## Proyecto Integrador Redes-Sistemas Operativos: Servidor Intermedio



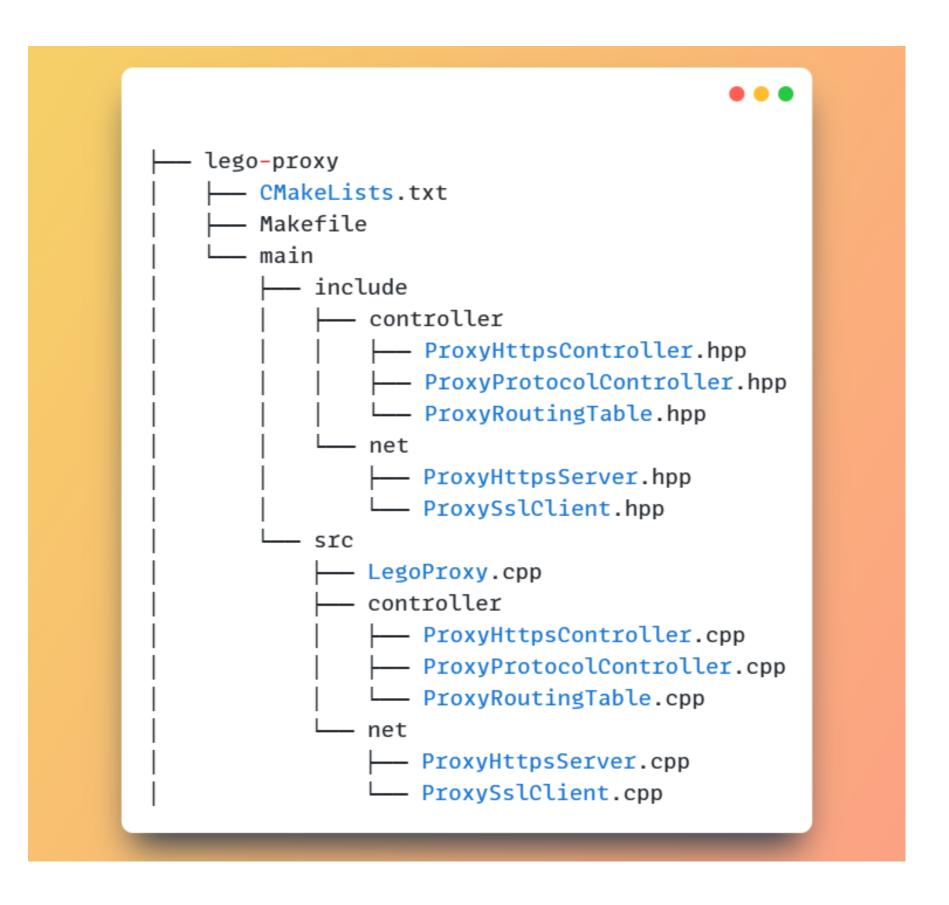
#### PIRO-maniacs

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## lego-common

```
lego-common
 └─ main
    --- include
        — concurrency
           — Queue.hpp
          controller
          └── ProtocolController.hpp
        logging
          └─ Logger.hpp
        — net
          ProtocolClient.hpp
          ProtocolHeader.hpp
          ProtocolServer.hpp
          SslServer.hpp
          └─ socket
             IPv4SslSocket.hpp
             IPv4UdpSocket.hpp
             SslCtxPtr.hpp
             - src
       --- concurrency
          logging
          Logger.cpp
        net
          ProtocolClient.cpp
          ProtocolServer.cpp
          SslServer.cpp
          └─ socket
             IPv4SslSocket.cpp
             IPv4UdpSocket.cpp
             SslCtxPtr.cpp
```

### Servidor Intermedio



## Servidor de Piezas

```
lego-server
— main
  —— include
    - controller
      FigureProtocolController.hpp
      --- data
      └─ net
      FigureSslServer.hpp
   - src
     LegoServer.cpp
     controller
      FigureProtocolController.cpp
```

## Cliente

```
• • •
lego_client
 — main
   ├─ include
       — controller

    FigureController.hpp

       — data
         — model

    Figure.hpp

       — net
         src
       controller
         – data

    ⊢ FigureRepository.cpp

       - LegoClient.cpp
       - model
         └─ Figure.cpp
       — net
```

# Preguntas

