Projet Systèmes Concurrents

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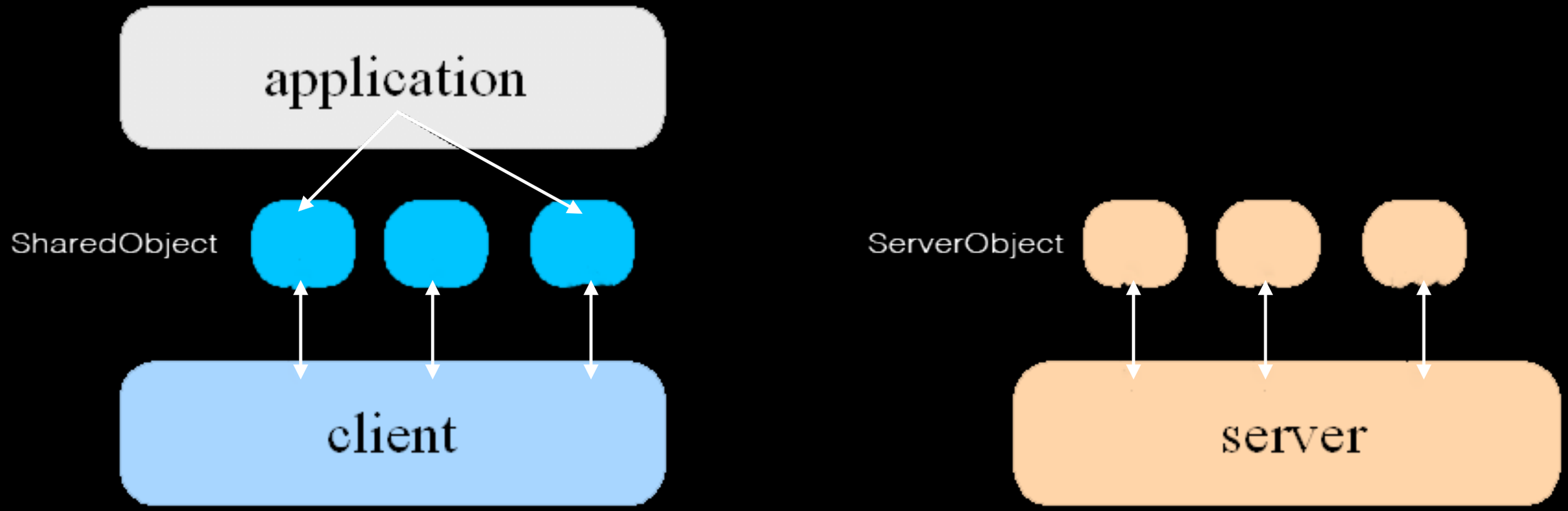
Plan

- Etape 1: Implémentation de la communication entre client et serveur et gestion des concurrences
- Etape 2: Ajout d'un service transactionnel
- Etape 3: Ajout des stubs
- Etape 4: Stockage de références à des objets partagés

Etape 1


application
SharedObject
client
ServerObject
server

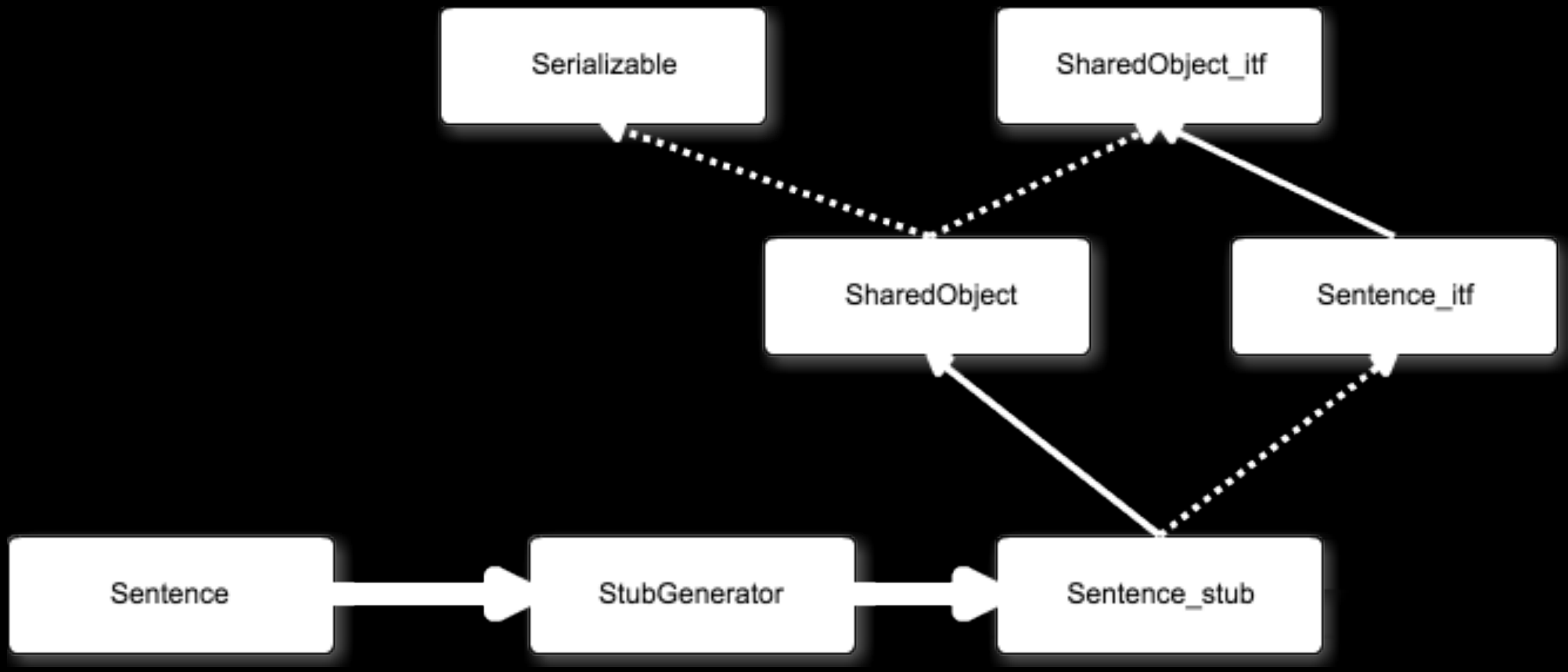
SharedObject	ServerObject
NL	NL
RLC	RL
WLC	WL
RLT	
WLT	
RLT_WLC	

Etape 2

Classe Transaction

```
private static Transaction transaction;

 private boolean active;

private HashMap<Integer,SharedObject> objetsaccedes;

public Transaction() {
 transaction = this;
 this.active = false;
 this.objetsaccedes = new HashMap<Integer,SharedObject>();
}

public HashMap<Integer,SharedObject> getObjetsAccedes() {
 return this.objetsaccedes;
}

public static Transaction getCurrentTransaction() {
 return transaction;
}

public boolean isActive() {
 return this.active;
}

public void start() {
 this.active = true;
}

public boolean commit() {
 this.objetsaccedes.clear();
 this.active = false;
 return true;
}

public void abort() {
 for(Integer i : this.objetsaccedes.keySet()) {
        ((SharedObject) Client.getCorrespondances().get(i)).obj = this.objetsaccedes.get(i);
    }
 this.objetsaccedes.clear();
 this.active = false;
}
```

Etape 3



Etape 3: Architecture

Etape 4

ReadResolve()

Des questions ???