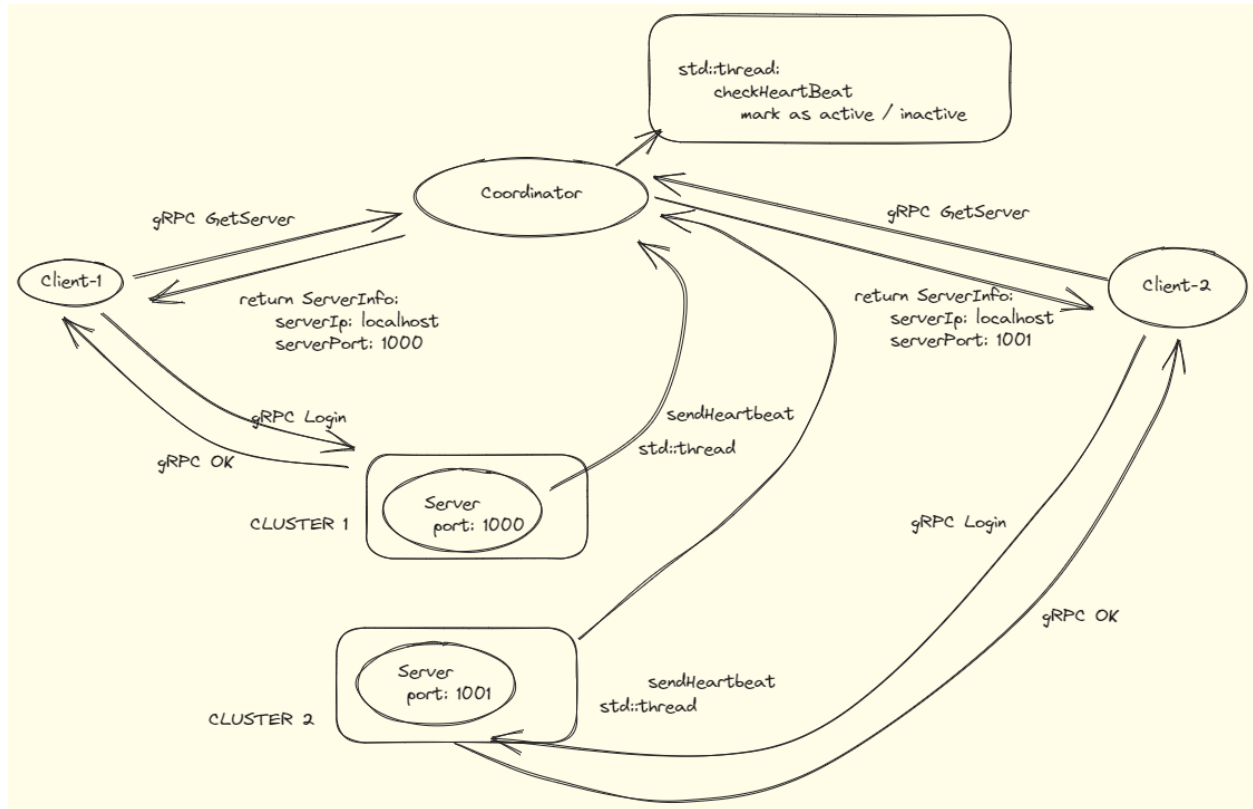


Design Document MP 2.1

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Flow Diagram



RPC Definitions

Coordinator

Heartbeat(ServerInfo serverInfo, Confirmation confirmation):

1. Get cluster ID from serverInfo
2. If a cluster doesn't exist in the routing table, return `grpc::StatusCode::NOT_FOUND`
3. If cluster exists, sleep for 5 seconds
4. Get the corresponding node from the cluster (based on serverId)
5. Set this zNode's last heartbeat timestamp to the current time
6. Set the confirmation's status as true
7. return `Status::OK`

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GetServer(ID id, ServerInfo serverInfo):

1. Computer cluster ID for the client's ID. Use $(id-1)\%3 + 1$
2. In routing table check if cluster exists
3. Get the server, check if active, if active set the servers ip and port in the serverinfo and return `grpc::Status OK`
4. If not active return `grpc::StatusCode::UNAVAILABLE`

Server

sendHeartBeat(coordinatorClientStub):

1. Set server information into serverInfo variable
2. Start an infinite loop
3. Use the the stub and the serverInfo via gRPC
4. If `grpc status` is OK and confirmation status is true, continue
5. Else break and exit with -1

.. // Code

Main Thread:

1. Server Start
2. `heartbeatThread.join()`
// Code
3. Exit

Client

1. Create coordinator stub
2. Set clientID in the ID Protobuf
3. Send the clientID via GetServer RPC // `stub_.GetServer(ID id, ServerInfo serverInfo)`
4. If `grpc::Status` is not OK, exit with -1 and error message.
5. If `grpc::Status` is OK, get serverIP and serverPort from the ServerInfo response
6. Create server stub based on this data
7. Connect and login to server using `serverStub_.Login(..)` RPC