Introduction

This document intends to describe the usage of a program developed over two different algorithms:

- GroupMess, which handles group views and messages
- STORM, that provides means for message dissemination over a multicast network.

Installation

This project has been made in Java SE, version 5 (Java 5). As the purpose of this project was to run this program in a limited resource device (PDA or similar) using Java 5, one used an emulated Java Virtual Machine called Mysaifu, which can be downloaded here: http://www2s.biglobe.ne.jp/~dat/java/project/jvm/index_en.html. The installation is a CAB file, which should be executed in the device itself.

Project Structure

This program is divided into three distinct Eclipse projects:

- AdHocMess: GUI for the program. It has two GUIs: one in which the main window has message colors (AdHocMessSwingUI) and one which has not (TextAdHocMessSwingUI)
- AdHocMessAPI: API and implementation of the AdHocMess group management software
- AdHocMessStormAPI: API and implementation of the STORM algorithm

These projects are packed in a single zip file, which should be extracted into a well-known directory and imported into an Eclipse workspace.

Execution

This program can be executed in two ways: in a regular PC or in a PDA device with Mysaifu installed.

In a regular PC, one should go into Eclipse, and, in one of the above referred classes click with the right button and choose "Run As -> Java Application"

In a PDA, one should execute Mysaifu and have a preconfigured ad hoc connection.

First one should produce three jar files usgin Eclipse, one per each project. To produce a jar file do "Export -> Jar Archive" over the "src" project folder. After this step, copy these files into the device.

Run mysaifu and choose the type "Class" and type the fully qualified name of the classes above mentioned:

- pt.adhocmess.altui.AdHocMessSwingUI for the colored version,
- pt.adhocmess.altui.TextAdHocMessSwingUI for a faster version

Press "Options" and add to the classpath all three jars. Press "Execute" and the program will run.