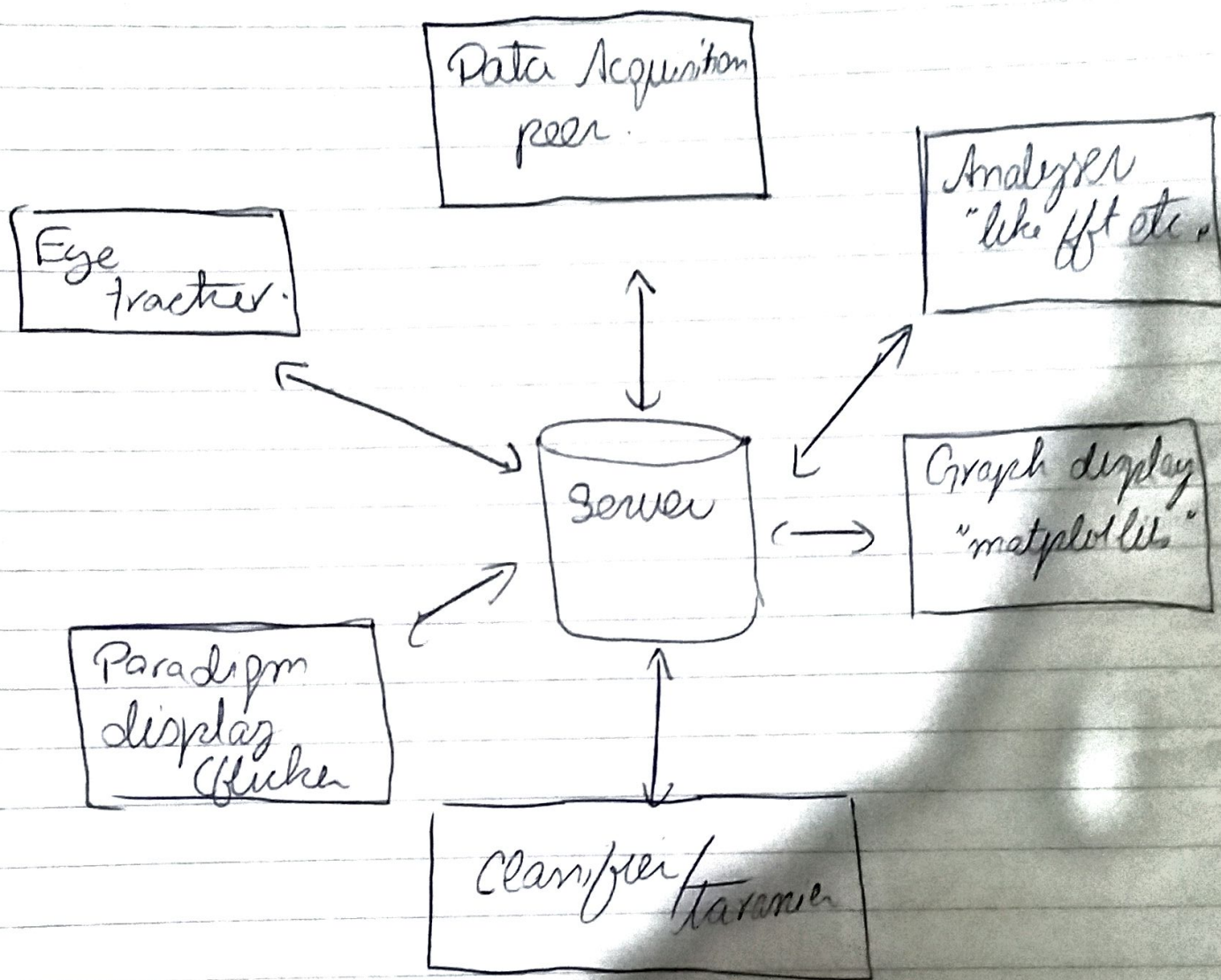


General Architecture for *Para:VP*

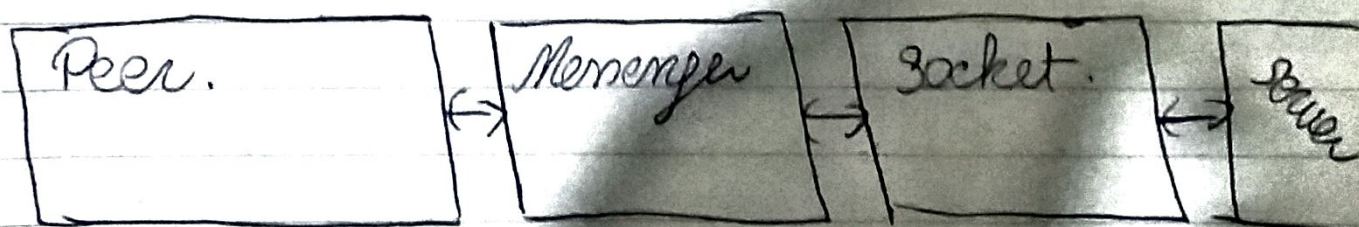


Software Architecture.

→ We are using multithreaded architecture,
"Asynchronous, two way, Messaging design pattern."

Major Components (Objects).

- Server
- Message queues (Socket).
- Message
- Peers.
- Messenger.



~
Propagation of Messages
from peer to
servers and vice
versa.

→ Message (Object).

- + sender
- + receiver
- + Send Time (timestamp).
- + data.

→ Socket. (Object).

- + sendQueue
- + receiveQueue.
- + ~~send (sender, receiver, message)~~
- + send (message).
- + receive () → return message.

→ Messenger (Object).

- + Socket
- + send (data) → make Message and send to socket
- + isDataReceived () → return bool
- + receive () → return (data).
- sendAdapter ()
- receiveAdapter ()

→ Peer (Thread).

"Receives message from manager or send message via manager."

Process data

Sleeps when no command is given."

→ Server

"Manage all data communication between peers."

"Init all sockets, peers, managers,
+ Sockets (list)"