CSC-400 Kleptomania Infrastructure ControlMonitor Specification

Jacob Balazer
balazer@cs.rochester.edu

Piotr Faliszewski
pfali@cs.rochester.edu

Michael Spear
spear@cs.rochester.edu

Wenzhao Tan
wenzhao@cs.rochester.edu

October 22, 2004

1   Introduction

The goal of the control monitor is to register people at a table before they enter to steal items, and to transmit alarm signals to the database/display. The control monitor is a client of the time server, as well as the database server.

All strings that are sent from the ControlMonitor are sent in the JAVA modified UTF-8 format. Technically, they are sent using the `DataOutputStream.writeUTF` method. See JAVA API documentation for reference.

2   The ControlMonitor program

The control monitor is implemented as a JAVA application, ControlMonitor. After executing

```
java TimeServer DOMAINNAME TIMESERVER DATABASESERVER
```

the monitor initializes and waits on time from the time server. When certain time conditions are met, button clicks will send messages to the database server.

2.1   The Alarm Signal

The alarm is currently sent via a button click. The final implementation must receive an input from the vision system, and condition its transmission of an alarm on this input. Since no vision system is created at this time, we chose to implement the alarm as a button for simulation and testing.

2.2   Network Communication

All network communication obeys the protocols and languages specified in other modules.