



POLITECNICO
MILANO 1863

Project Presentation

SERVER MACROSTRUCTURE



CLIENT

GENERIC CLIENT

Username, games, Little Model, View.

RMI CLIENT

- **Calling methods** exposed by the Virtual Server RMI.
- **Heartbeat** for disconnections.
- Extends **Virtual View RMI**.
- **Queue** management.



VIRTUAL SERVER RMI



Exposes the server methods.
Transparent Network.

SERVER

GENERIC SERVER

Usernames, games, controllers management.

RMI SERVER

- **Calling methods** exposed by the Virtual View RMI.
- **Heartbeat** for disconnections.
- Extends **Virtual Server RMI**.
- **Queue** management.



VIRTUAL VIEW RMI



Exposes the view methods.
Transparent Network.

NETWORK CONNECTIVITY - SOCKET

CLIENT

GENERIC CLIENT

Usernames, games, controllers management.

SOCKET CLIENT

- Heartbeat for disconnections.
- Accepting connections and handler communication.



SOCKET SERVER HANDLER

Receives printed commands from the **socket client handler** and executes them on the client and sends printed commands back to the socket client handler.

VIRTUAL SERVER SOCKET

Exposes the view methods.

SERVER

GENERIC SERVER

Usernames, games, controllers management.

SOCKET SERVER

- Heartbeat for disconnections.
- Accepting connections and handler communication.



SOCKET CLIENT HANDLER

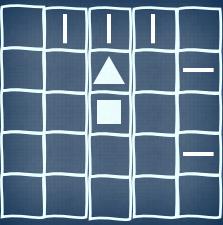
Receives printed commands from the **socket server handler** and executes them on the server and sends printed commands back to the socket server handler.

VIRTUAL VIEW SOCKET

Exposes the view methods.



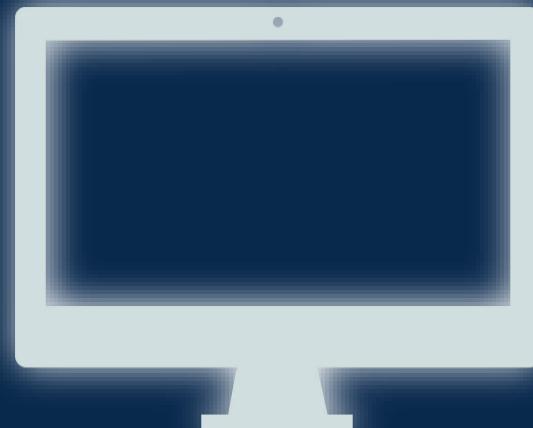
SERVER MACROSTRUCTURE



ADVANCED
COMPONENTS
DESIGN

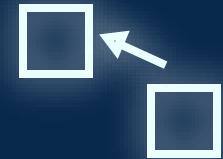


STATE –
PERSONALIZED
COMMAND
INTERFACE



CSS
JAVAFX, FXML

HIGH-LEVEL
INTERACTION (DRAG
&DROP)



BRIEF POP-UP
NOTIFICATIONS



LITTLE MODEL
REPRESENTATION

TUI

ING