# CS6650 Project 3

#### Stefani Sindarto

GitHub Repository:

Server - https://github.com/stefanisindarto/Twinder3 Server

Consumers - https://github.com/stefanisindarto/Twinder3\_Consumer

Client - https://github.com/stefanisindarto/Twinder3\_client

#### **Result From Project 2**

Time elapsed: 25.79

Successful requests: 100000

Unsuccessful requests: 0

Throughput: 3877.4718883288097

Mean: 4.945341176471323ms

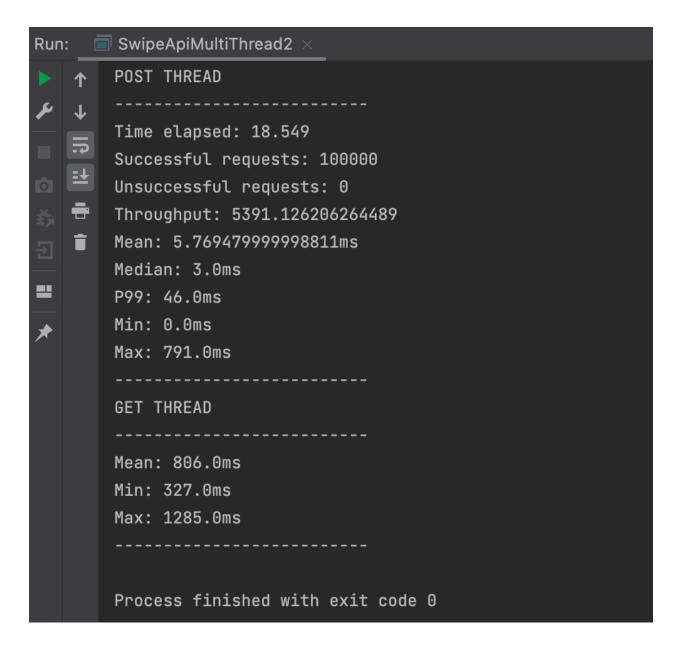
Median: 3.0ms

P99: 44.0ms

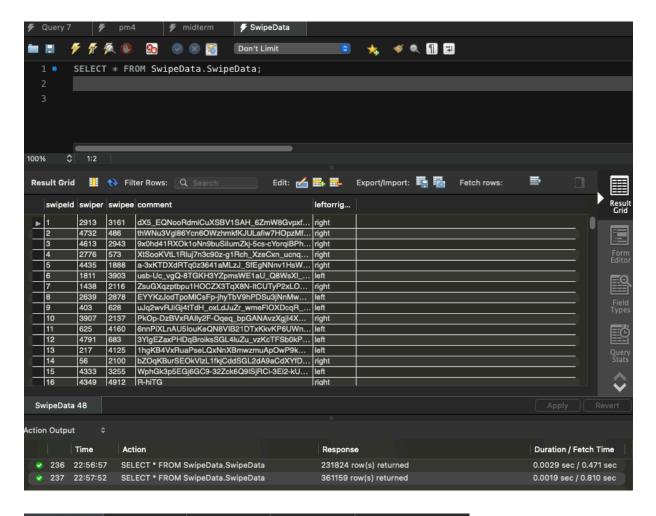
Min: 0.0ms

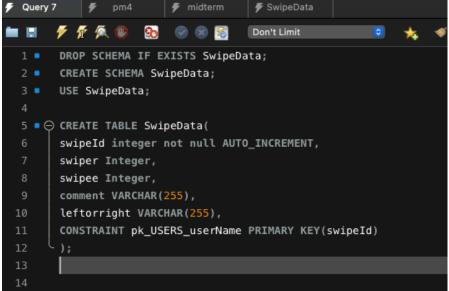
Max: 1491.0ms

### **Result From Project 3**



#### **Database - MySQL**





<u>Table Creation</u> & Populated <u>Table</u>

## Get Request Successful Output -

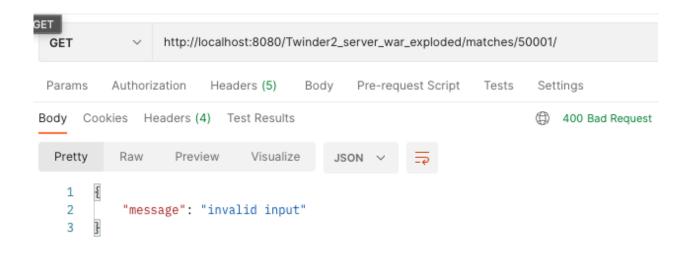
#### /matches

```
http://localhost:8080/Twinder2_server_war_exploded/matches/363/
Params Authorization Headers (5) Body Pre-request Script Tests Settings
                                                                           20
Body Cookies Headers (5) Test Results
                Preview Visualize JSON V
 Pretty
           "matchlist": [
               "3619",
               "4742",
               "266",
   5
   6
               "1474".
               "3849",
               "4239",
               "53",
  10
               "1452",
  11
               "4358",
  12
               "4943",
  13
               "2881",
  15
               "41",
               "868",
  16
               "1449".
  17
  18
               "4965",
  19
               "2147",
               "3856",
  21
               "1588",
               "2812",
  22
  23
               "3390".
  24
               "2943",
  25
               "1590",
  26
  27
               "31",
  28
               "2152".
               "1352",
  29
  30
               "2467".
  31
               "2603"
  32
```

#### Get Request Successful Output - /stats



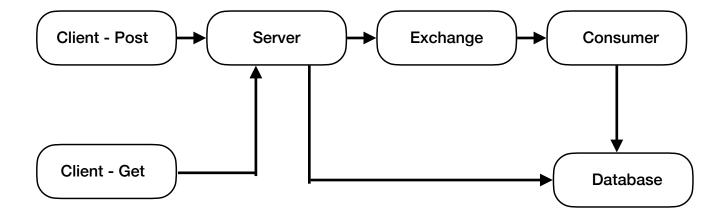
## <u>Get Request Unsuccessful Output -</u> <u>/matches</u>



### Get Request Successful Output - /stats



#### **Design**



- 3 separate projects are created for the purpose of this assignment as listed below:
  - Twinder\_Client (Updated from the previous assignment)
  - Twinder2\_Server (Updated from the previous assignment)
  - Twinder2\_Consumer ((Updated from the previous assignment)

#### High Level Design

The <u>Twinder Client project</u> contains of **Multithreaded class** which create random body and send post requests to the server(Twinder server). When the thread start, it calls another thread (**GetThread**) to send 5 get requests to both Match Servlet and Stats servlet every 5 seconds and it will stop once the last post threads terminates.

There is another separate project which contains the servlets files and DAO, <a href="Twinder2 server">Twinder2 server</a>. In the **Swipe servlet**, the url and the body sent from the client is validated before it is published to a RabbitMQ exchange to be consumed by the consumer. The server class initiate an exchange which is used to send the messages to the consumer queues in the doPost method. There is a **DBCPDataSource class** which establishes connection to the MySQL database and a **SwipeData DAO** which contains method to get list of matches and to get a match statistics for the user. **Match servlet** calls the DAO layer to get the list of matches for the user and return the response in JSON format. **Stats servlet** calls the DAO layer to get the like and dislike counts for the user and return the response in JSON format as well.

The <u>Twinder2 Consumer project</u> contains a Swipe class, 3 consumer classes, a **DBCPDataSource class** which establishes connection to the MySQL database and a **SwipeData DAO**. Consumer1 and Consumer2 are from the previous project and lastly **Consumer3** which is specified for this project.

Consumer 1 and Consumer2 classes will bind the exchange to their respective persistent queues and will consume the message to be converted as a Swipe object before processing the object into their respective hashmaps. Consumer 1 owns a hashmap which stores the user id/swiper as the key and takes in a list of 2 integers. The list represents the count of like and dislike for each swiper. Consumer 2 owns another hashmap which stores the user id/swiper as the key and takes in a list of the swipees' id which the swiper swiped. Consumer3 takes in the messages from the **persistent queue** and calls the SwipeData DAO layer to create a new Swipe object and store it in the database.

#### Deployment Topology - AWS

- 1 instance for Server
- 1 instance for Client
- 1 instance for Consumer
- Load balancer
- AWS RDS MySQL