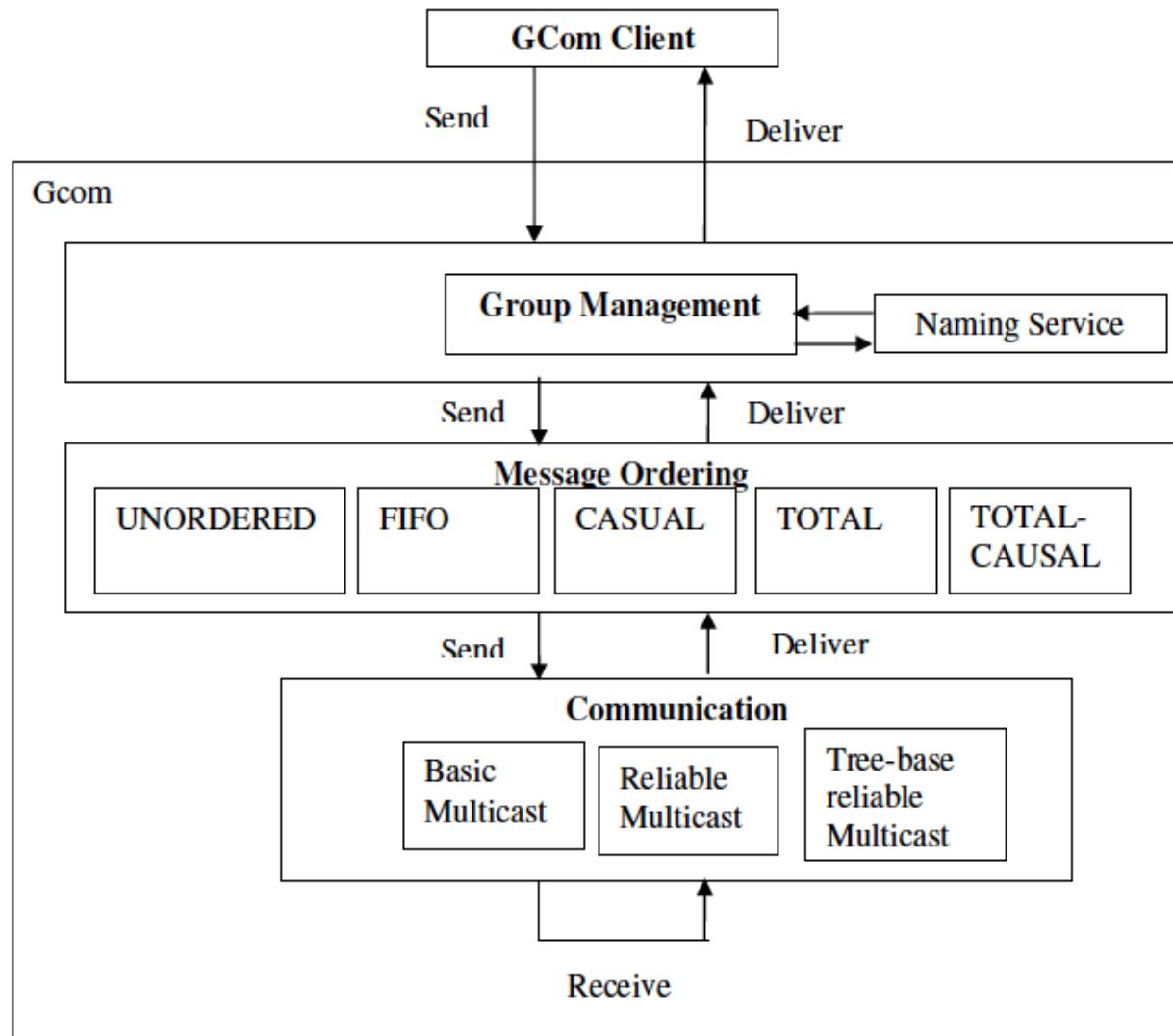# GCom

- GCom is a P2P system
  - All peers should have the same responsibility
  - There shouldn't be a central component except for naming service
- View synchrony is not required
- Member that left the group can join as a new member
  - No need to store state info in a secondary storage
- Java RMI doesn't implement multicast
  - Iterate through the group view
- Message queues/buses such as JMS, ActiveMQ, ZeroMQ are not allowed
- Low-level communication patterns such as sockets are not advisable
- No need to implement heartbeat
  - Failures can be detected during communication

GCom

- The debugger is important
  - Think about the debugger from the start
- No need to include UML diagrams conataining classes
  - High level design diagram is sufficient

Gcom-Architecture

Gcom-Group Management