Seq_Communication

:CPlayingFieldController	:CCommunicationServer	:PrologClient

Clients haben sich mit dem Server verbunden
- Initialisierungphase -

:CPlayingFieldController → :CCommunicationServer : connect()

:CCommunicationServer → :CPlayingFieldController : DEFENDFIRST()

:PrologClient → :CCommunicationServer : connect()

:CCommunicationServer → :PrologClient : ATTACKFIRST()

:CCommunicationServer → :CPlayingFieldController : STARTSIGNAL()

:CCommunicationServer → :PrologClient : STARTSIGNAL()

Startsignal erhalten
- Spielphase -

loop [Solange Schiffe auf dem Spielfeld vorhanden sind]

:PrologClient → :CCommunicationServer : ATTACK(X,Y)

:CCommunicationServer → :CPlayingFieldController : ATTACK(X,Y)

:CPlayingFieldController → :CCommunicationServer : ATTACKRESPONSE(X,Y,State)

:CCommunicationServer → :PrologClient : ATTACKRESPONSE(X,Y,State)

:CPlayingFieldController → :CCommunicationServer : ATTACK(X,Y)

:CCommunicationServer → :PrologClient : ATTACK(X,Y)

:PrologClient → :CCommunicationServer : ATTACKRESPONSE(X,Y,State)

:CCommunicationServer → :CPlayingFieldController : ATTACKRESPONSE(X,Y,State)

Letztes Schiff wurde getroffen

:PrologClient → :CCommunicationServer : ATTACK(X,Y)

:CCommunicationServer → :CPlayingFieldController : ATTACK(X,Y)

:CPlayingFieldController → :CCommunicationServer : ATTACKRESPONSE(X,Y,LASTSHIPDESTROYED)

:CCommunicationServer → :PrologClient : ATTACKRESPONSE(X,Y,LASTSHIPDESTROYED)

:CCommunicationServer → :PrologClient : closeConnection()

:CCommunicationServer → :CPlayingFieldController : closeConnection()