}
```

CONCURRENT METHODS: MODIFY ROOM CAPACITY (2/2)

```
else{//CASE 2.2: the new capacity is smaller than the original one
             //CASE 2.2.1: the new capacity is larger or equal to the difference between
             // the original room capacity and the current available seats
            if(capacity >= (room.qetCapacity() - room.qetAvailableSeats())){
                room.setAvailableSeats(room.getAvailableSeats() - (room.getCapacity() - capacity));
               room.setCapacity(capacity);
               roomLocal.edit(room);
               roomMap.compute(idRoom, (k, v) -> (room.getAvailableSeats()));
               modified = true;
            //CASE 2.2.2: the new capacity is smaller than the difference between
            // the original room capacity and the current available seats.
            // In this case the room capacity cannot be updated because there are
            // already too many reservations for that room
            else{
                modified = false;
}finally{
 lock.unlock();
 locksMapLock.writeLock().unlock();
return modified;
```

CONCURRENT METHODS: MODIFY ROOM MAINTENANCE

```
@Override
public boolean modifyRoomMaintenance(int idRoom, byte maintenance) {
   boolean modified;
  locksMapLock.writeLock().lock();
   ReentrantLock lock = locks.get(idRoom);
 lock.lock();
   try{
        Room room = roomLocal.find(idRoom);
       //it is possible to make the room not available only if there are no
       // reservations already present for that room
       if(room.getAvailableSeats() == room.getCapacity() && maintenance==1){
           room.setMaintenance(maintenance);
           roomLocal.edit(room);
           modified = true;
       else{
           modified = false;
   }finally{
     lock.unlock();
     locksMapLock.writeLock().unlock();
   return modified;
```

THANK YOU FOR THE ATTENTION

