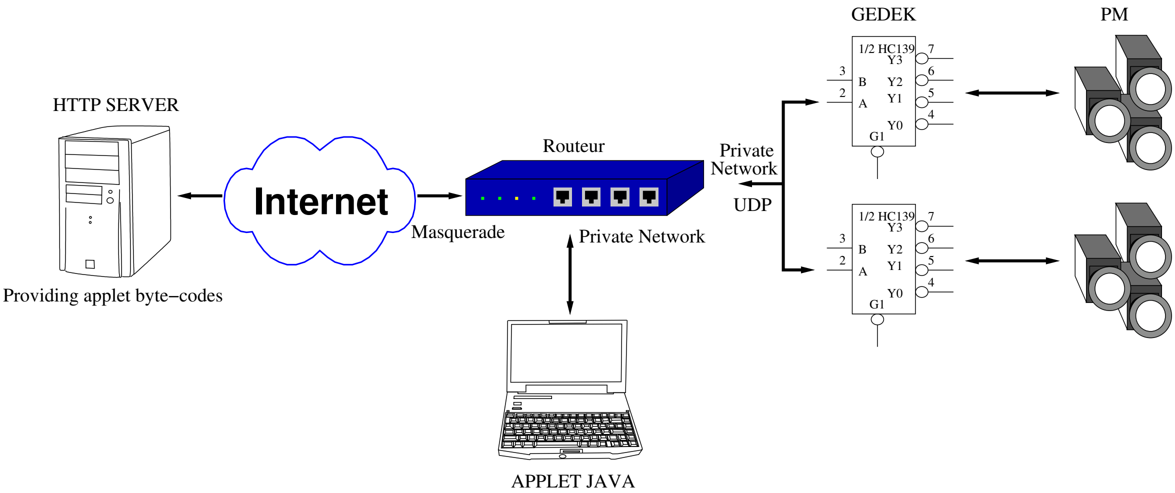
Software

You will find here explanations about the JAVA software.
It consist on a tool 'oriented efficiency' for the electronic team.

- Here are the functional specifications:

  1. We must use JAVA technology for code portability.
  2. We must use APPLET technology to pull the over someone's eyes (plug and play).
  3. So, the client should be able connect form the internet even if it only have one ETHERNET card.
  4. We must develop a **single** client (no serveur application nor client/router configuration at all).
  5. We are using a private network *(we will provide a switch/router that make ip routage/masquerading)*.



- Here are the headlines we are working on:

  1. We only use JAVA technology for code portability (no regression tests).
  2. We use WEBSTART so as to launch the client from a browser but not to use the browser's JVM.
  3. We develop a single client (no serveur application nor router configuration at all).
  4. The client is connected to the private network and use *masquerading* to connect to the internet.

- Here are the millstones :

  1. Main functionnalities:
     (a) Capture data files from the GEDEK board.
     (b) Develop a **Main** abstract class using a **Log** classe and that contain all static data.
     (c) Make choice for the media to parse (socket or file).
     (d) Make the parser store data in JAIDA memory.
  2. Develop the GUI:
     (a) Display embeded plots using JAIDA.

(b) Display the logs in a windows.

3. WebStart:
   (a) Run the application from an HTML page served by an HTTP server.
   (b) Sign the JAR file to give permission on the client side.
   (c) embebed default configuration in the JAR file.
4. (todo) Find portables solution:
   (a) (todo) try the soft on the WINDOWS operating system.
   (b) (todo) write configuration and log file in temporary directory depending on the OS.
   (c) (todo) Configuring Virtual IP Address in Windows XP/Vista/Seven usiong VLAN.
   (d) (todo) Configuring the switch using a DHCP client.
5. Know bug and limitation
   (a) The Java virtual machine memory may required to be increase when we will use many drawers.
   (b) The GUI application freeze sometime (Threading priority ?)
   (c) According to *Programmer en Java 5ème édition Java 5 et 6, Claude Delannoy, Eyrolles p318*: we should not use thread priority in portable developpement. So we use the `Trhead.sleep()` function.