

STUDY AND IMPLEMENTATION OF A SIMULATED MULTIPROCESSOR IN CLIENT/ SERVER ENVIRONMENT

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ABSTRACT

In this project the author focused on the implementation of a client/ server distributed system that simulates real-time multiprocessor application. The main advantage is that this proposed system can utilize processing-free computers to process large amount of jobs distributed by an intelligent server. Generally this system is not suitable for end-users. Experts or high-level users that are technically literate normally use it. The proposed system is working in a client/ server environment. The connection is established using RMI (Remote Method Invocation) technology. The server is then given a large amount of jobs, and it has to determine how many clients that are connected. Jobs are sent to clients according to their CPU (Central Processing Unit) free to time. The server is able to check the clients CPU free time before sending a job to each of them.