



Notes:

FirstConnection() represents different methods depending on the selected communication protocol (socket or RMI). After the first connection, the ClientConnectionHandler and ServerConnectionHandler classes make the protocol transparent to the users. The communication is implemented as an exchange of Command (client to server) and Response (server to client) objects. Whenever a new command arrives to the VirtualView corresponding to a client, a new thread acting on either the server or the controller is started in order to handle the request.