Class Diagram:

Client-A

Dispatcher *disp
Server *s

ProcessA()

Dispatcher

Server sList[][]

+register(Server sp, string signature)
+unregister(Server sp)
+locateServer(string op_signature)

Client-B

Dispatcher *disp
Server *s

ProcessB()

Server

server-S1

void Service1(string, int, int)
void Service2(string, int, int)
int Service3(string)
float Service4(string)

server-S2

void Service1(string, int)
void Service2(string, int)
int Service3(string)
float Service4(string)

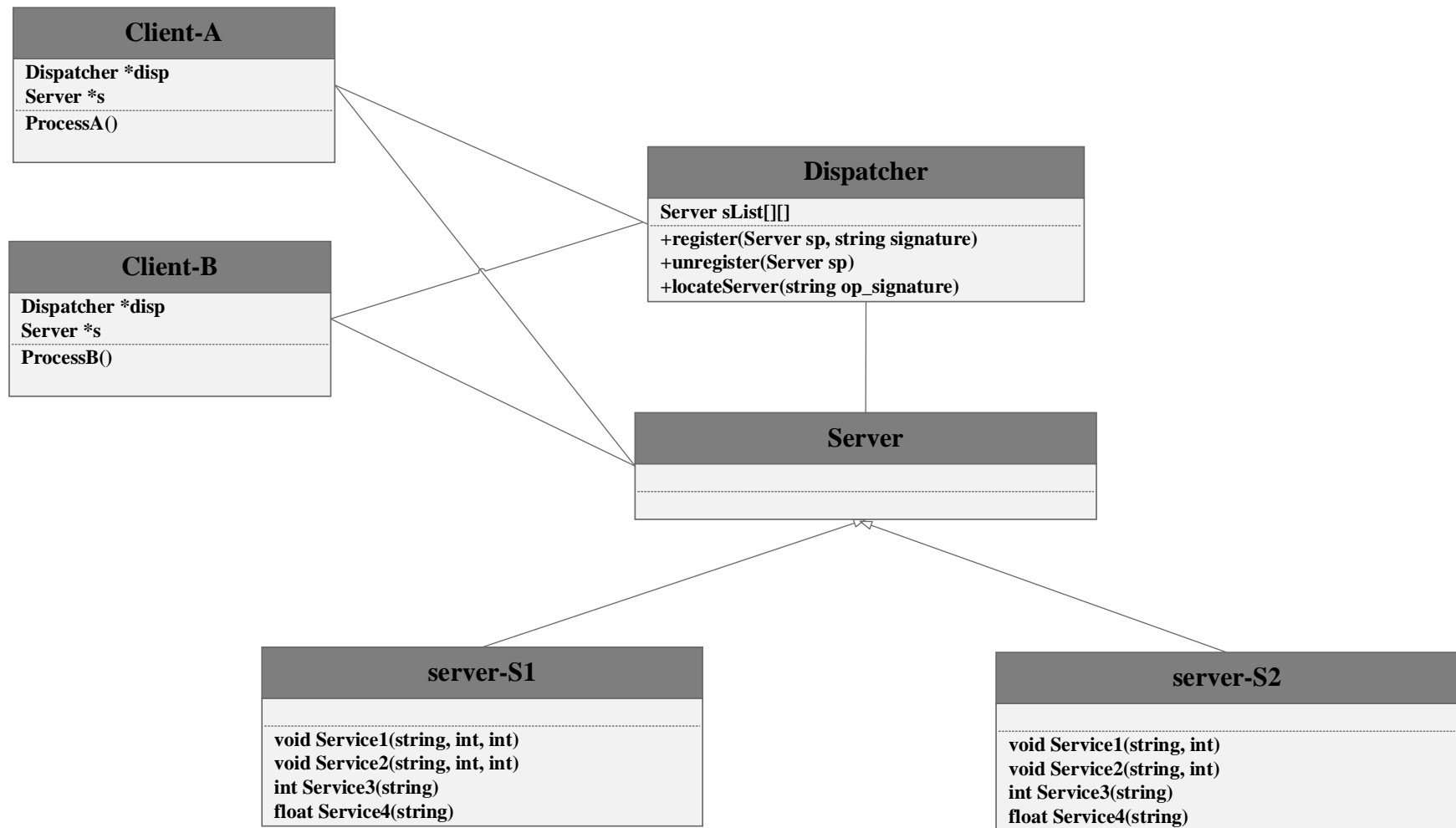**Class Client-B**
Dispatcher *disp
Server *s

Operations

void ProcessB() {
       s = disp->locateServer("int Service3(string)");
       int result = s-> Service3(string);
}

Class Dispatcher
Server sList[][]

Operations

register(Server s, String signature){
       add s to sList
       add signature to sList[s]
}

unregister(Server s){
       remove s from sList
}

locateServer(string op_signature){
       for every server **in** sList
          IF sList[server] contains op_signature **THEN**
             return server
          ENDIF
}

Sequence Diagram

Client -B   Dispatcher   server-S1

register("int Service3(string)")

ProcessB()

locateServer("int Service3(string)")

[server-S1]

Service3(string)

[result]