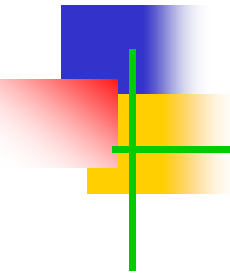


Assignment 2 – Project: Distributed System and Application



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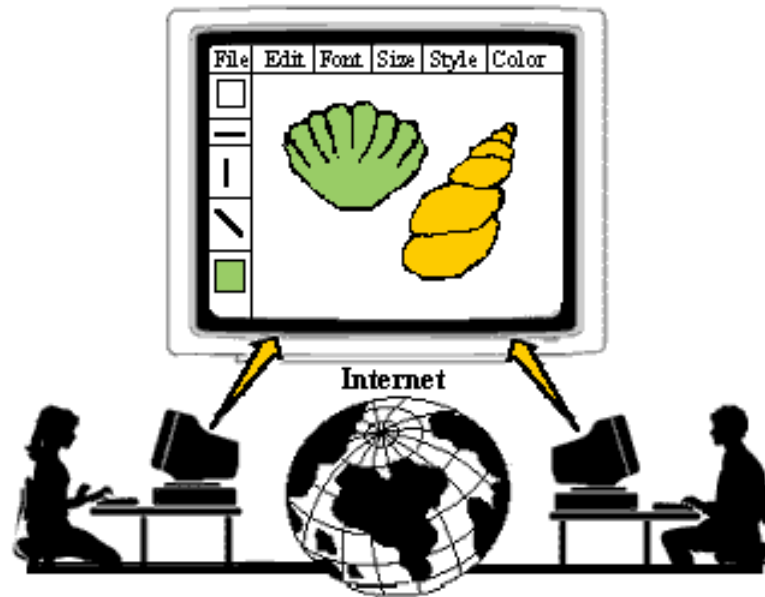
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Project: Distributed Shared White Board

- In these slides, we are offering mainly **guidelines** for satisfactory work, but **be innovative and creative**, which will be valued a lot.
- Team/Members Size: **1** – Individual (like Assignment 1).
- **General help:** Ask **your** tutor during/after tutorial session. Also use “Discussion Board” in LMS.
- Marks Allocated: **25**
- **Note:** Key Requirements/Features are substantially reduced (since this is an individual assignment). We expect all students to just finish and submit only the features noted in this specification.
- To help you in planning, we proposed:
 - Basic Features (first complete a system with these features as they easier)
 - Advanced Features

Shared White Board – Distributed Users



- Shared whiteboards allow multiple users to draw simultaneously on a canvas. There are multiple examples found on the Internet that support a range of features such as freehand drawing with the mouse, drawing lines and shapes such as circles and squares that can be moved and resized, and inserting text.

Main Challenges

- **Dealing with concurrency**
 - Regardless of the technology you use, you will have to ensure that access to shared resources is properly handled and that simultaneous actions lead to a reasonable state.
- **Structuring your application and handling the system state**
 - For example you can have multiple servers that communicate with each other or a single central one that manages all the system state.
- **Dealing with networked communication**
 - You have to decide when/what messages are sent across the network.
 - You may have to design an exchange protocol that establishes which messages are sent in which situation and the replies that they should generate.
 - If you use RMI, then you have to design your remote interface(s) and servants
- **Implementing the GUI.**
 - The functionality can resemble tools like MS Paint.
 - You can use any tool/API/library you want.
 - e.g.: Java2D drawing package
(<http://docs.oracle.com/javase/tutorial/2d/index.html>)

Distributed White Board

- Develop a white board that can be shared between multiple users over the network.
- The system must be implemented in Java but you can choose the technology (e.g., it can be even **Sockets**) you want to use to build your distributed application:
 - Sockets
 - TCP or UDP?
 - Message format and Exchange protocol?
 - can be XML-based or your own format)
 - Client can broadcasts a message with updates to all other clients, other clients reply acknowledging the message.
 - Java RMI?
 - Remote Objects/Remote Interface?
 - File or Database for Storage
 - Please Choose any technology of your choice
 - Make sure that can achieve the goal when you are choosing “new” technology (otherwise, stick to what you already know).

Requirements – Basic Features

■ Whiteboard – Multiuser system

- Multiple users can draw on a shared interactive canvas.
- Your system will support a single whiteboard that is shared between all of the clients.
- Key Elements with GUI
 - Shapes: at least your white board should support for **line**, **circle**, and **rectangle**.
 - Text inputting must be implemented – allow user to type text anywhere inside the white board.
- Of course, you are most welcome to be creative/innovative.

Advanced Features

1. A “File” menu with **new**, **open**, **save**, **saveAs** and **close** should be provided (only the manager can control this)
2. Allow the manager to kick out a certain peer/user

Guidelines on Usage/Operation

- Users must provide a username when joining the whiteboard. There should be a way of uniquely identifying users, either by enforcing unique usernames or automatically generating a unique identifier and associating it with each username.
- All the users should see the same image of the whiteboard and should have the privilege of doing all the drawing operations.
- When displaying a whiteboard, the client user interface should show the usernames of other users who are currently editing the same whiteboard.
- Clients may connect and disconnect at any time. When a new client joins the system the client should obtain the current state of the whiteboard so that the same objects are always displayed to every active client.
- Only the manager of the whiteboard should be allowed to create a new whiteboard, open a previously saved one, save the current one, and close the application.
- Users should be able to work on a drawing together in real time, without appreciable delays between making and observing edits.

Proposed Startup/Operational Model

- The first user creates a whiteboard and becomes the whiteboard's manager
 - `java CreateWhiteBoard <serverIPAddress> <serverPort> username`
- Other users can ask to join the whiteboard application any time by inputting server's IP address and port number
 - `java JoinWhiteBoard <serverIPAddress> <serverPort> username`
- A notification will be delivered to the manager if any peer wants to join. The peer can join in only after the manager approves
 - A dialog showing "someone wants to share your whiteboard".
- An online peer list should be maintained and displayed
- All the peers will see the identical image of the whiteboard, as well as have the privilege of doing all the operations.
- Online peers can choose to leave whenever they want. The manager can kick someone out at any time.
- When the manager quits, the application will be terminated. All the peers will get a message notifying them.

Guidelines/Suggestions for Implementation

- These phases are suggestions for timely progression, you are most welcome to follow your own approach.
- Phase 1 (whiteboard) – (aim to finish within 2 weeks of announcement)
 - **As a starting point:** Single-user standalone whiteboard (OR)
You are most welcome to implement a single user and single server.
 - **Task A:** Implement a client that allows a user to draw all the expected elements (line, circle, rectangle,...).
 - **Task B:** Implement a server so that client and server are able to communicate entities created in Task A

Guidelines/Suggestions for Implementation

- Phase 2 (user management skeleton)
 - Allow the manager to create a whiteboard
 - Allow other peers to connect and join in by getting approval from the manager
 - Allow the manager to choose whether a peer can join in
 - join in means the peer name will appear in the user list
 - Allow the joined peer to choose quit
 - Allow the manager to close the application, and all peers get notified
 - Allow the manager to kick out a certain peer/user

Guidelines – Suggestions (You are most welcome follow your own approach)

■ Phases 3 (Final)

- Integrate the whiteboard with the user management skeleton (phases 1 and 2)
- Design issues:
 - What communication mechanism will be used?
 - Socket, RMI, or any other frameworks of your choice.
 - How to propagate the modification from one peer to other peers?
 - You may need an event-based mechanism
 - How many threads do we need per peer?
 - At least one for drawing, one for messaging

Deliverables, Marks and Deadlines

- Report (5 marks)
- Code and Demo of Network-based Distributed Users, Shared Whiteboard:
 - Basic System (16 marks)
 - Advanced Features (4 marks)
- **Deadline:**
 - **Monday (June 1, 2020) at 5:00pm**
- Note: You are NOT allowed to use ANY code taken from any existing shared whiteboard implementation. **Full design, code, report has to be Your OWN work.**

Final Submission

■ Report

- You should write a report that includes the system architecture, communication protocols and message formats, design diagrams (class and interaction), implementation details, new innovations
- Don't document anything you haven't implemented in the report. This is misconduct and will result in severe penalties.

■ You need to submit the following via LMS:

- Your report in PDF format *only*.
- The *executable jar* files used to run your system's clients/server(s)
- Your source files in a .ZIP or .TAR archive *only*.

Milestone: Demonstration

■ Demonstrations

- You will showcase your system and discuss your design choices during the demos.
- Date and venue will be announced closer to the submission date.

Penalties for late submissions of assignments

- Assignments submitted late will be penalized in the following way:
 - 1 day late: -1 mark
 - 2 days late: -2 marks
 - 3 days late: -3 marks
 - 4 days late: -4 marks
 - etc. (that is, -1 mark for each day delay).
- Note: Very soft this semester!