

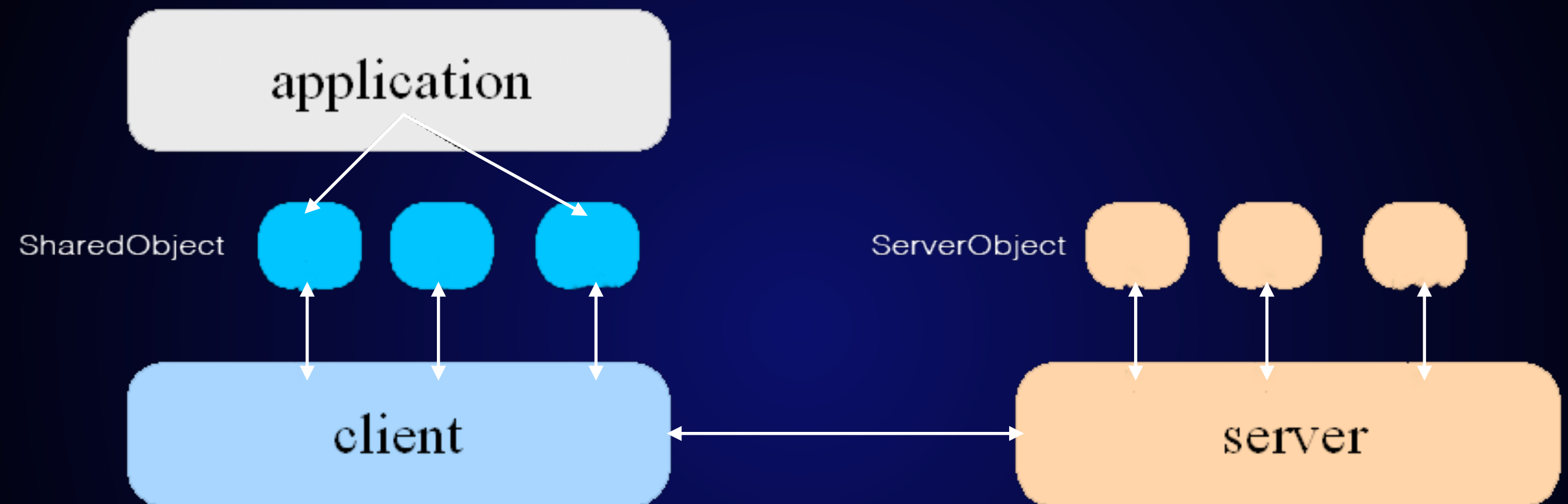
# Projet Systèmes Concurrents

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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



SharedObject	ServerObject
NL	
RLC	NL
WLC	RL
RLT	WL
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;
}

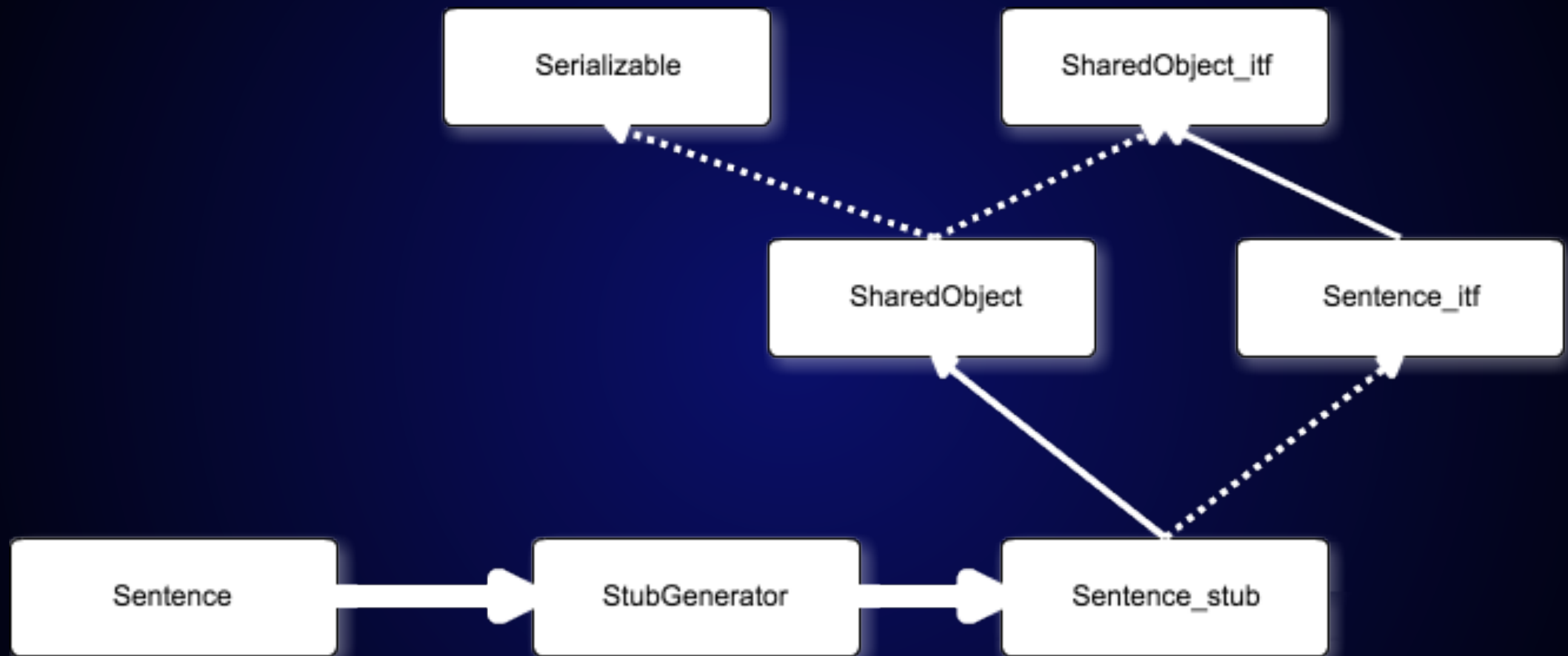
public boolean commit() {
    this.objetsaccedes.clear();
    this.active = false;
    return true;
}

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 4

# ReadResolve()

Des questions ???