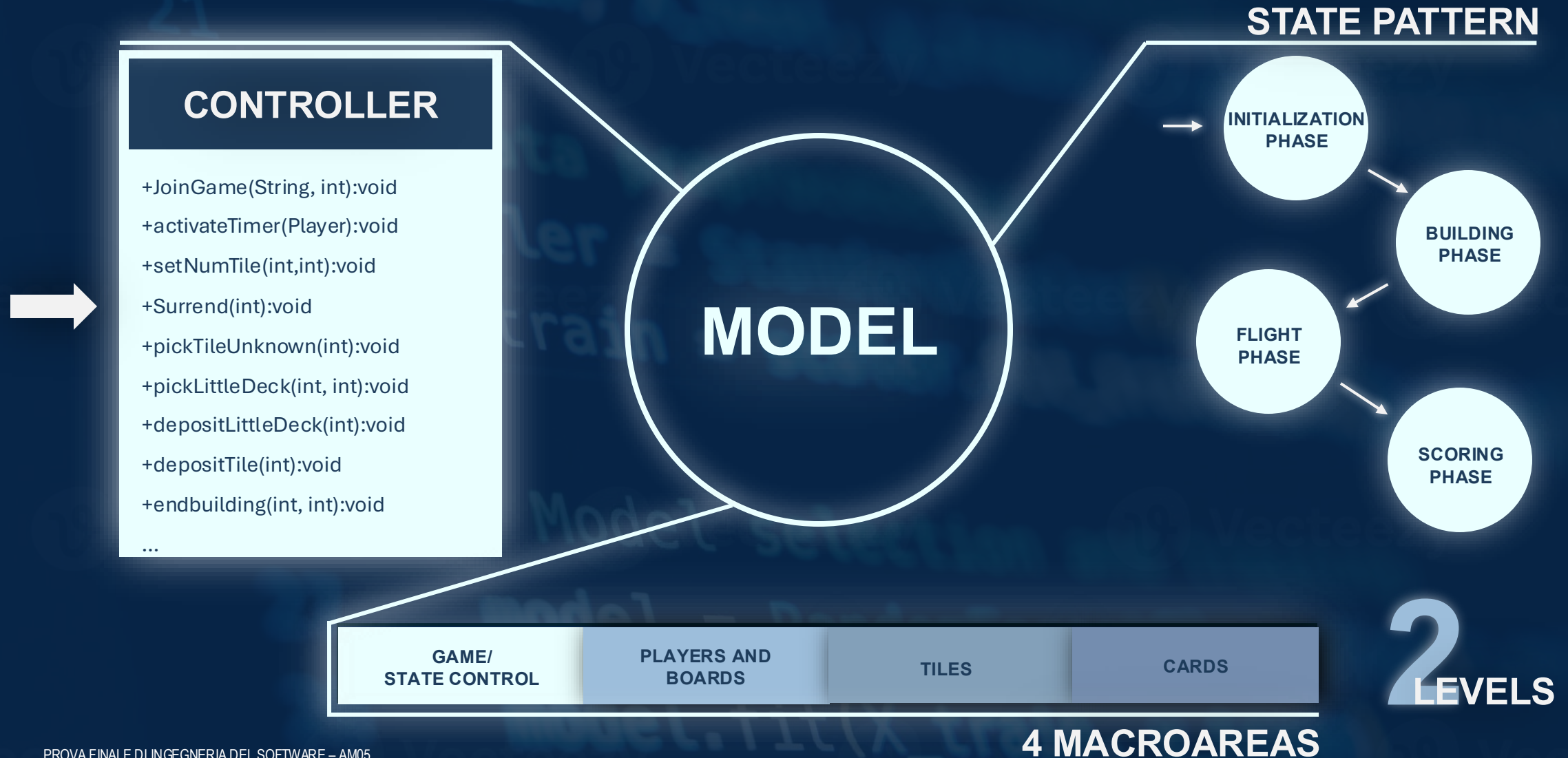




**POLITECNICO**  
MILANO 1863

# Project Presentation



## 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

Username, 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.




## CLIENT

### GENERIC CLIENT

Username**s**, game**s**, controller**s** 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

Username**s**, game**s**, controller**s** 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

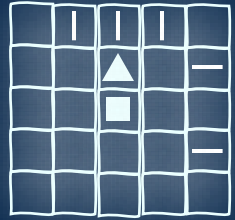


**Exposes** the view methods.



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# SERVER MACROSTRUCTURE



ADVANCED  
COMPONENTS  
DESIGN



STATE –  
PERSONALIZED  
COMMAND  
INTERFACE

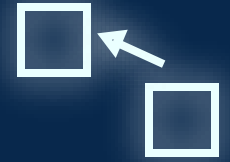


CSS  
JAVA FX, FXML

HIGH-LEVEL  
INTERACTION (DRAG  
& DROP)

BRIEF POP-UP  
NOTIFICATIONS

JavaFx



GUI

LITTLE MODEL  
REPRESENTATION