|  |  |  |  |
| --- | --- | --- | --- |
|  | 2/12/2016 |  | |
| |  |  | | --- | --- | |  |  | |  |  | |  |  | |  |  | | |  | |
| COMP8005 Assignment 2  *Scalability and Performance of Client-Server Implementatons* | | | |
|  | Rizwan Ahmed  Vishavpreet Singh  COMP6D | |  |

|  |  |  |
| --- | --- | --- |
|  |  |  |

Contents

[Introduction 2](#_Toc443234519)

# Introduction

This report contains the observation in scalability and performance of three types of server implementations. The types of servers implemented are:

1. A multi-threaded, traditional server
2. A select (level-triggered) multiplexed server
3. An epoll (edge-triggered) asynchronous server

All of these servers handle multiple clients and simply echoes back the data they receive from the clients. The echo client implementation takes input from the user for the number of times data is sent to the server and the size of the data to be sent. Statistics, which are maintained by both client and server, include host names, number of requests generated, and the amount of data transferred.