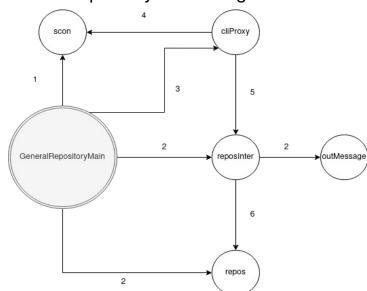
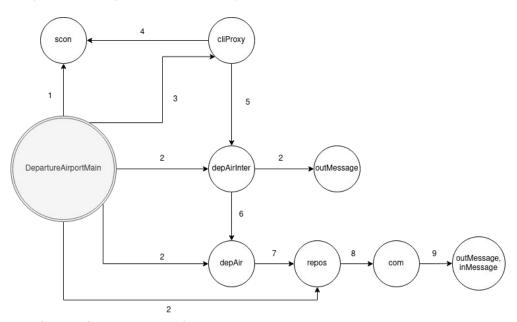
#### **SERVER SIDE**

### GeneralRepositoryMain - Diagram



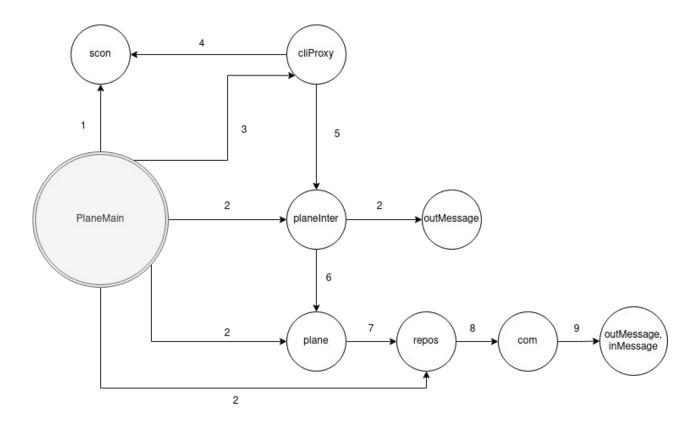
- 1 instantiate, start, end, accept
- 2 instantiate
- 3 instantiate, start
- 4 readObject, writeObject, close
- 5 processAndReply
- 6 setPilotState, setHostessState, setPassengerState, sumUp, shutdown, getInF, getPTAL, setInF, setPTAL, setArrivedAtDest, setEmptyPlaneDest, isArrivedAtDest, initSimul

#### DepartureAirportMain - Diagram



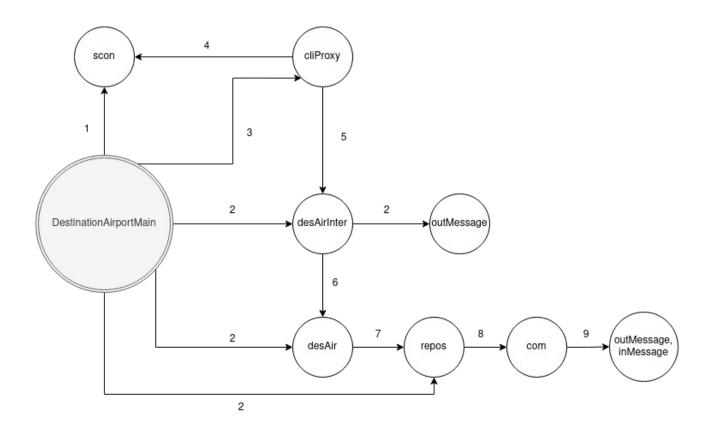
- 1 instantiate, start, end, accept
- 2 instantiate
- 3 instantiate, start
- 4 readObject, writeObject, close
- 5 processAndReply
- 6 informPlaneReadyForBoarding, prepareForPassBoarding, waitInQueue, checkDocuments, showDocuments, waitForNextPassenger, boardThePlane, waitForNextFlight, parkAtTransferGate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

## PlaneMain - Diagram



- 1 instantiate, start, end, accept
- 2 instantiate
- 3 instantiate, start
- 4 readObject, writeObject, close
- 5 processAndReply
- 6 waitForAllInBoard, flyToDestinationPoint, informPlaneReadyToTakeOff, waitForEndOfFlight, announceArrival, flyToDepartureAirport
- 7 setPilotState, setHostessState, setID, setPassengerState
- 8 instantiate, readObject, writeObject, close, open
- 9 instantiate, getMsgType, getState

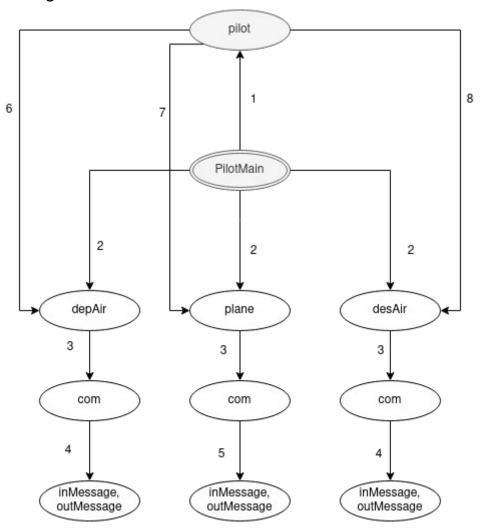
# DestinationAirportMain - Diagram



- 1 instantiate, start, end, accept
- 2 instantiate
- 3 instantiate, start
- 4 readObject, writeObject, close
- 5 processAndReply
- 6 leaveThePlane, announceArrival
- 7 setPilotState, setPassengerState, setInF, getInF, setPTAL, getPTAL, setArrivedAtDestination, setEmptyPlaneDest
- 8 instantiate, readObject, writeObject, close, open
- 9 instantiate, getMsgType, getState, getPassID

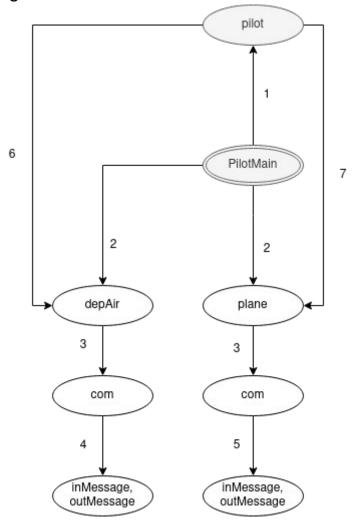
### **CLIENT SIDE**

## PilotMain - Diagram



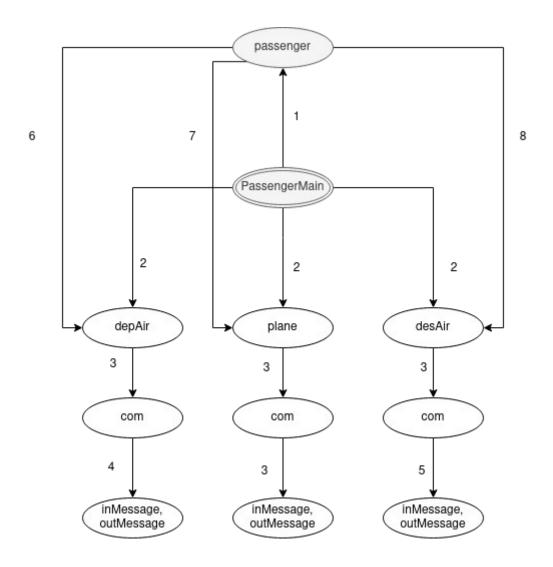
- 1 instantiate, start, join
- 2 instantiate
- 3 instantiate, open, readObject, writeObject, close
- 4 getState, getMsgType, getID, instantiate
- 5 instantiate, getState, getMsgType, getID
- ${\it 6-informPlaneReadyForBoarding, parkAtTransferGate}\\$
- 7 waitForAllInBoard, flyToDestinationAirport, flyToDepartureAirport
- 8 AnnounceArrival

## HostessMain - Diagram



- 1 instantiate, start, join
- 2 instantiate
- 3 instantiate, open, readObject, writeObject, close
- 4 getState, getMsgType, getID, instantiate
- 5 instantiate, getState, getMsgType, getID
- $\label{eq:continuity} 6-prepare For Pass Boarding, \ wait For Next Passenger, \ check Documents, \ is Inform Plane, \ wait For Next Flight$
- 7 informPlaneReadyToTakeOff

# PassengerMain Diagram



- 1 instantiate, start, join
- 2 instantiate
- 3 instantiate, open, readObject, writeObject, close
- 4 getState, getMsgType, getID, instantiate
- 5 instantiate, getState, getMsgType, getID
- 6 waitInQueue, showDocuments, boardThePlane
- 7 waitForEndOfFlight
- 8 leaveThePlane