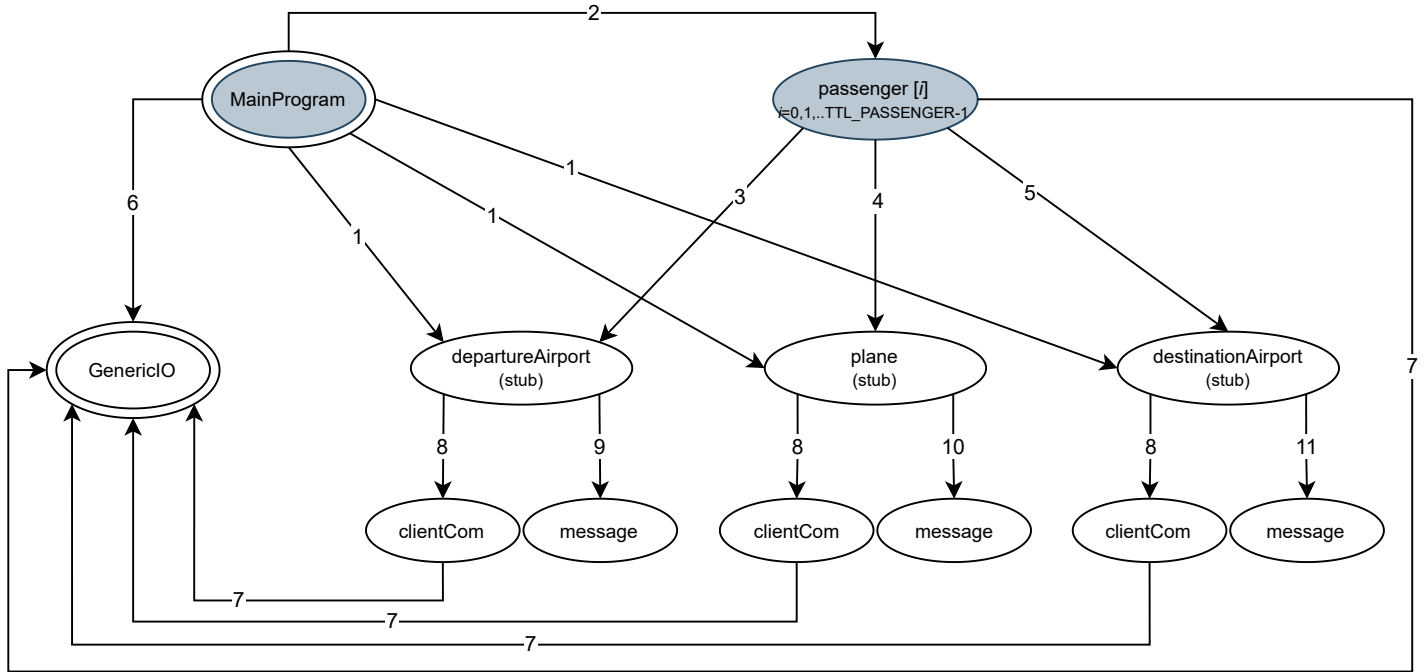


Interaction Diagram

Passenger

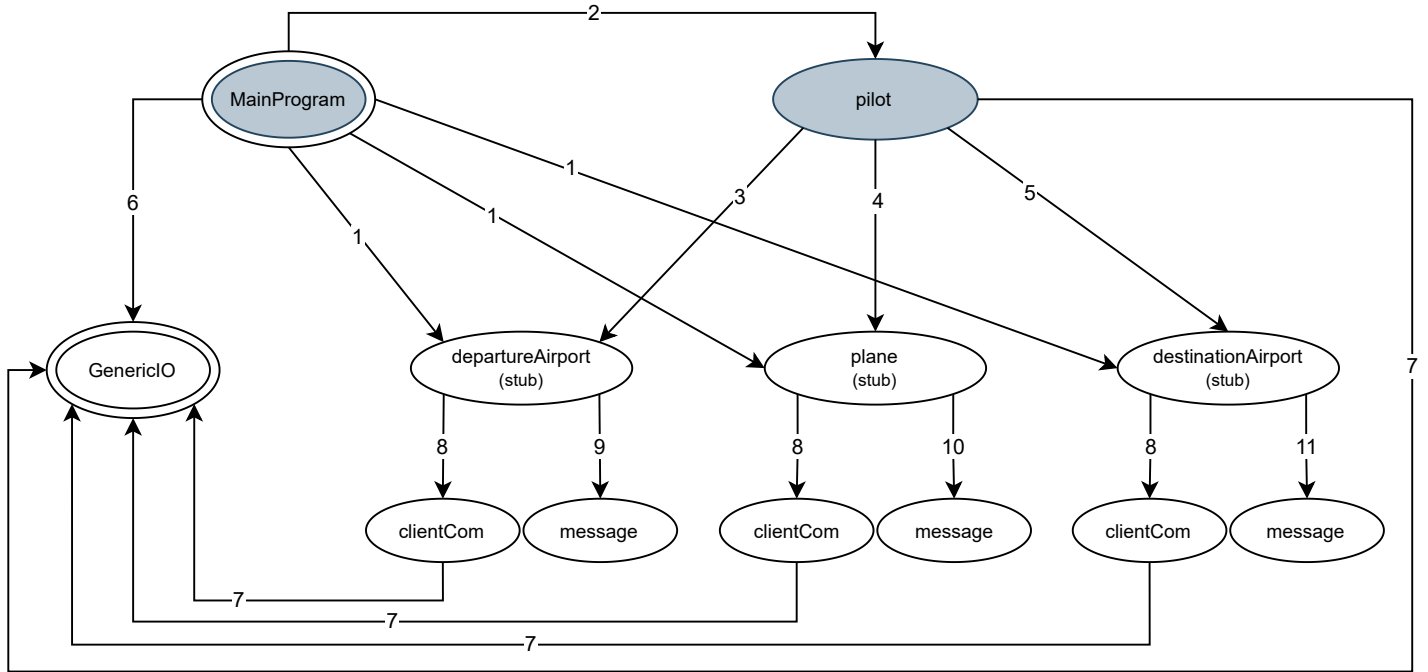


Legend

1. *instantiate*
2. *instantiate, start, join*
3. *travelToAirport, waitInQueue, showDocuments*
4. *boardThePlane, waitForEndOfFlight, leaveThePlane*
5. *leaveAirport*
6. *readLnInt, readLnChar, readLnString, writeString, writeLnString*
7. *writeLnString*
8. *instantiate, open, writeObject, readObject, close*
9. *instantiate, travelToAirport, waitInQueue, showDocuments*
10. *instantiate, boardThePlane, waitForEndOfFlight, leaveThePlane*
11. *instantiate, leaveAirport*

Interaction Diagram

Pilot

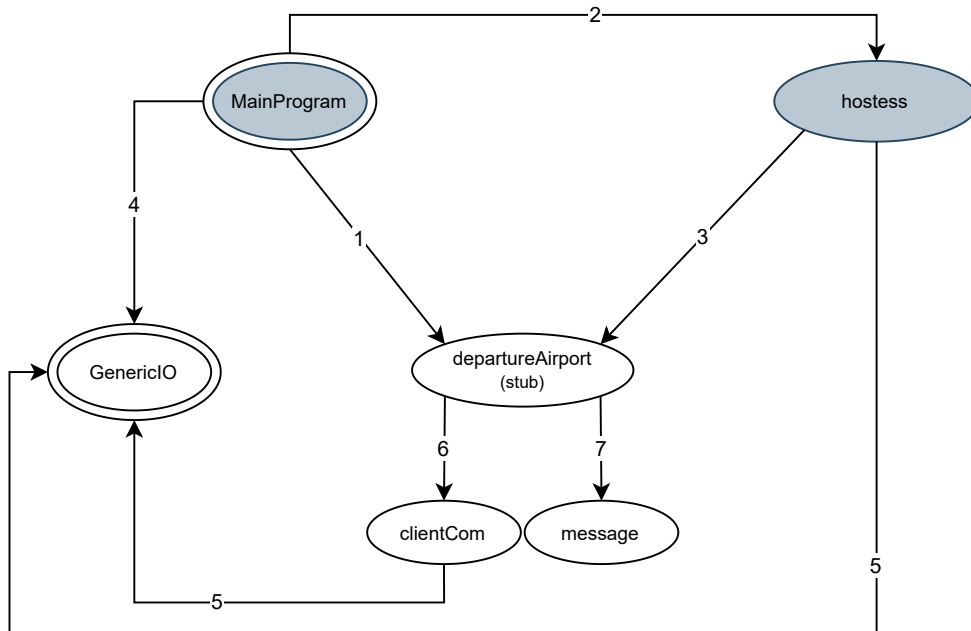


Legend

1. *instantiate*
2. *instantiate, start, join*
3. *informPlaneReadyForBoarding, waitForAllInBoard, serviceEnd*
4. *announceArrival, flyToDestinationPoint, flyToDeparturePoint, parkAtTransferGate, serviceEnd*
5. *serviceEnd*
6. *readInInt, readInChar, readInString, writeString, writeInString*
7. *writeInString*
8. *instantiate, open, writeObject, readObject, close*
9. *instantiate, informPlaneReadyForBoarding, waitForAllInBoard, serviceEnd*
10. *instantiate, announceArrival, flyToDestinationPoint, flyToDeparturePoint, parkAtTransferGate, serviceEnd*
11. *instantiate, serviceEnd*

Interaction Diagram

Hostess

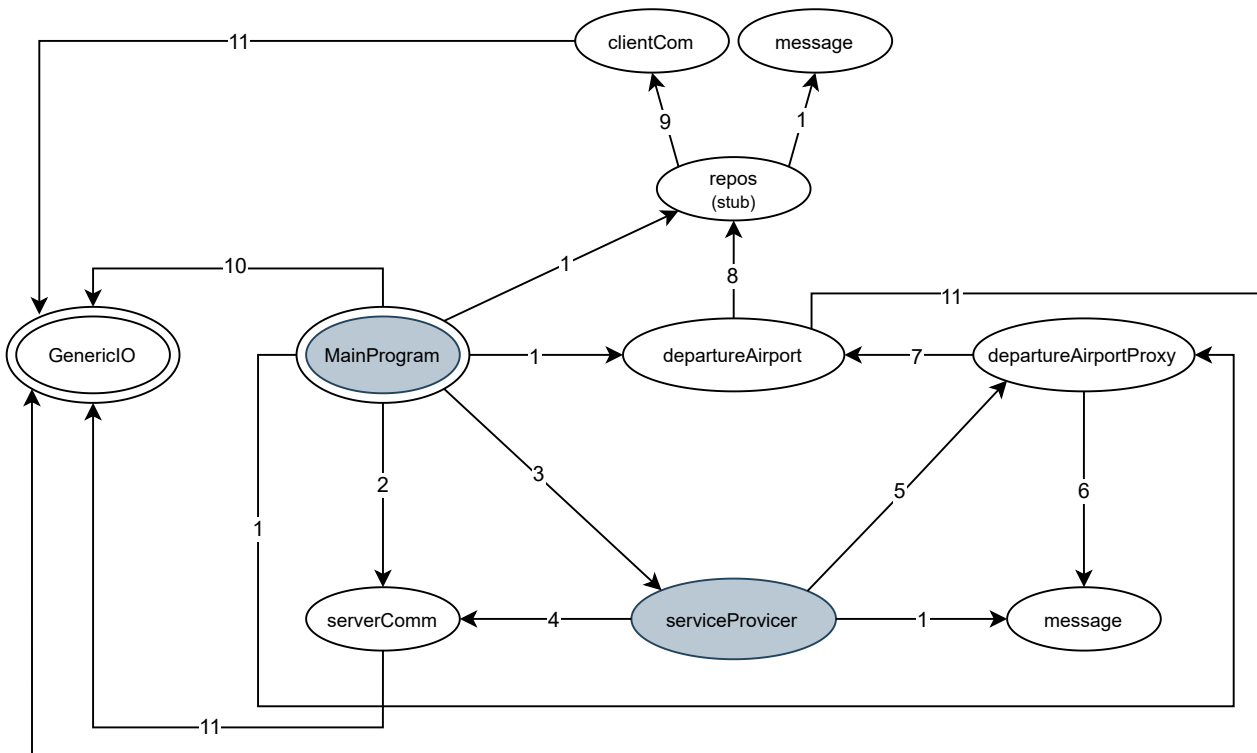


Legend

1. *instantiate*
2. *instantiate, start, join*
3. *waitForNextFlight, waitForNextPassenger, checkDocuments, informPlaneReadyToTakeOff*
4. *readLnInt, readLnChar, readLnString, writeString, writeLnString*
5. *writeLnString*
6. *instantiate, open, writeObject, readObject, close*
7. *instantiate, waitForNextFlight, waitForNextPassenger, checkDocuments, informPlaneReadyToTakeOff*

Interaction Diagram

DepartureAirport

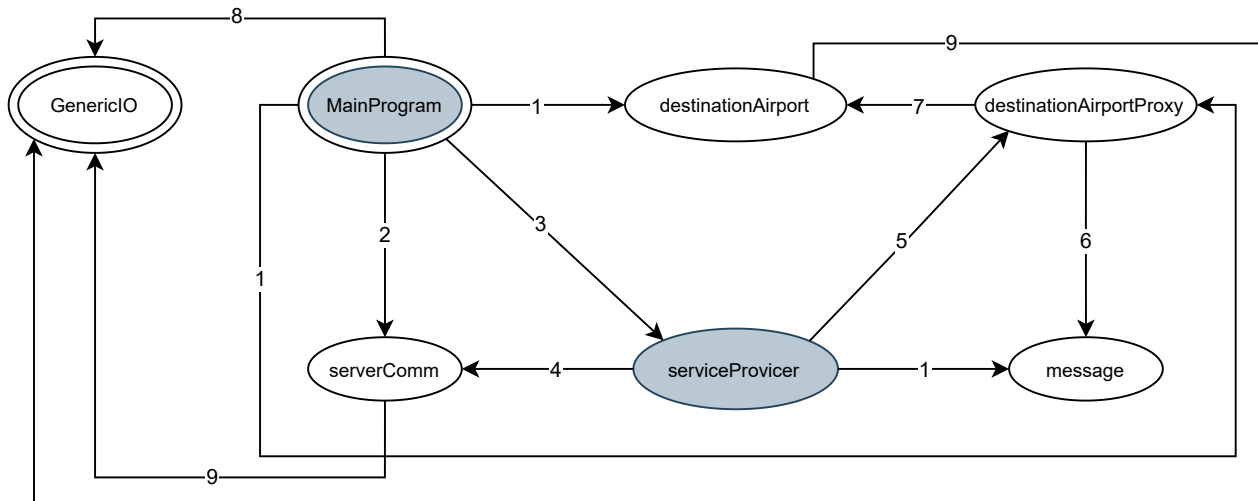


Legend

1. *instantiate*
2. *instantiate, start, accept*
3. *instantiate, start*
4. *readObject, writeObject, close*
5. *processAndReply*
- 6.
7. *waitForNextFlight, waitForNextPassenger, checkDocuments, informPlaneReadyToTakeOff, travelToAirport, waitInQueue, showDocuments, informPlaneReadyForBoarding, waitForAllInBoard, informPilotToEndActivity, serviceEnd*
8. *updateHostessState, updatePassengerState, updatePilotState, updateInfoBoardPlane reportFinalStatus, serviceEnd*
9. *open, writeObject, readObject, close*
10. *readInInt, readInChar, readInString, writeString, writelnString*
11. *writelnString*

Interaction Diagram

DestinationAirport

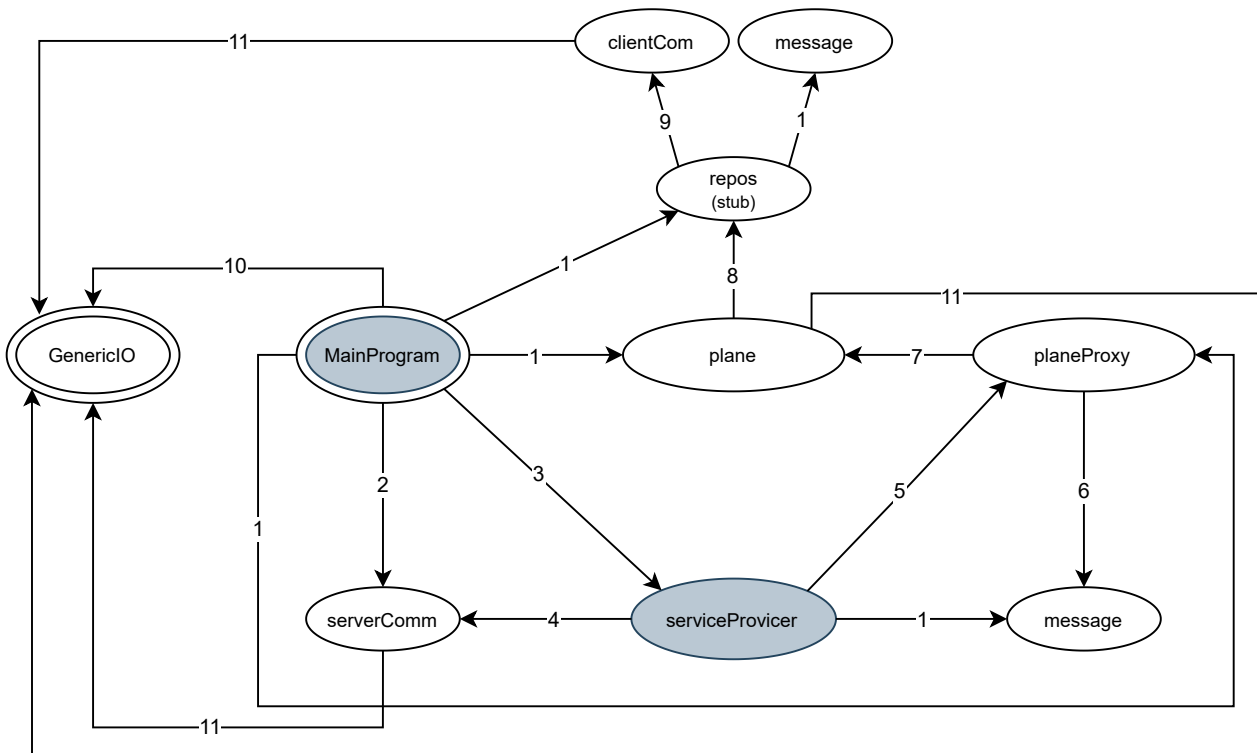


Legend

1. *instantiate*
2. *instantiate, start, accept*
3. *instantiate, start*
4. *readObject, writeObject, close*
5. *processAndReply*
- 6.
7. *leaveAirport, serviceEnd*
8. *readInInt, readInChar, readInString, writeString, writeInString*
9. *writeInString*

Interaction Diagram

Plane

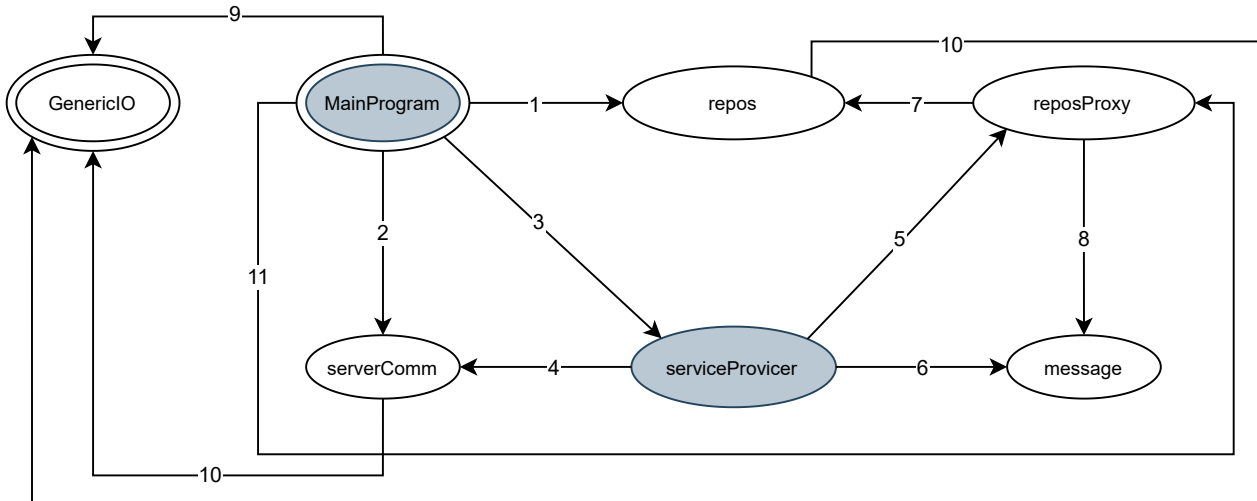


Legend

1. *instantiate*
2. *instantiate, start, accept*
3. *instantiate, start*
4. *readObject, writeObject, close*
5. *processAndReply*
- 6.
7. *boardThePlane, waitFoeEndOfFlight, leaveThePlane, announceArrival, flyToDestinationPoint, flyToDeparturePoint, parkAtTransferGate, serviceEnd*
8. *updatePassengerState, updatePilotState*
9. *open, writeObject, readObject, close*
10. *readInInt, readInChar, readInString, writeString, writelnString*
11. *writelnString*

Interaction Diagram

GeneralRepos



Legend

1. *instantiate, reportInitialStatus*
2. *instantiate, start, accept*
3. *instantiate, start*
4. *readObject, writeObject, close*
5. *processAndReply*
6. *instantiate, getMethodType, informPilotToEndActivity, getIdPassenger, getHostessState, getPilotState, getPassengerState, getNumOfFlight, getNumPassengerPerFlight*
7. *updateHostessState, updatePassengerState, updatePilotState, updateInfoBoardPlane, reportFinalStatus, serviceEnd*
- 8.
9. *readInInt, readInChar, readInString, writeString, writeInString*
10. *writeInString*