Project – Terp Idol

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Overview

Goal

- Implement online voting for a Terp Idol contest

Requires knowledge of

- Networking
- Streams
- Multithreading
Terp Idol Contest Rules

- The contest consists of a number of rounds
- Each round begins with a number of contestants
- Voters vote for individual contestants
  - As many times as they wish
- At end of round, contestant w/ fewest votes eliminated
- In case of ties, contestant whose name is alphabetically first is eliminated
- Votes for remaining contestants are reset to 0 at the beginning of a new round
- Last remaining contestant is the winner
Terp Idol Online Voting

Requirements
- Must use a client-server model
- Use threads to handle multiple clients
- Use synchronization to avoid data races

Classes
- Contest, CommandProcessor
- Server, Client, Judge, Voter

General approach
1. Set up server
2. Set up clients
3. Handle client-server requests
1) Set Up Server

1. Use the Contest class to create a Server object with a CommandProcessor for processing requests.

2. Server creates a ServerSocket, and the port number assigned to ServerSocket is stored in Contest class.

3. Run Server in a separate daemon thread. Get ready to accept incoming Client connections.

4. Server should handle incoming Client connections in separate threads (to support multiple Clients concurrently).
2) Set Up Clients

1. Use the Contest class to create Client objects with Sockets connecting to the port number of the ServerSocket.

2. Clients may be Judges or Voters, each with different types of requests as shown in the table below.
3) Handle Client-Server Requests

1. A client can send requests (in the form of strings) to the Server through its Socket connection
2. Server examines request from client. Two requests (PING, DISCONNECT) are handled directly
3. Other requests are passed to the CommandProcessor
4. The response for each request (if any) is passed back to the client as a string
5. Server continues to serve Client until DISCONNECT is received. Server then goes back to waiting for clients.
## Requests & Responses

<table>
<thead>
<tr>
<th>Sent by</th>
<th>Client Sends</th>
<th>Server Returns</th>
</tr>
</thead>
<tbody>
<tr>
<td>Client</td>
<td>PING</td>
<td>SERVER RUNNING &lt;date&gt;</td>
</tr>
<tr>
<td></td>
<td>DISCONNECT</td>
<td>&lt;none&gt;</td>
</tr>
<tr>
<td></td>
<td>&lt;unknown code&gt;</td>
<td>INVALID REQUEST &lt;code&gt;</td>
</tr>
<tr>
<td>Voter</td>
<td>CONTESTANTS</td>
<td>CONTESTANTS &lt;names&gt;</td>
</tr>
<tr>
<td></td>
<td>VOTE &lt;name&gt;</td>
<td>VOTE &lt;name&gt;</td>
</tr>
<tr>
<td></td>
<td>LOOKUP &lt;name&gt;</td>
<td>LOOKUP &lt;line in data file for name&gt;</td>
</tr>
<tr>
<td></td>
<td>IMAGES &lt;url&gt;</td>
<td>IMAGES &lt;URLs of images&gt;</td>
</tr>
<tr>
<td>Judge</td>
<td>INVITE &lt;name&gt;</td>
<td>INVITE &lt;name&gt;</td>
</tr>
<tr>
<td></td>
<td>TALLY</td>
<td>TALLY &lt;names &amp; # votes&gt;</td>
</tr>
<tr>
<td></td>
<td>NEW ROUND</td>
<td>NEW ROUND &lt;eliminated contestant&gt;</td>
</tr>
</tbody>
</table>
Other Relevant Topics
Client Programming

Basic steps

1. Determine server location – IP address & port
2. Open network connection to server
3. Write data to server (request)
4. Read data from server (response)
5. Close network connection
6. Stop client
Simple Server Programming

Basic steps

1. Determine server location - port (& IP address)
2. Create ServerSocket to listen for connections
3. Loop
   
   while (true) {
   
   Accept network connection from client
   Read data from client (request)
   Write data to client (response)
   Close network connection to client
   
   }
Socket Class

- Creates socket for client
- Constructor connects to
  - Machine name or IP address
  - Port number
- Transfer data via streams
  - Standard Java I/O streams
    - Bytes → InputStream, OutputStream
    - Characters → FileReader, PrintWriter
ServerSocket Class

- Create socket on server
- Constructor specifies local port
  - Server listens to port
- Usage
  - Begin waiting after invoking accept()
  - Listen for connection (from client socket)
  - Returns Socket for connection
public class Server {
    public static void main(String args[]) throws Exception {
        ServerSocket ss = new ServerSocket(4242);
        while (true) {
            Socket s = ss.accept();
            BufferedReader r = new BufferedReader(new InputStreamReader(s.getInputStream()));
            PrintWriter out = new PrintWriter(new OutputStreamWriter(s.getOutputStream()));
            String name = r.readLine();
            out.println("Hello "+ name);
            out.flush();
            s.close();
        }
    }
}
public class Client {
    public static void main(String args[]) throws Exception {
        String host = "localhost";
        InetAddress server = InetAddress.getByName(host);
        Socket s = new Socket(server, 4242);
        BufferedReader r = new BufferedReader(
            new InputStreamReader(s.getInputStream()));
        PrintWriter out = new PrintWriter(
            new OutputStreamWriter(s.getOutputStream()));
        out.println("MyName");
        out.flush();
        String response = r.readLine();
        System.out.println(response);
        s.close();
    }
}

URL Class

- Provides high-level access to network data
- Abstracts the notion of a connection
- Constructor opens network connection
  - To resource named by URL
Creating Threads in Java

Runnable Approach

1. Define class implementing Runnable interface
   
   ```java
   public interface Runnable {
       public void run();
   }
   ```

2. Put work to be performed in run( ) method

3. Create instance of the “worker” class

4. Create thread to run it
   
   - Create Thread object
     
     - Pass worker object to Thread constructor
     
   - Or hand the worker instance to an executor
     
     - Alternative methods for running threads
Creating Threads in Java

Example

```java
public class MyT implements Runnable {
    public void run() {
        ...
        // work for thread
    }
}

Thread t = new Thread(new MyT());    // create thread
Start();                              // begin running thread
...                                    // thread executing in parallel
```
**Lock**

**Definition**
- Entity can be held by only one thread at a time

**Properties**
- A type of synchronization
- Used to enforce *mutual exclusion*
- Thread can acquire / release locks
- Thread will wait to acquire lock (stop execution)
  - If lock held by another thread
public class DataRace extends Thread {
    static int common = 0;
    static Object o;       // all threads use o’s lock
    public void run() {
        synchronized(o) {    // single thread at once
            int local = common; // data race eliminated
            local = local + 1;
            common = local;
        }
    }
    public static void main(String[] args) {
        o = new Object();
        ...
    }
}
Stream Input/Output

Stream

- A connection carrying a sequence of data (ordered sequence of bytes)

Streams can be associated with

- Files, memory, other Strings

Many Java classes for handling streams

- Data consisting of characters (e.g., text files)
- Data consisting of raw bytes (e.g., binary files)
- Can buffer information

Combining different classes

- Can define stream with desired characteristics
Using Streams

Opening a stream
- Connects program to external data
- Location of stream specified at opening
- Only need to refer to stream

Usage
1. import java.io.* ;
2. Open stream connection
3. Use stream $\rightarrow$ read and / or write
   - Catch exceptions if needed
4. Close stream

Examples
- See fileExamples package
Scanner Class

Scanner

- Read primitive types & strings from input stream
  - Including System.in (standard input)
- Provides methods to treat input as String, Integer…
- Supports String nextLine(), int nextInt()…
- Throws InputMismatchException if wrong format
Scanner Class Examples

Example 1

// old approach to scanning input
BufferedReader br = new BufferedReader( new InputStreamReader(System.in));
String name = br.readLine( );

// new approach using scanner
Scanner in = new Scanner(System.in);
String name = in.nextLine( );  int x = in.nextInt( );

Example 2

See ScannerExample.java

Note use of printf