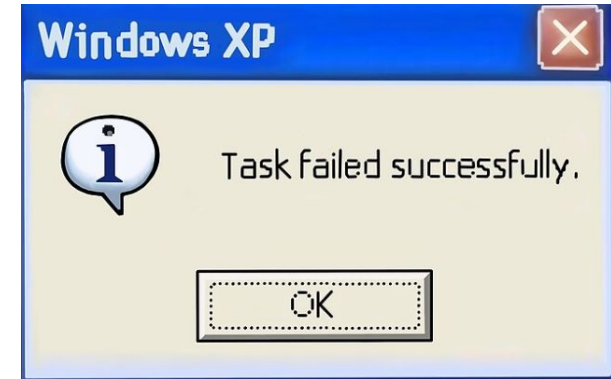# DDM - Duftes Daten Mischen

Assignment 2

First Try == Don't Try

We did not manage this assignment using akka http ….

We surrendered ¯_(ツ)_/¯ (after hours)

Chart **2**

Messages

...it's about sending a message.

LargeMessage

Triggers the transmission logic:

1. Communicate sender & receiver
2. Chunk message
3. Send chunks
4. Signal End of Transmission

Byte[]

Adds a chunk of the large message to the buffer

ActorRef[]

Sets the sender and receiver of the message.

Boolean

Signals the end of message transmission.

Parts can now be reassembled and sent.

Sie haben Post!
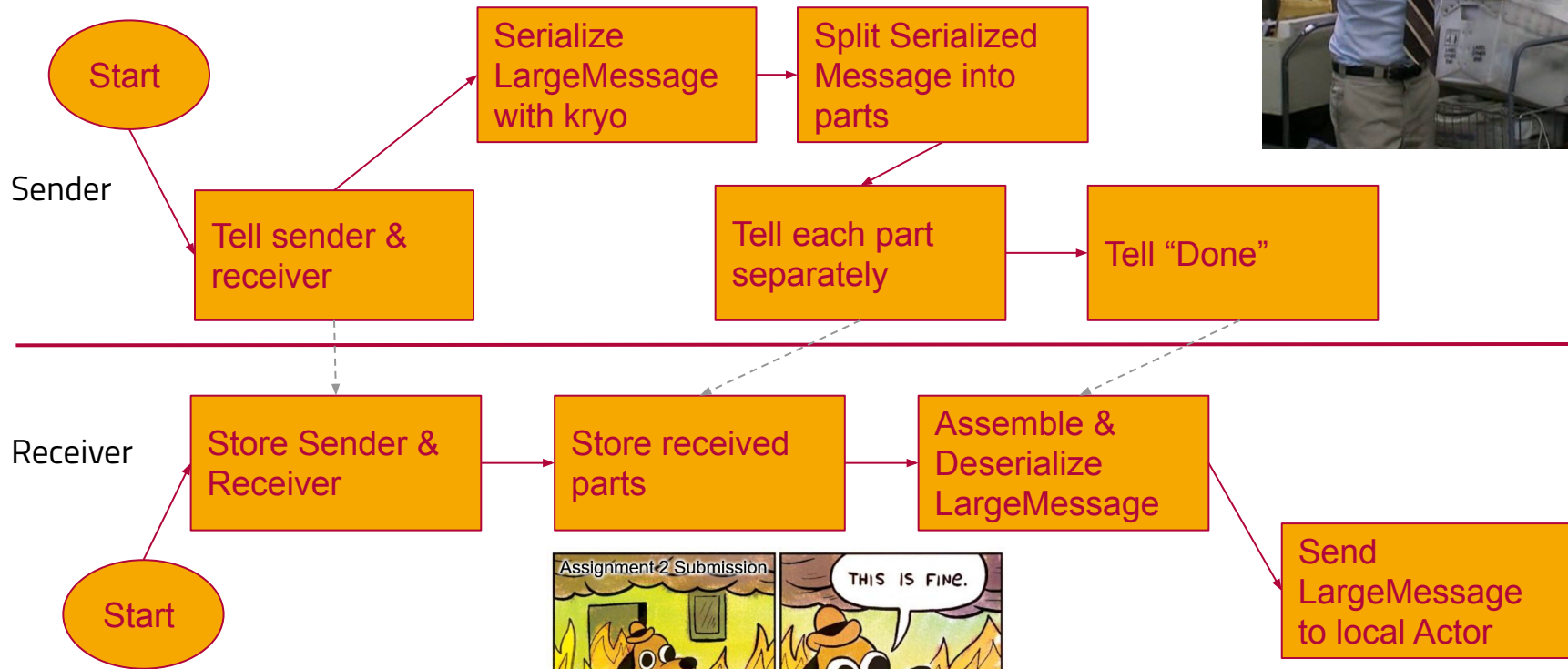
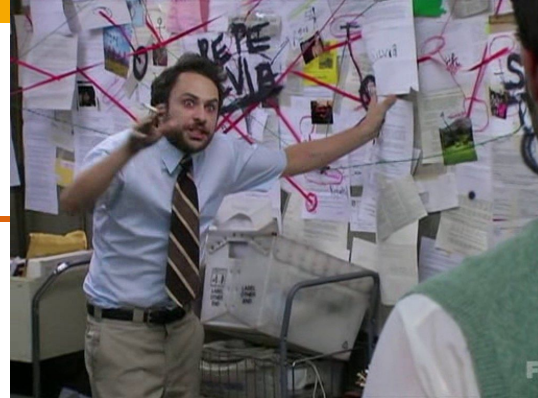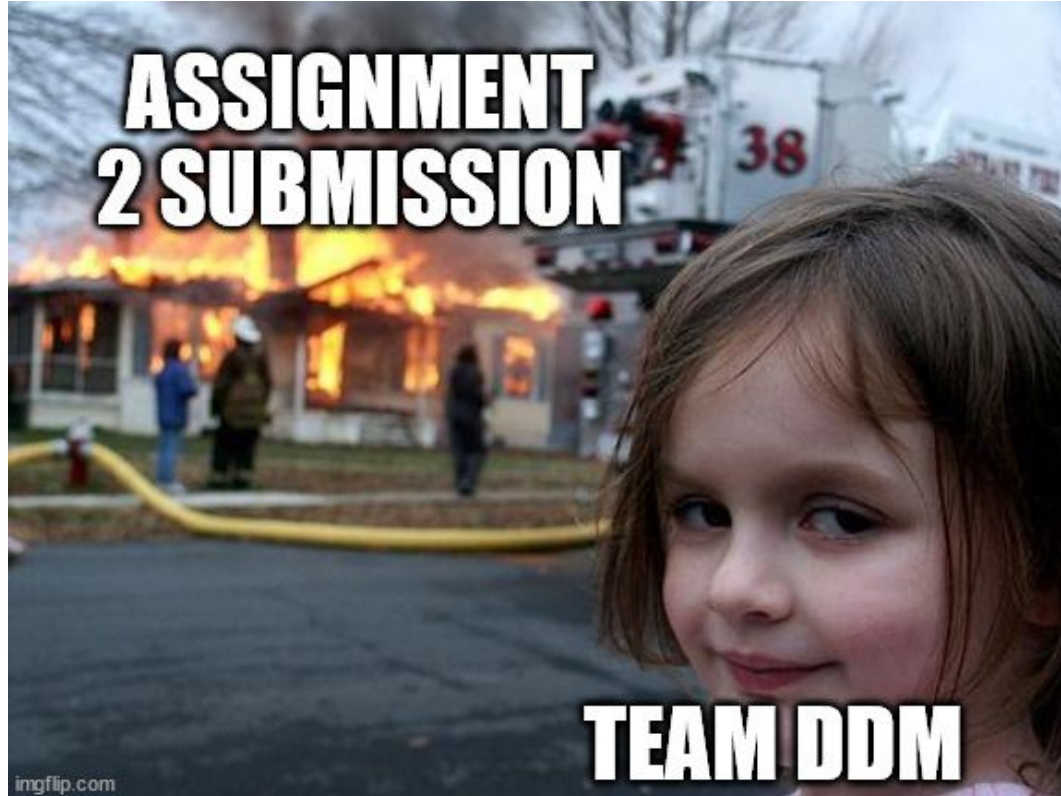Chart **3**

DDM - Duftes Daten Mischen Ablaufdiagramm

Sender

Start → Tell sender & receiver → Serialize LargeMessage with kryo → Split Serialized Message into parts → Tell each part separately → Tell "Done"

Receiver

Start → Store Sender & Receiver → Store received parts → Assemble & Deserialize LargeMessage → Send LargeMessage to local Actor

Chart **4**

The end

Chart 5