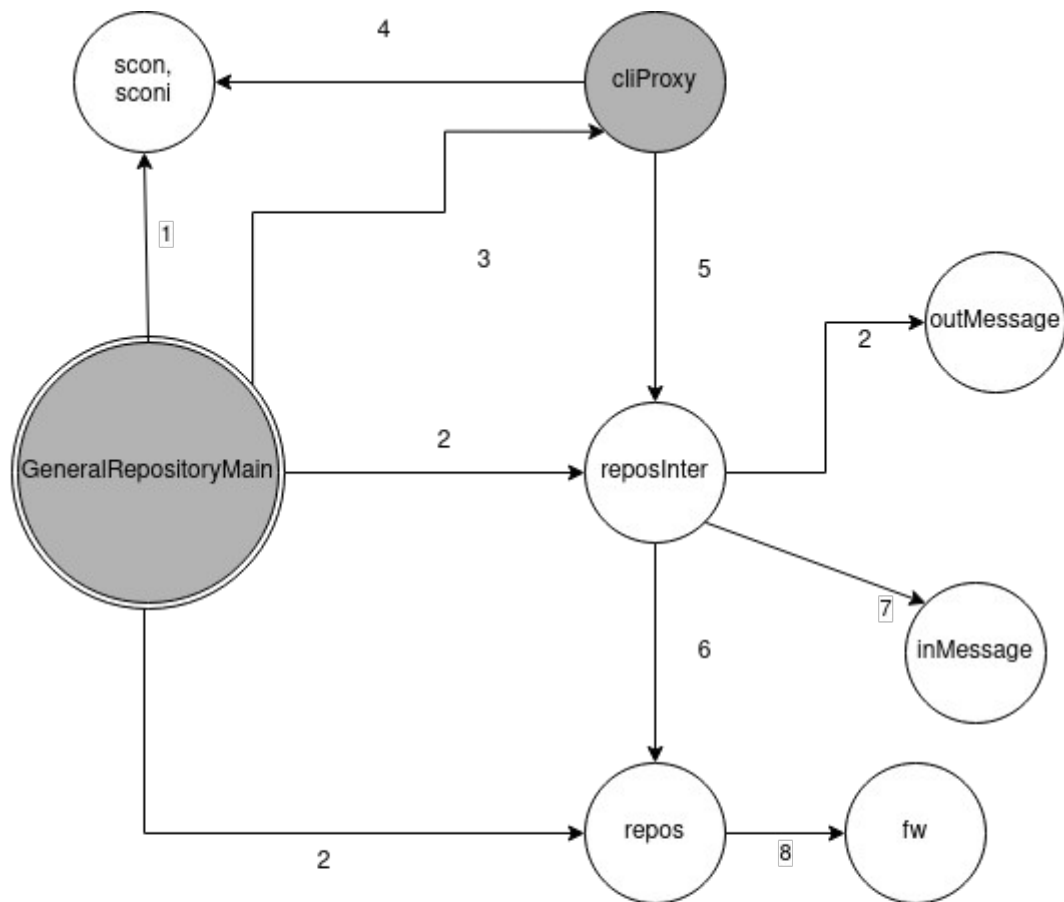


## SERVER SIDE

### GeneralRepositoryMain - Diagram



1 - instantiate, start, end, accept

2 - instantiate

3 - instantiate, start

4 - readObject, writeObject, close

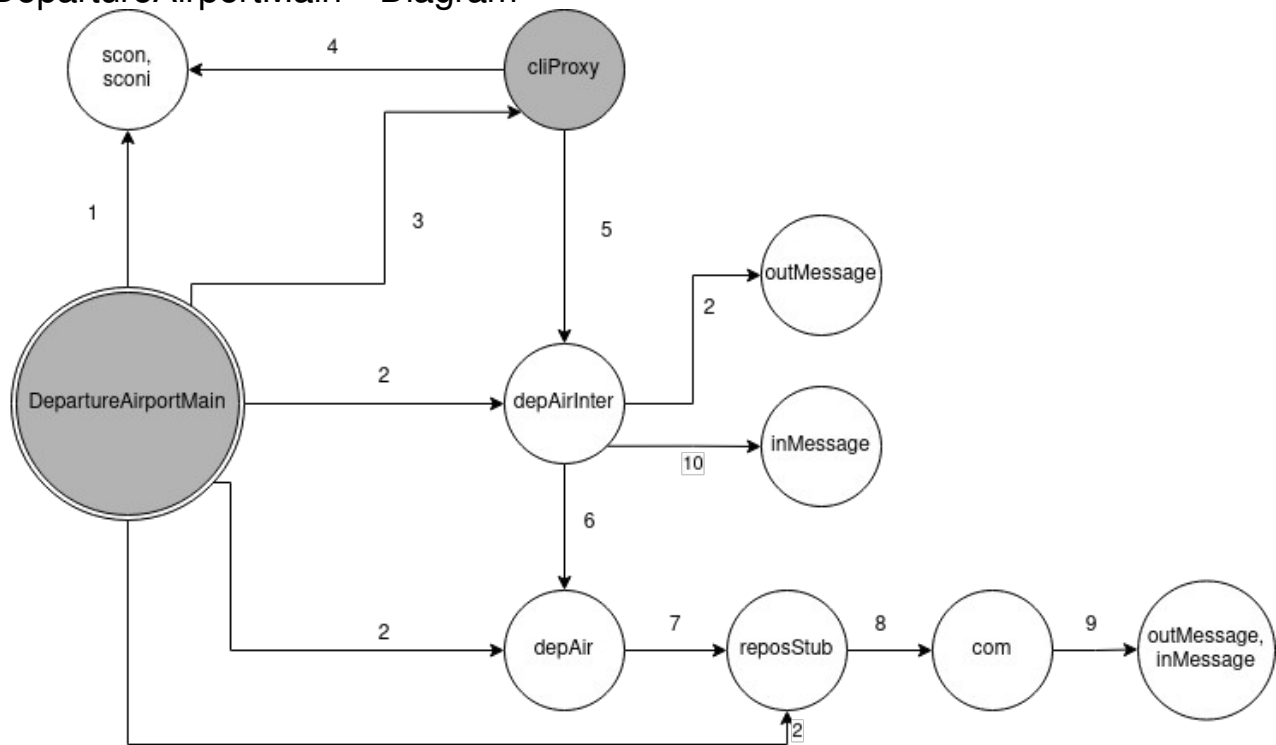
5 - processAndReply

6 - initSimul, setPilotState, setHostessState, setPassengerState,  
sumUp, shutdown, getInF, getPTAL, setEmptyPlaneDest

7 - getMsgType, getFilename, getState, getPassId, boolState

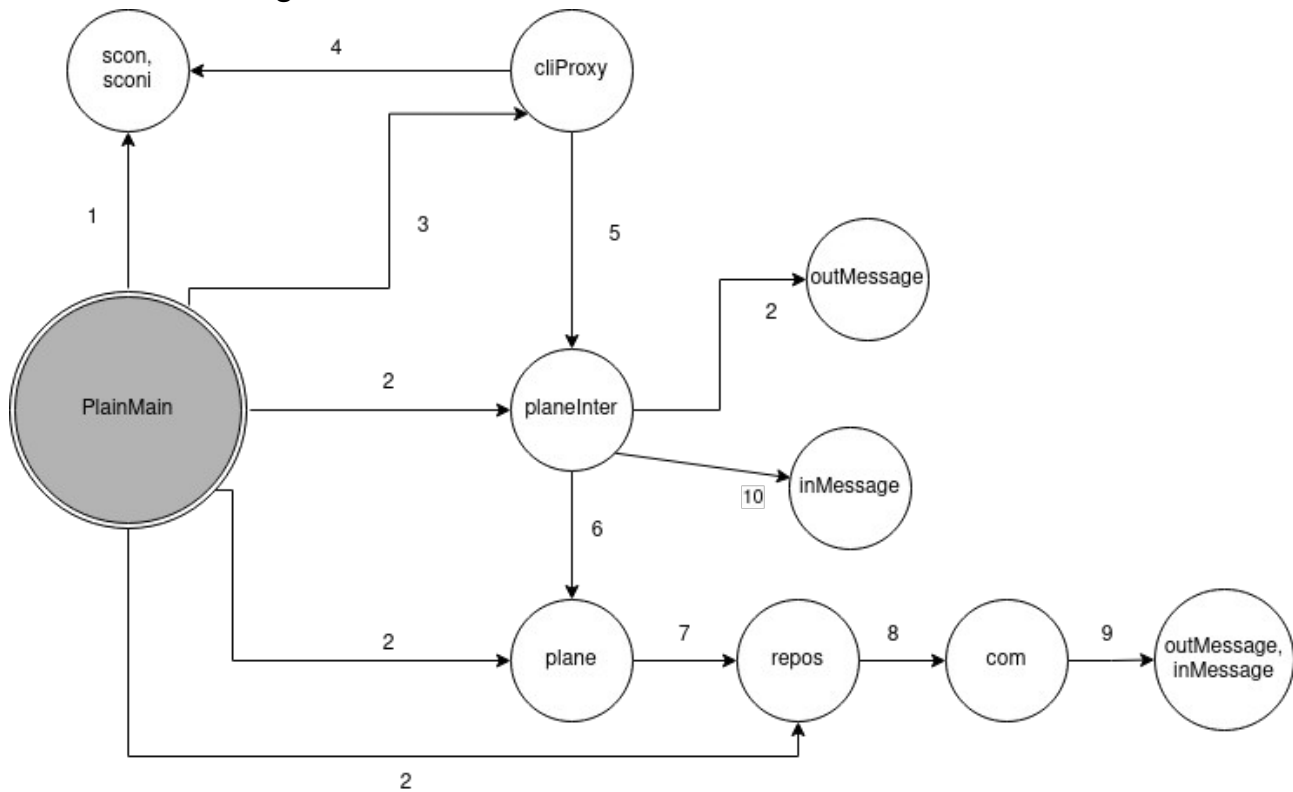
8 - printf, println, print

## DepartureAirportMain – Diagram



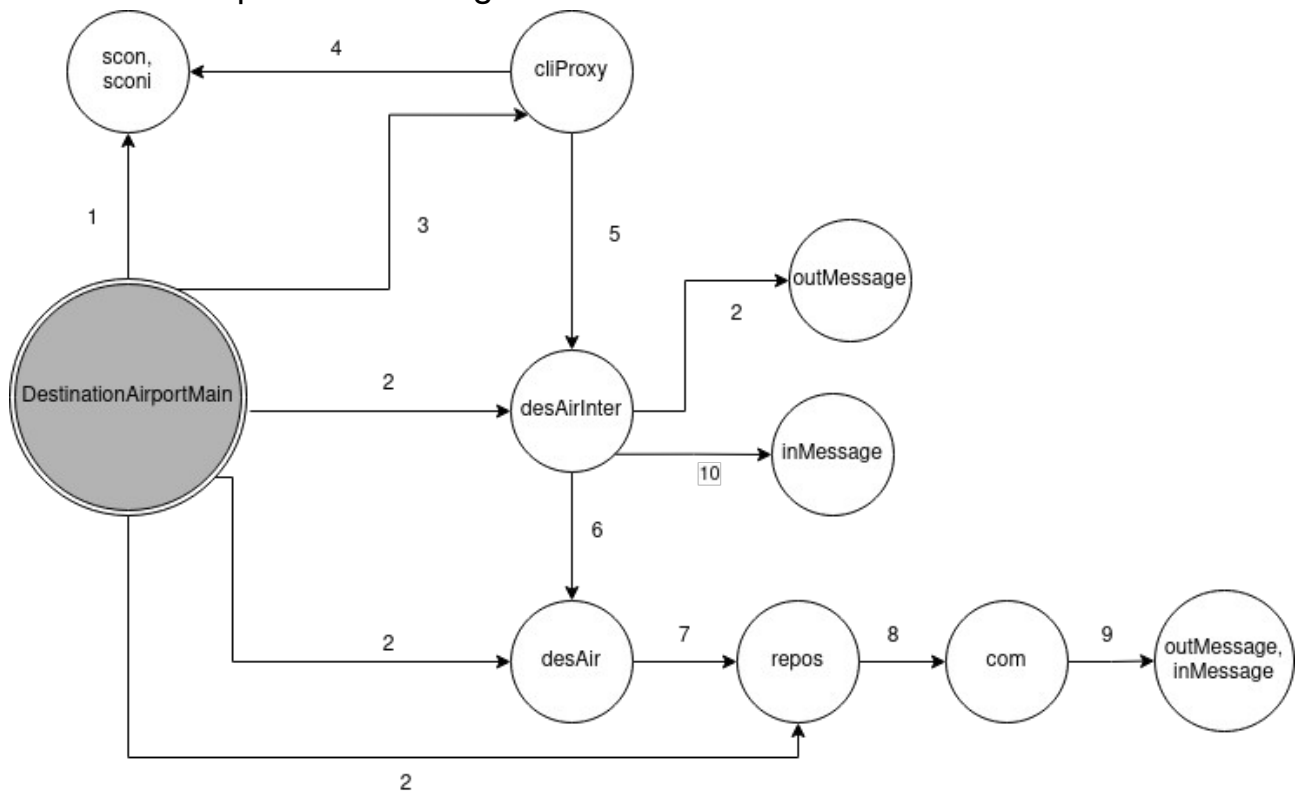
- 1 - instantiate, start, end, accept
- 2 - instantiate
- 3 - instantiate, start
- 4 - readObject, writeObject, close
- 5 - processAndReply
- 6 - informPlaneReadyForBoarding, prepareForPassBoarding, waitInQueue, checkDocuments, showDocuments, waitForNextPassenger, boardThePlane, waitForNextFlight, parkAtTransferGate, isInformPlane, shutdown
- 7 - setPilotState, setHostessState, setPassengerState
- 8 - instantiate, readObject, writeObject, close, open
- 9 - getMsgType, getPassId, boolState, getFilename, getState
- 10 - getState, getPassId, getMsgType,

## PlaneMain – Diagram



- 1 - instantiate, start, end, accept
- 2 - instantiate
- 3 - instantiate, start
- 4 - readObject, writeObject, close
- 5 - processAndReply
- 6 - waitForAllInBoard, flyToDestinationPoint, flyToDeparturePoint, informPlaneReadyToTakeOff, waitForEndOfFlight, shutdown
- 7 - setPilotState, setHostessState, setEmptyPlaneDest
- 8 - instantiate, readObject, writeObject, close, open
- 9 - getMsgType, getPassId, boolState, getFilename, getState
- 10 - getState, getMsgType

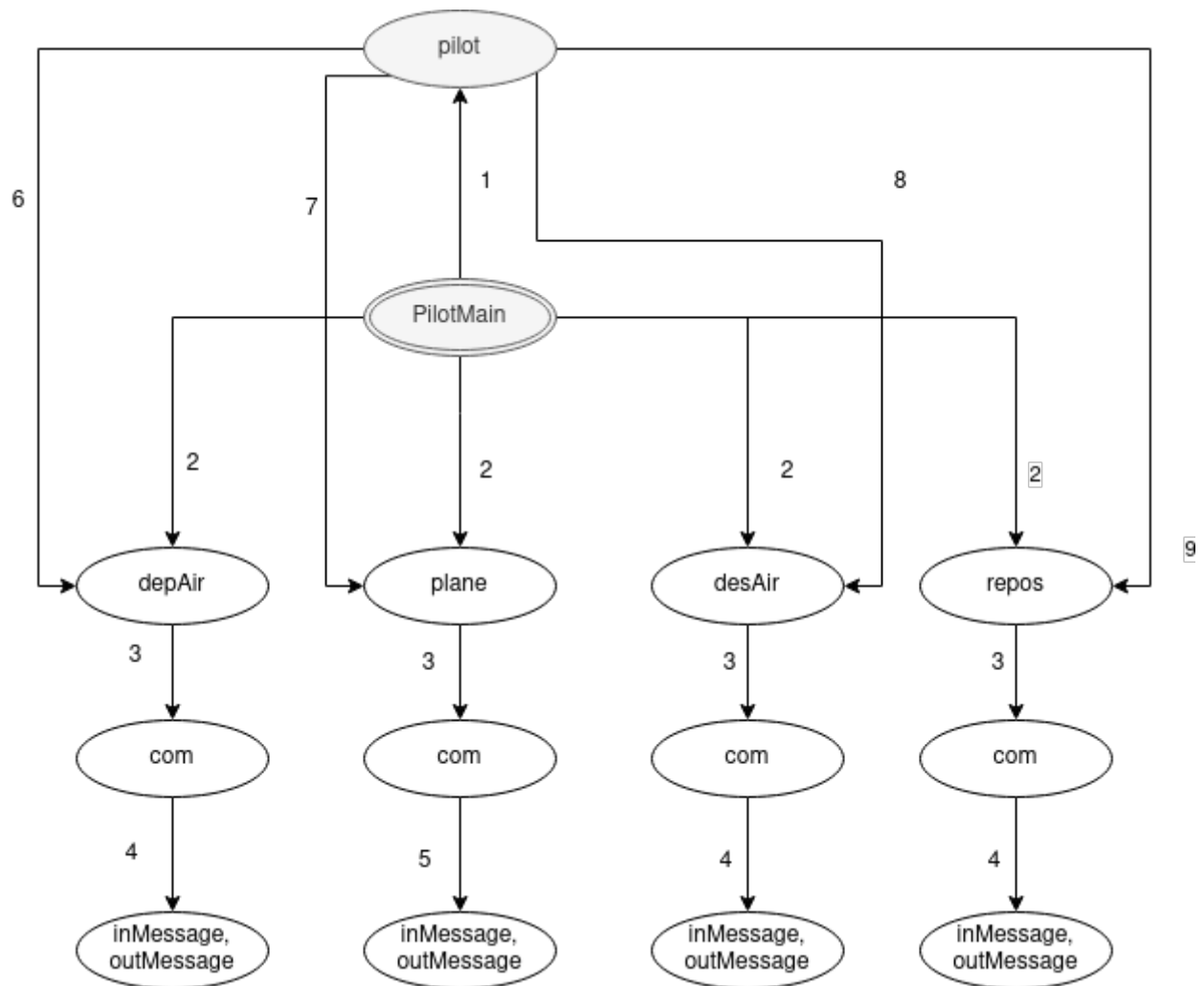
## DestinationAirportMain – Diagram



- 1 - instantiate, start, end, accept
- 2 - instantiate
- 3 - instantiate, start
- 4 - readObject, writeObject, close
- 5 - processAndReply
- 6 - announceArrival, leaveThePlane, shutdown
- 7 - setPilotState, setPassengerState, getInF, setEmptyPlaneDest
- 8 - instantiate, readObject, writeObject, close, open
- 9 - getMsgType, getPassId, boolState, getFilename, getState
- 10 - getState, getPassId, getMsgType

## CLIENT SIDE

### PilotMain – Diagram



1 – instantiate, start, join

2 – instantiate, shutdown

3 – instantiate, open, readObject, writeObject, close

4 – getState, getMsgType, getPassId, instantiate

5 – instantiate, getState, getMsgType, getPassId

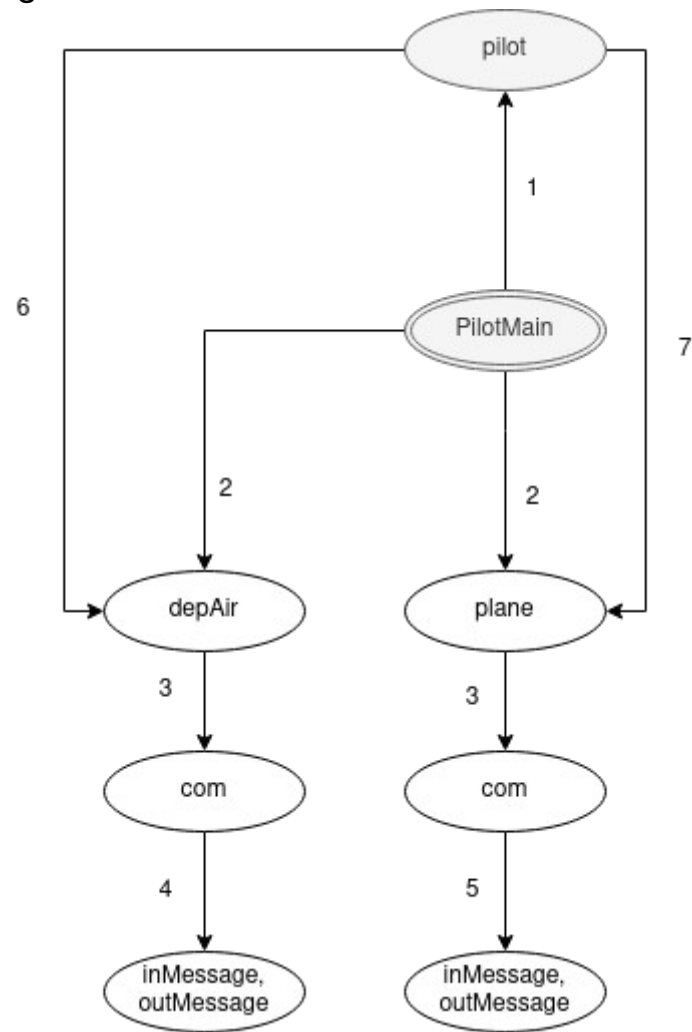
6 – informPlaneReadyForBoarding, parkAtTransferGate

7 – waitForAllInBoard, flyToDestinationAirport, flyToDepartureAirport

8 – AnnounceArrival

9 - getPTAL

## HostessMain – Diagram



1 – instantiate, start, join

2 – instantiate

3 – instantiate, open, readObject, writeObject, close

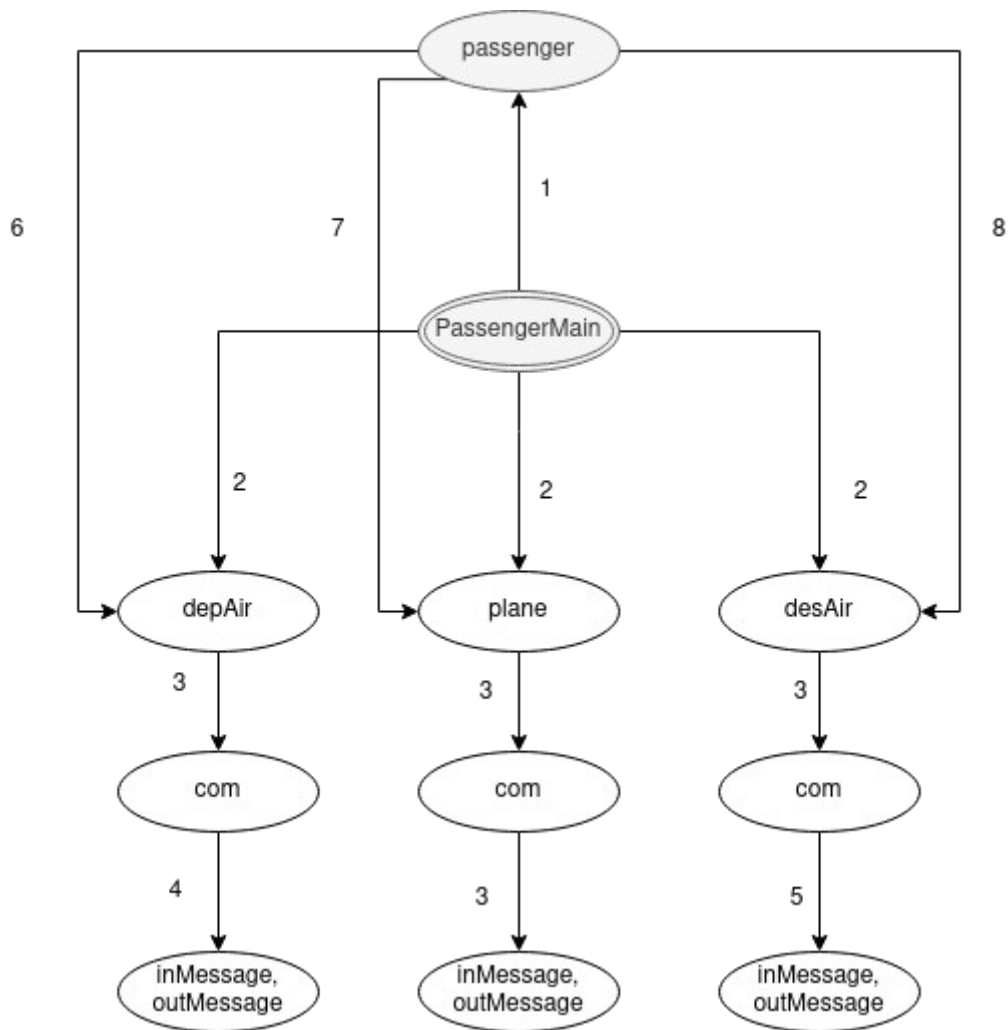
4 – getState, getMsgType, getPassId, instantiate

5 – instantiate, getState, getMsgType, getPassId

6 – prepareForPassBoarding, waitForNextPassenger, checkDocuments, isInformPlane, waitForNextFlight

7 - informPlaneReadyToTakeOff

## PassengerMain Diagram



1 – instantiate, start, join

2 – instantiate

3 – instantiate, open, readObject, writeObject, close

4 – getState, getMsgType, getPassId, instantiate

5 – instantiate, getState, getMsgType, getPassId

6 – waitInQueue, showDocuments, boardThePlane

7 – waitForEndOfFlight

8 – leaveThePlane