Lab ISS | ResumableBoundaryWalker with Actors

ResumableBoundaryWalker as a FSM in Java

ResumableBoundaryWalker (project it.unibo.virtualrobotclient)

MainRobotActorJava.java:

the resumableBoundaryWalker application as a system composed of <u>ActorBasicJava.java</u> components.

ConsoleGuiActor.java:

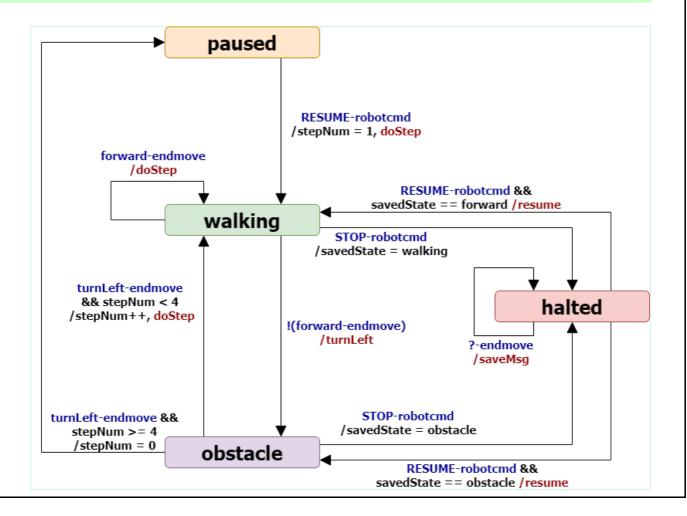
the consoleGui reviewed in order to be an actor, as specified in <u>wssupportAsActorJava.html</u>.

The boundaryWalker as a Finite State Machine

ResumableBoundaryWalkerActor.java:

the **resumableBoundaryWalker** application logic designed and implemented as a Mealy Machine.

UML-like model after coding (fsm in ResumableBoundaryWalkerActor)



ResumableBoundaryWalker in GoLang

ResumableBoundaryWalker (directory <u>GoResumableBoundaryWalker</u>)

GoLang implementation for the **ResumableBoundaryWalker**. Golang <u>channels</u> let an easier implementation of the application using the **Actor-Oriented Programming Model**.

Commands.go: a commands utility to represent robot interaction object in GoLang.

<u>IssSupport.go</u>:

the support represented by two Goroutines using websocket:

- readFromWs: the routine that cyclically reads over websocket;
- **StartSupport**: the routine that starts the support and that receives messages thanks to a channel connected with **readFromWs routine**; this routine can also send messages over websocket;

Others Goroutines can use the support in order to send and receive messages to the robot thanks to others channel specified in the code.

ResumableCore/ResumableBoundaryWalker v1.go:

the component that realize the bussiness logic; it has a Goroutine **StartResumableBoundaryWalkerActor** that can be used from another routine to start it. Notice that this version **do not uses finite state machine** but it uses the powerful of GoLang channels.

ResumableCore/ResumableBoundaryWalker v2.go:

the other version that realize the bussiness logic of the **resumableBoundaryWalker** that uses **finite state machine**, like in the java code (substantially, it is a porting).

ConsoleGui.go:

the consoleGui that also starts the application using tadvi/winc library for GoLang.

<u>GoResumableBoundaryWalker_v1.exe</u> and <u>GoResumableBoundaryWalker_v2.exe</u>: the compiled <u>resumableBoundaryWalker</u> executables for Windows (x64).

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