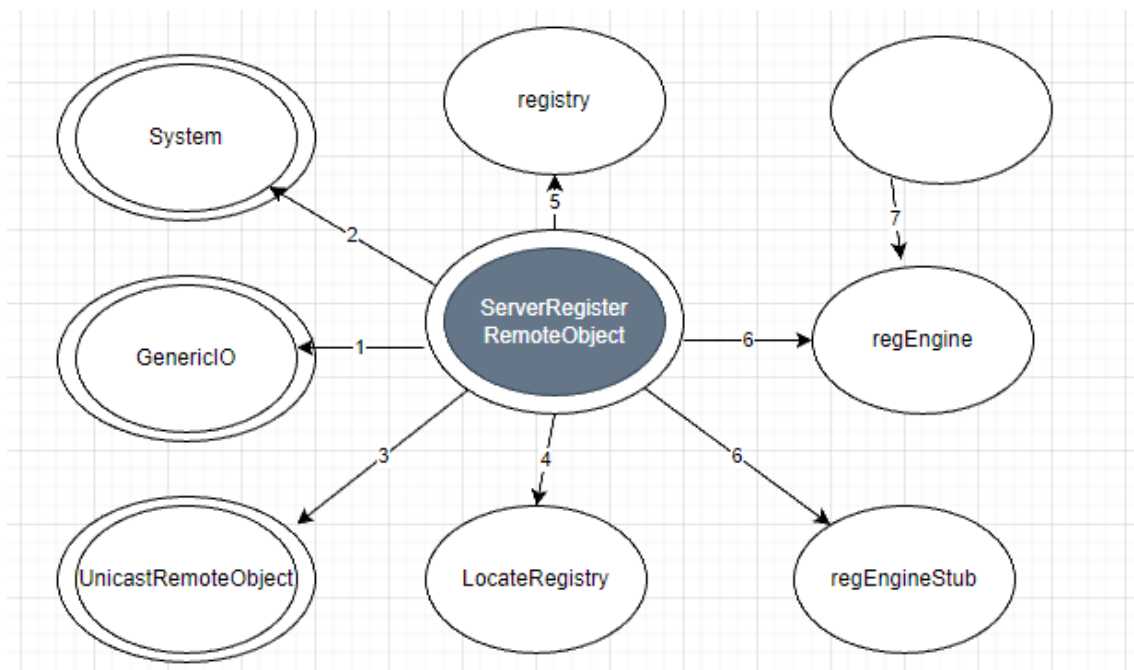# Sistemas Distribuídos

Assigment 3

Diogo Torrinhas nº98440, João Torrinhas nº98435
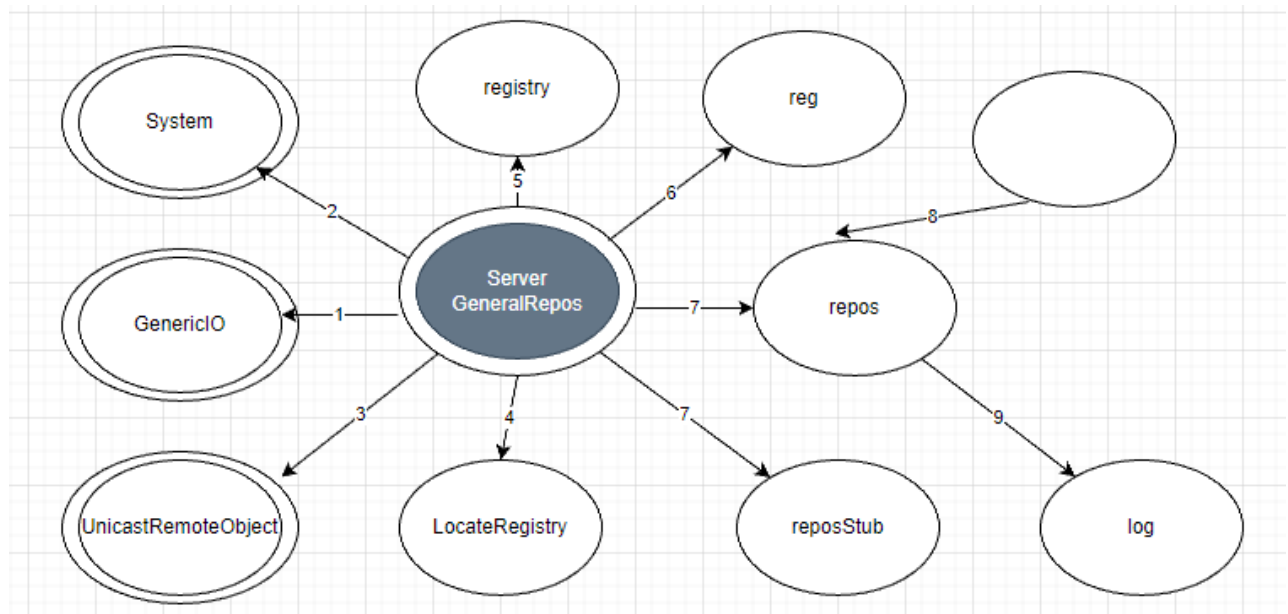
31/05/2023

ServerRegisterRemoteObject

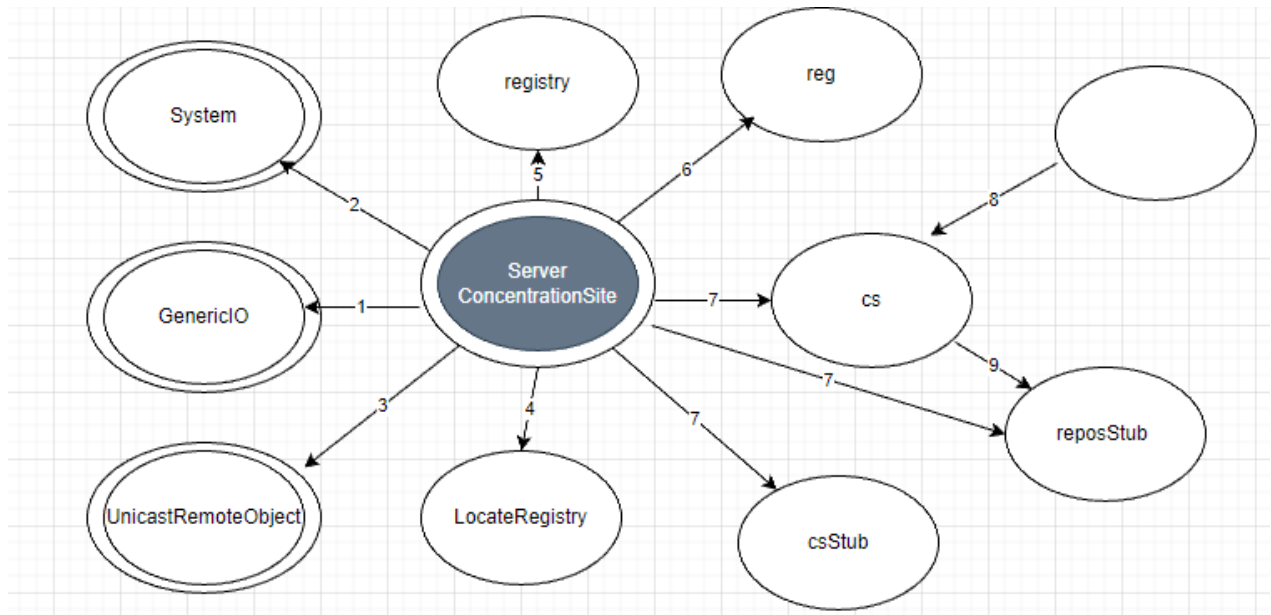

1. writeInString

2. getSecurityManager,setSecurityManager

 3. exportObject

4. getRegistry

5. instatiate,rebind

 6. instatiate

7. bind,unbind,rebind

ServerGeneralRepos

1. writeInString

2. getSecurityManager,setSecurityManager

3. exportObject,unexportObject

4. getRegistry

5. instatiate,lookup

6. instatiate,bind,unbind

7. instatiate

8. setMasterState,setOrdinaryState

9. instatiate,openForWriting,openForAppending,close,writeInString
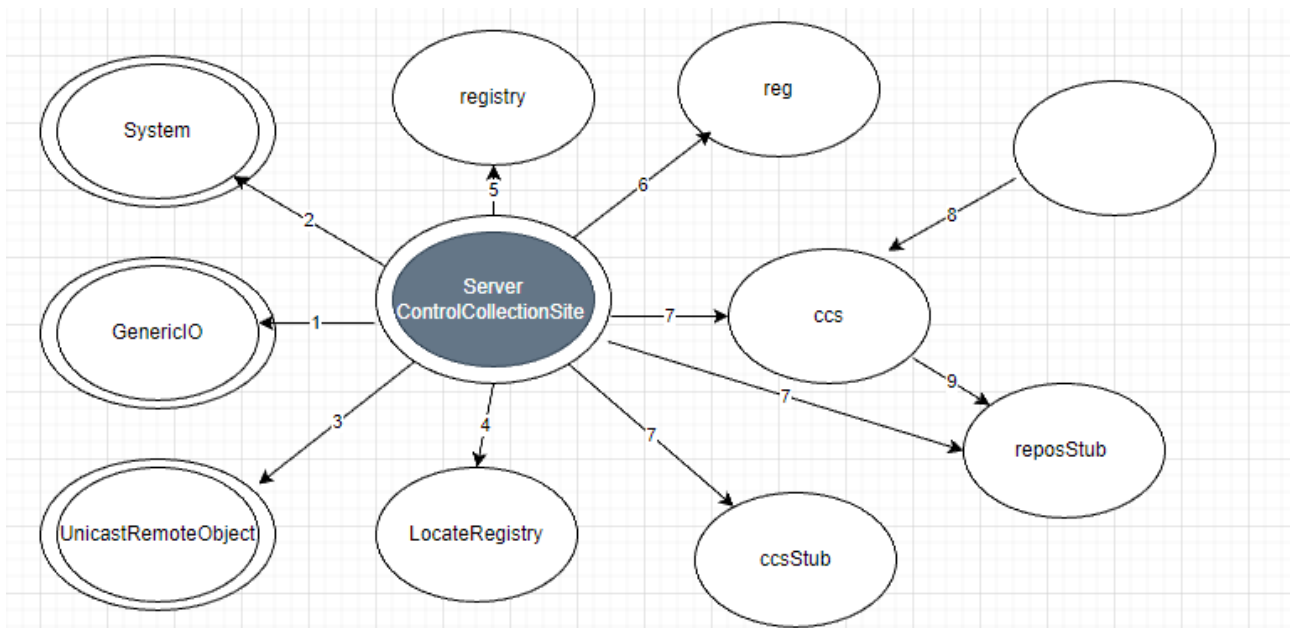
ServerConcentrationSite

1. writeInString

2. getSecurityManager,setSecurityManager

3. exportObject,unexportObject

4. getRegistry

5. instatiate,lookup

6. instatiate,bind,unbind

7. instatiate

8. sumUpResults,amINeeded,prepareExcursion, prepareAssaultParty,appraiseSit

9. setOrdinaryState,setMasterState,setApRoom, setOrdinarySituation

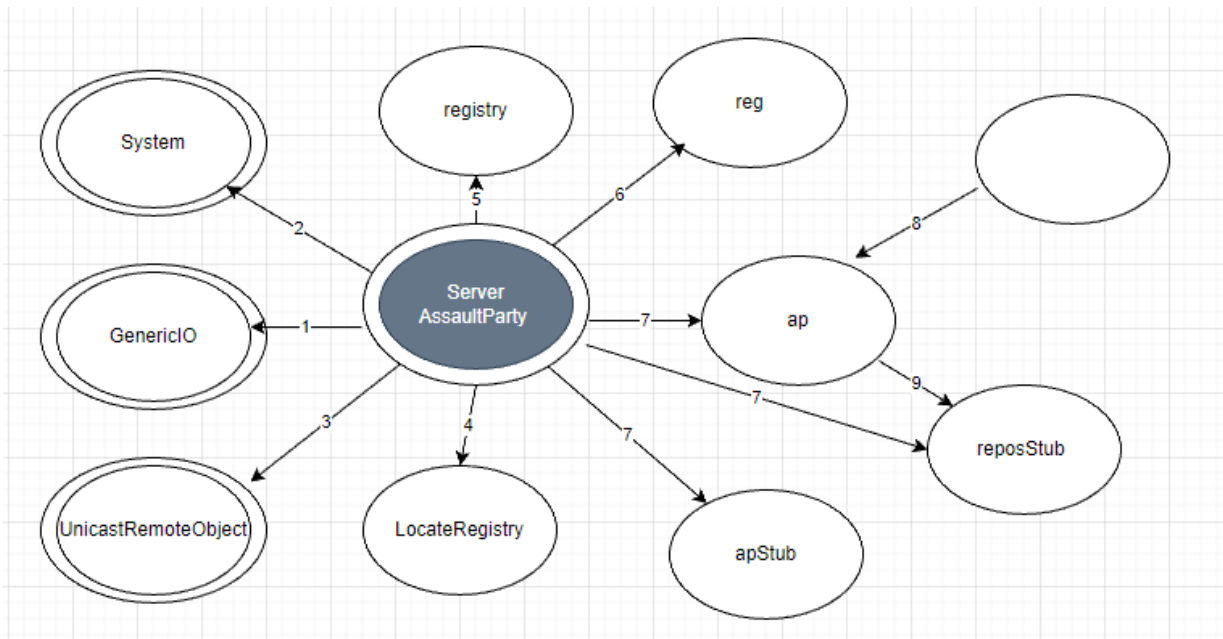# ServerControlCollectionSite

1. writeInString

2. getSecurityManager,setSecurityManager

3. exportObject,unexportObject

4. getRegistry

5. instatiate,lookup

6. instatiate,bind,unbind

7. instatiate

8. getRoomIdx,startOperation,takeARest, handACanvas,collectACanvas,shutdown

9. setRobbedPaintings,setMasterState,setCanvas
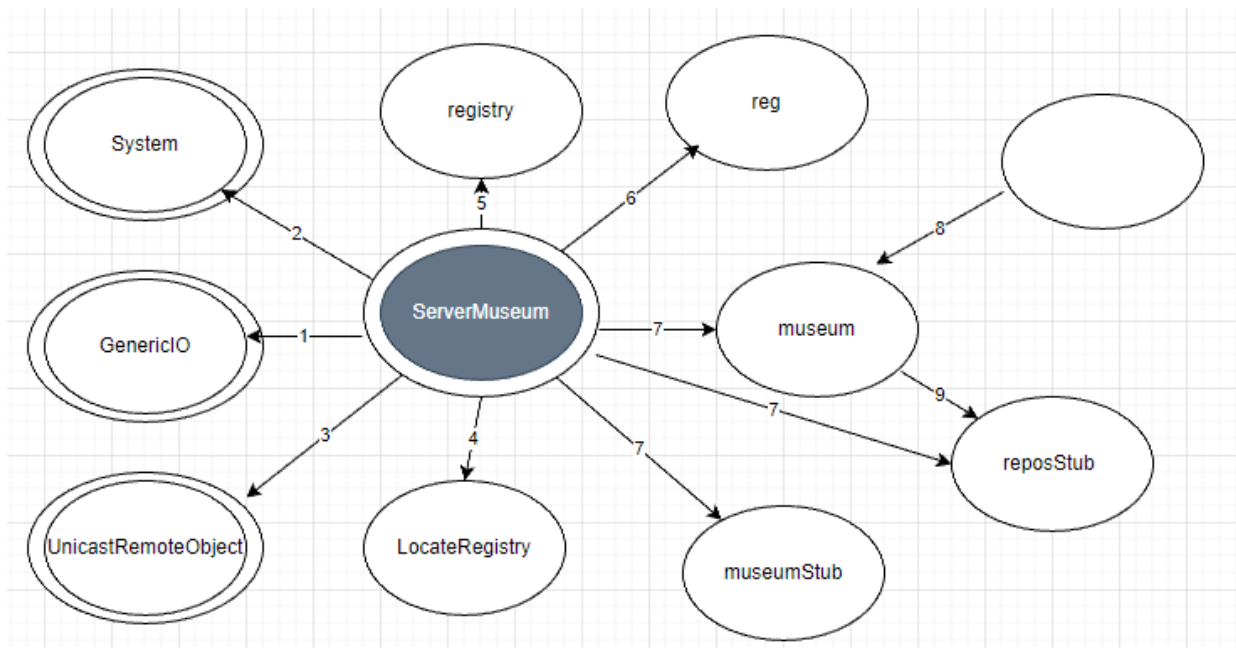
ServerAssaultParty

1. writeInString

2. getSecurityManager,setSecurityManager

3. exportObject,unexportObject

4. getRegistry

5. instatiate,lookup

6. instatiate,bind,unbind

7. instatiate

8. crawlIn,sendAssaultParty,reverseDirection, getRoom,crawlOut,valid,shutdown

9. setMasterState,setOrdinaryState, setPosition,setApElement
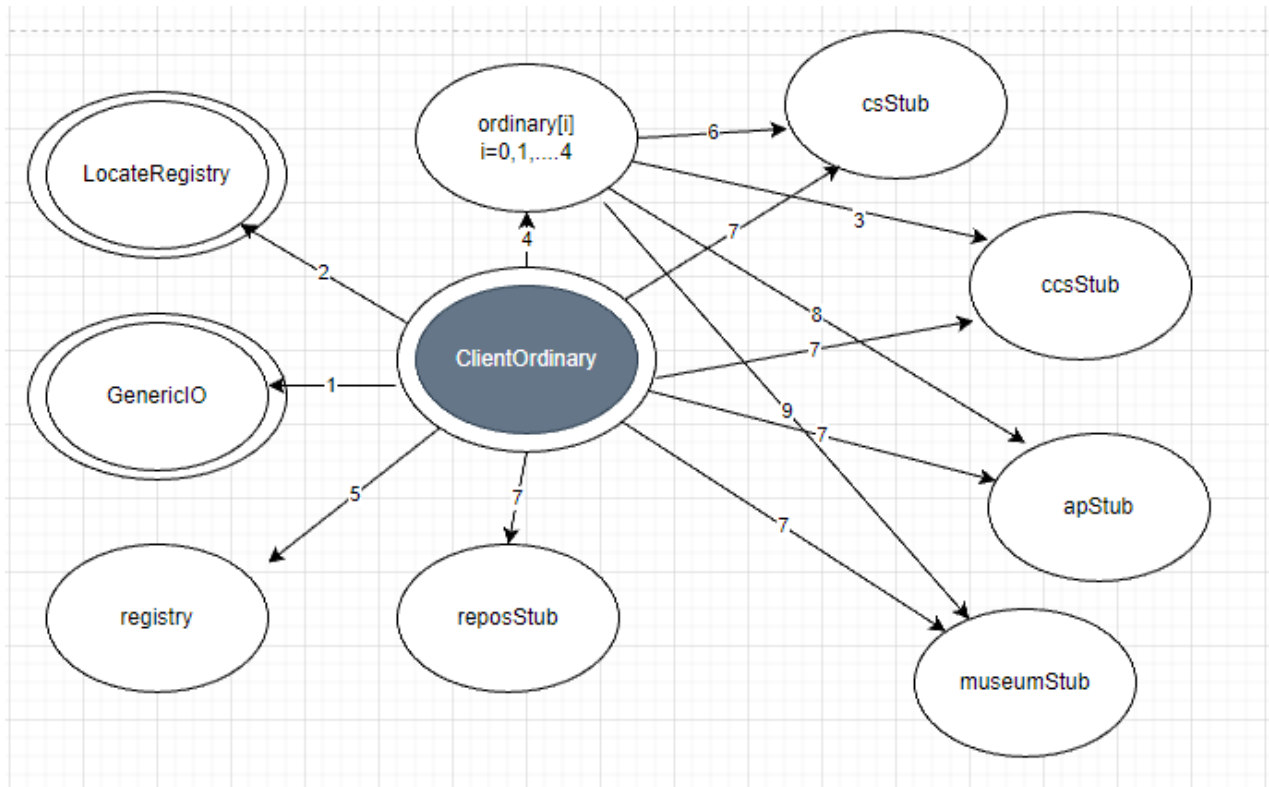
ServerMuseum

1. writeInString

2. getSecurityManager,setSecurityManager

3. exportObject,unexportObject

4. getRegistry

5. instatiate,lookup

6. instatiate,bind,unbind

7. instatiate

8. rollACanvas,shutdown

9. setRoomPaitings,setCanvas

ClientOrdinary

1. writeInString

2. getRegistry

3. handACanvas

4. instatiate,start,join

5. instatiate,lookup

6. amINeeded,prepareExcursion,getRoom

7. instatiate,shutdown

8. reverseDirection,crawlOut,crawlIn, getRoom,assignMember

9. rollACanvas

ClientMaster
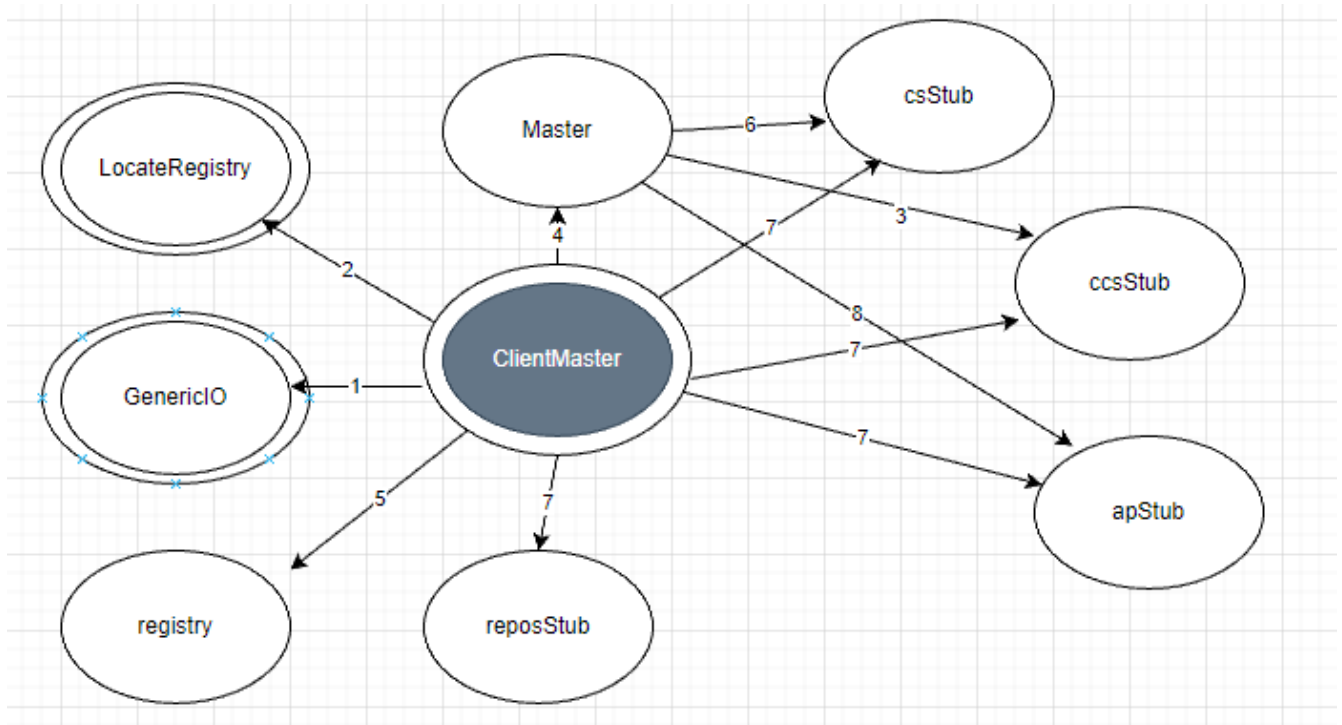
1. writeInString

2. getRegistry

3. startOperation,getRoomIdx,

4. instatiate,start,join

5. instatiate,lookup

6. appraiseSit,getAssautlParty,prepareAssaultParty, getRoom,sumUpResults

7. instatiate,shutdown

8. sendAssaultParty