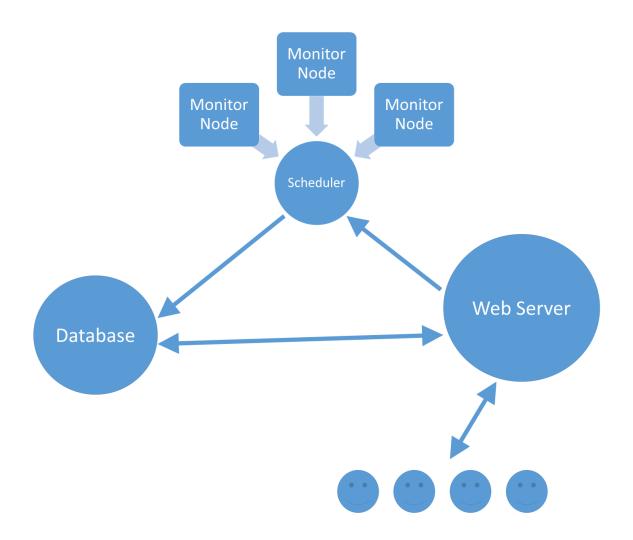
### Server Online Status Monitoring HUANG Chiming Advised by Professor Bo LI

### Introduction

A distributed, user-friendly, responsive web system that monitors the online status of any servers located all over the world.

### Architecture



## Tools

### GO (Programming Language)

- Built In Concurrency
- Simple but Productive
- Awesome Network Library



#### **ECHARTS (Data Visualization)**

- Dynamic Addition
- Real-time Rendering
- Browser Compatible



#### HPROSE (RPC)

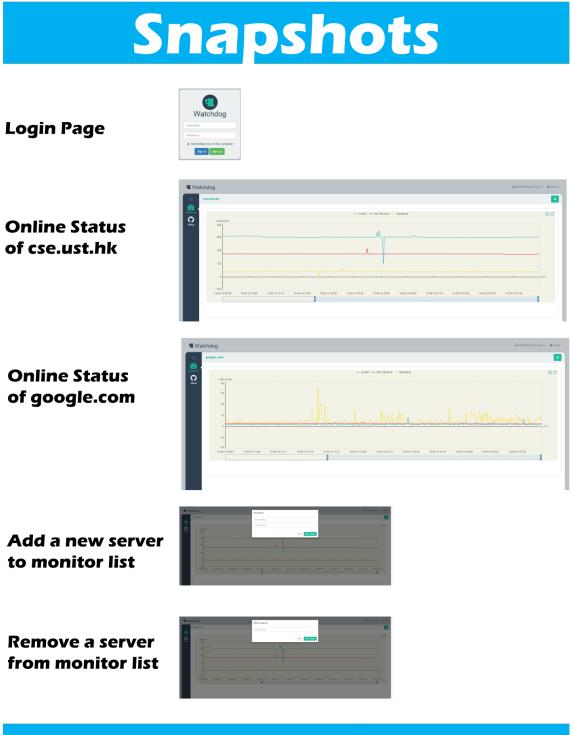
- Cross-Languages
- Lightweight
- High performance
- Dynamic (no IDL needed)

Hprose for Java	.NET Hprose for .Net	GO Hprose for Golang	Php Hprose for Php
Hprose for Ruby	Hprose for Python	Obj <b>C</b> Hprose for Objective-C	Hprose for Delphi
Hprose for Node.js	<b>JS</b> Hprose for JavaScript	HTHE Hprose for Html5	{AS} ■ Hprose for ActionScript

#### **NGINX (Web Server)**

- Smart Architecture (event-driven)
- Scalable
- Stable
- High performance





# Conclusion

Succeed in building a web app that monitors the servers of online status. Given more time, the UI and the user system can be improved.