

ARCHITECTURE OF THE PROJECT

The project is about making a reservation for umbrellas through a distributed system.

Therefore, like any distributed system, it must be divided into two components.

The first simulating the client, where we will have both the REST and SOAP methods (which do not interact with each other in any way since they are two communication protocols whose purpose is the same) and a class that will act as a client.

On the other hand, the second component will function as a server, having the necessary methods to interact with the database (reserve, delete, list).

We have decided to use the "reservations.txt" file as a database to facilitate work, although it may not be the most efficient.

La conexión entre el cliente y el servidor se llevará a cabo por medio del RMI permitiéndonos esto invocar objetos del servidor desde el cliente (ya que al estar en distintas aplicaciones sin esto no lo podríamos hacer)

```
playa: A, sombrilla: 1, estado: [0,0,0,0,0,0,0,0,0,0,0,0], tam: 2  
playa: A, sombrilla: 2, estado: [0,0,0,0,0,0,0,0,0,0,0,0], tam: 2  
playa: A, sombrilla: 3, estado: [0,0,0,0,0,0,0,0,0,0,0,0], tam: 2
```

Image 1: section of reservas.txt where it's possible to see the file structure

Next image is the structure that we have used as a guide for the development of the project:

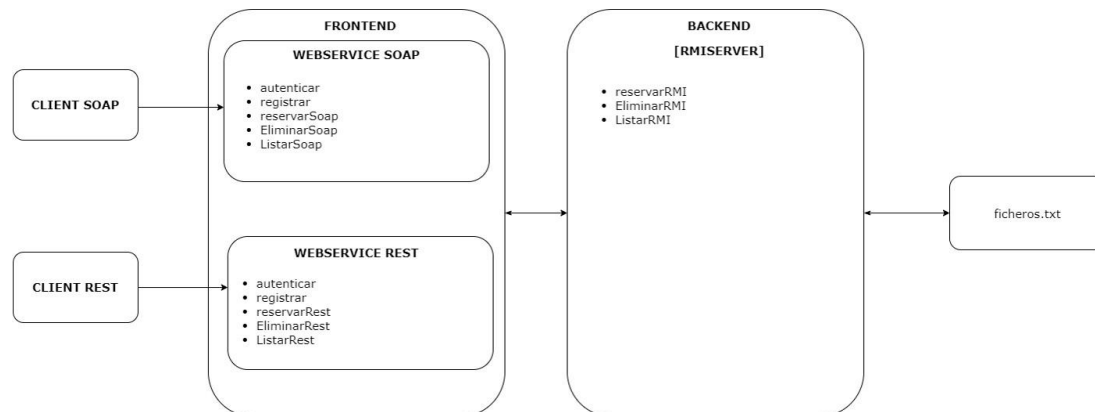


Image 2: scheme for the project development