

15-440
Distributed Systems
Recitation 4

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Project 1

- Involves creating a *Distributed File System* (DFS):
FileStack
- Stores data that does not fit on a single machine
- Enables clients to perform operations on files stored on **remote servers** (RMI)

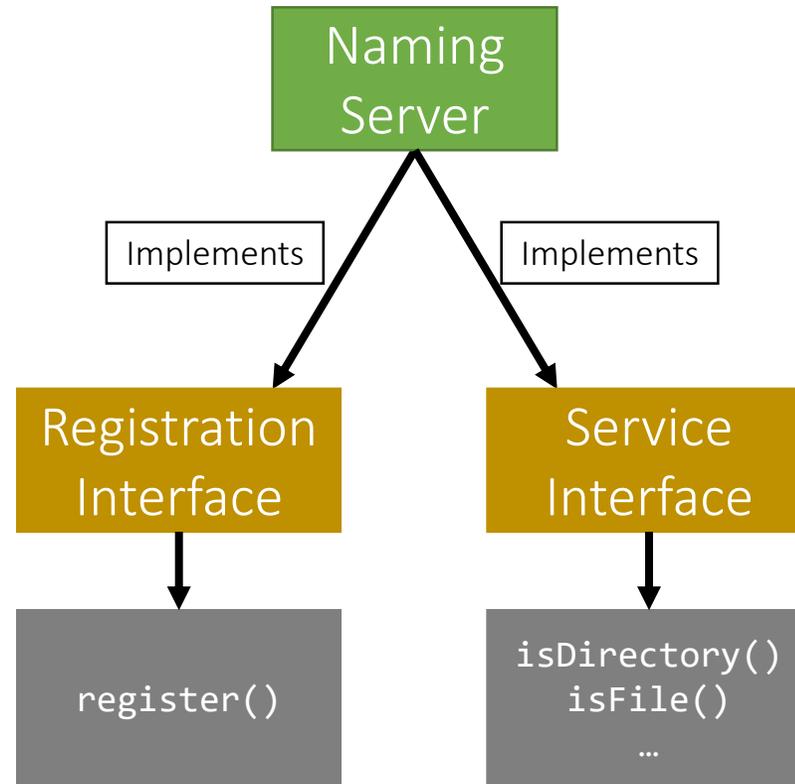
Last Recitation

- Discussed the **Entities** involved and their communication
- Covered a full-fledged example that covers various **stubs** & **skeletons**
- RMI: covered Stub & Skeleton **pseudocode**

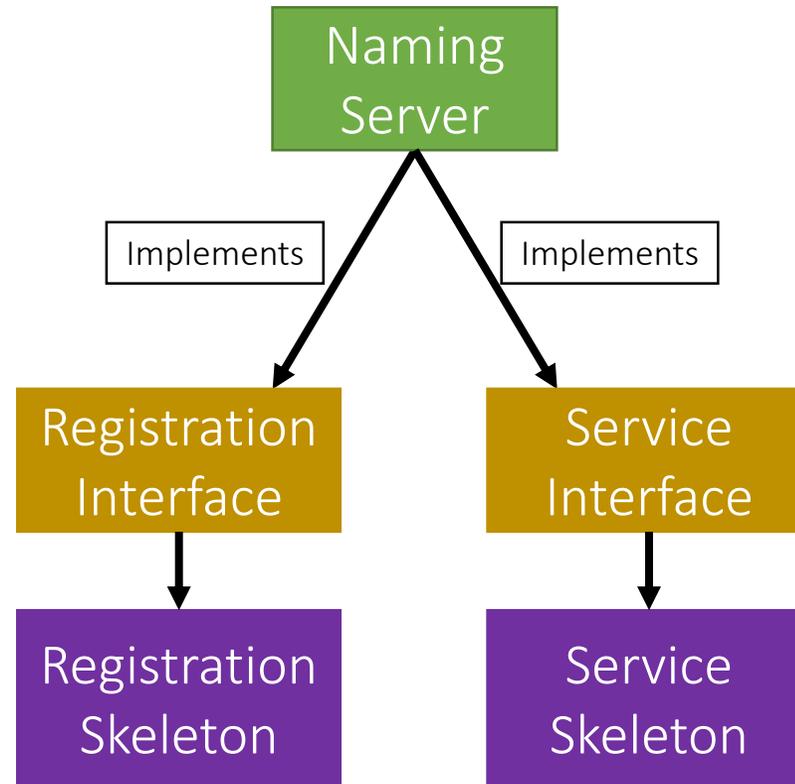
Today

- The **Naming** Package
- The **Storage** Package

The Naming Package



The Naming Package



The Naming Package

- The **Naming** Package:
 - Registration.java (**interface**)
 - Service.java (**interface**)
 - NamingServer.java (**public class**)
 - Implements:
 - Registration *Interface*
 - **methods(s):** register
 - Service *Interface*
 - **methods(s):** isDirectory, list, createFile, createDirectory, delete (*bonus*)

The Naming Package

- The **Naming** Package:
 - Registration.java (**interface**)
 - Service.java (**interface**)
 - NamingServer.java (**public class**)
 - Has Attributes:
 - Registration *Skeleton*
 - Service *Skeleton*
 - Directory Tree

Naming Package: Tree

- How can we build the *Directory Tree*?
 - One way is to use **Leaf/Branch** approach:
 - **Leaf** will represent:
 - A file (name) and stub
 - **Branch** will represent:
 - A list of **Leafs/Branches**

Naming Package: Classes

```
public class Node {  
    String name;  
}
```

```
public class Branch extends Node {  
    ArrayList<Node> list;  
}
```

```
public class Leaf extends Node {  
    Command c;  
    Storage s;  
}
```

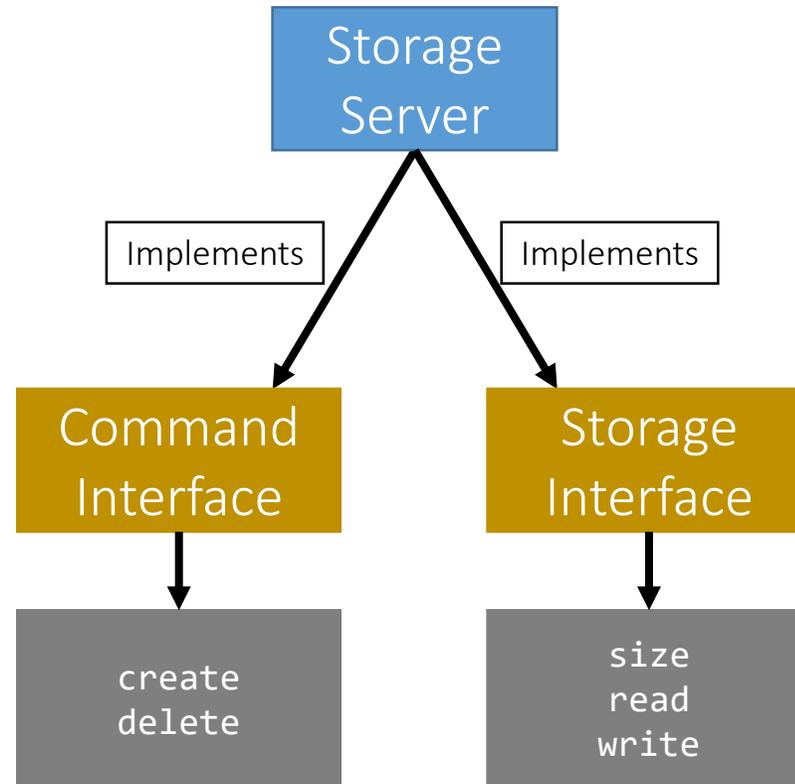
The Naming Package

- The **Naming** Package:
 - Registration.java (**interface**)
 - Service.java (**interface**)
 - NamingServer.java (**public class**)
 - NamingStubs.java (**public class**)
 - Creates:
 - Registration *Stub*
 - Service *Stub*

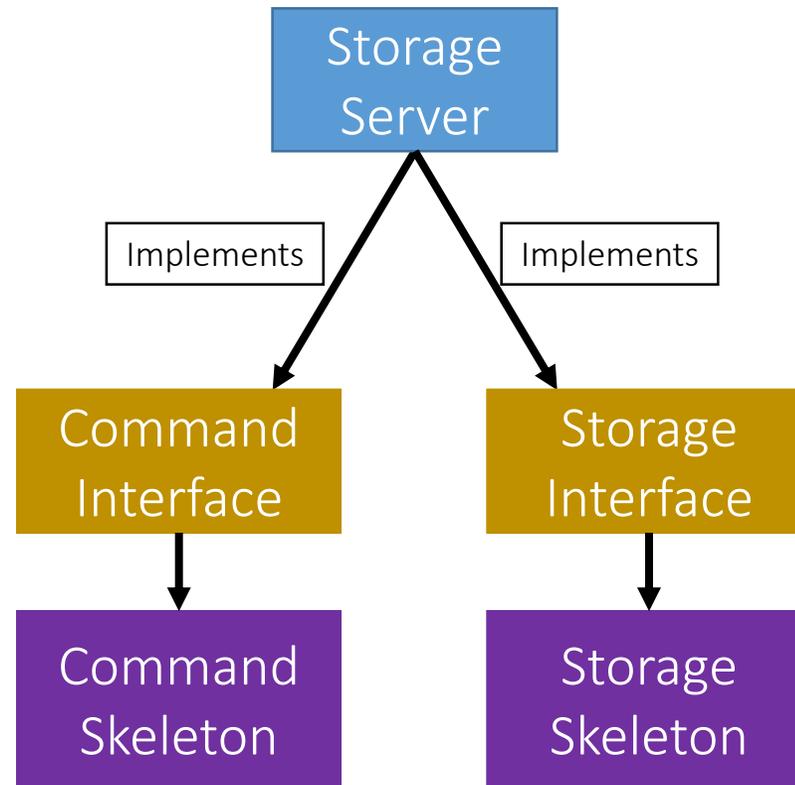
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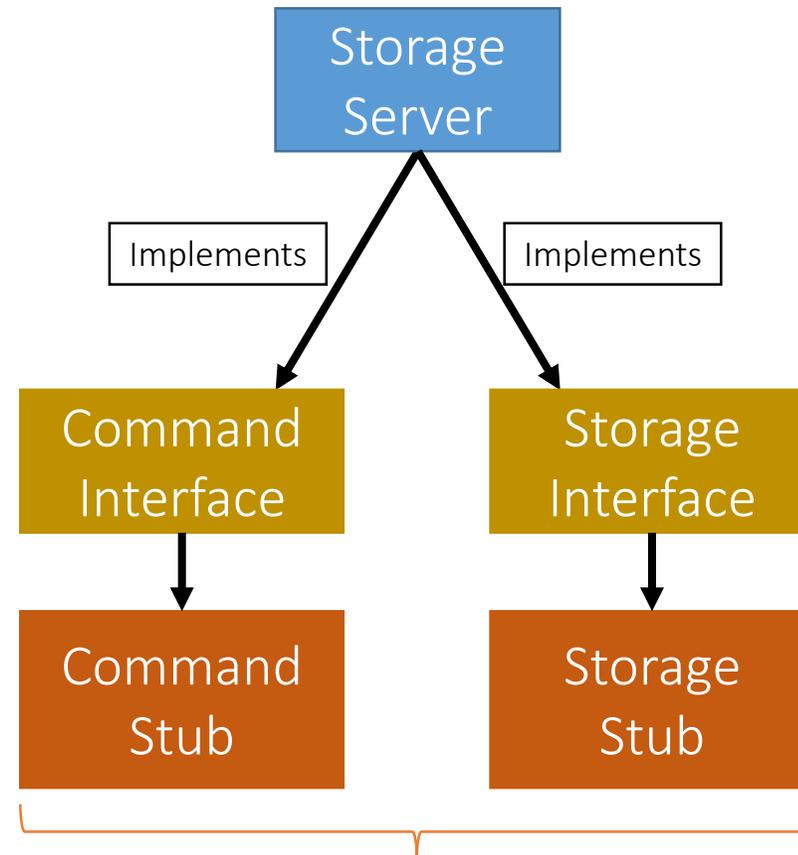
The Storage Package



The Storage Package



The Storage Package



These stubs are sent to the Naming server during registration

The Storage Package

- The **Storage** Package:
 - Command.java (**interface**)
 - Storage.java (**interface**)
 - StorageServer.java (**public class**)
 - Implements:
 - Command *Interface*
 - **methods(s):** create, delete (*not bonus! i.e. required*)
 - Storage *Interface*
 - **methods(s):** size, read, write

The Storage Package

- The **Storage** Package:
 - Command.java (**Interface**)
 - Storage.java (**Interface**)
 - StorageServer.java (**public class**)
 - Has functions:
 - *start()*
 - *stop()*

The Storage Package

- The `StorageServer start()` function will:
 - Start the Skeletons:
 - *Command* Skeleton
 - *Storage* Skeleton
 - Create the stubs
 - *Command* Stub
 - *Storage* Stub

The Storage Package

- The `StorageServer start()` function will:
 - Registers itself with the `Naming Server` using:
 - Its files
 - The created `stubs`
 - Post registration, we receive a list of `duplicates` (*if any*):
 - Delete the duplicates
 - *Prune* directories if needed

The Storage Package

- The `StorageServer stop()` function will:
 - Stop the skeletons:
 - *Command* Skeleton
 - *Storage* Skeleton