Interaction Diagram
Passenger

GenericIO

registry

LocateRegistry

MainProgram

passenger [*i*]
i=0,1,..TTL_PASSENGER-1
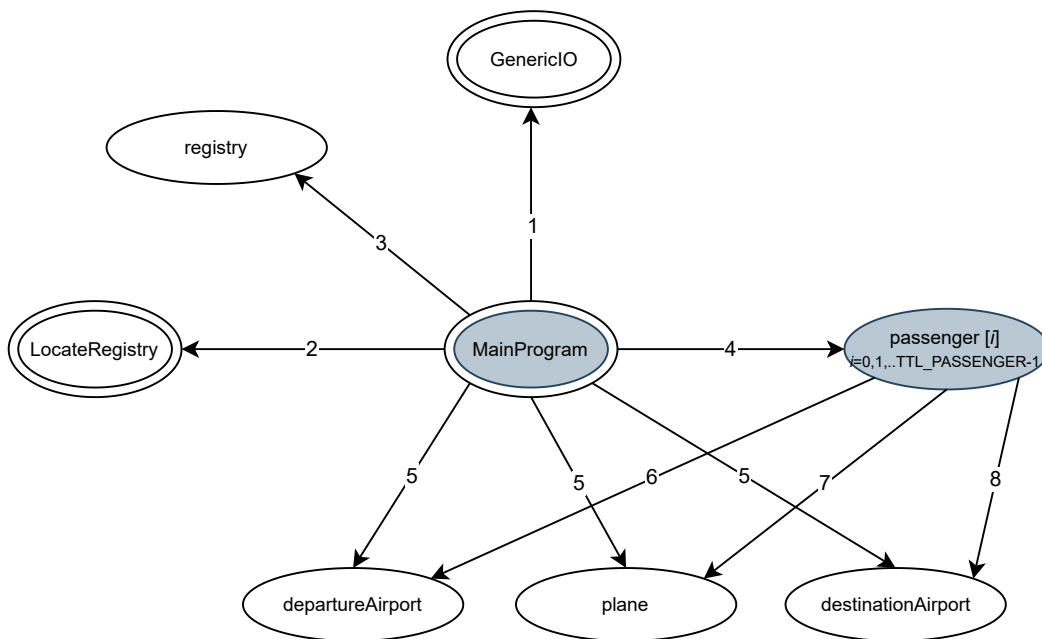
departureAirport

plane
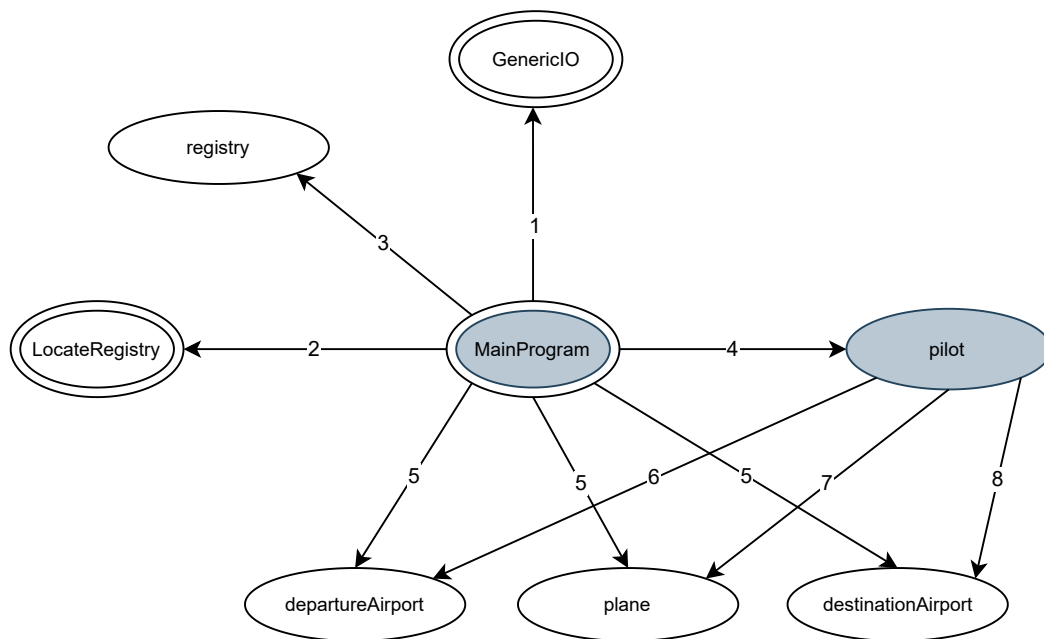
destinationAirport

1

2

3

4

5

5

6

5

7

8

Legend

1. *writeInString*
2. *getRegistry*
3. *inst, lookup*
4. *inst, start, join*
5. *inst*
6. *travelToAirport, waitInQueue, showDocuments*
7. *boardThePlane, waitForEndOfFlight, leaveThePlane*
8. *leaveAirport*
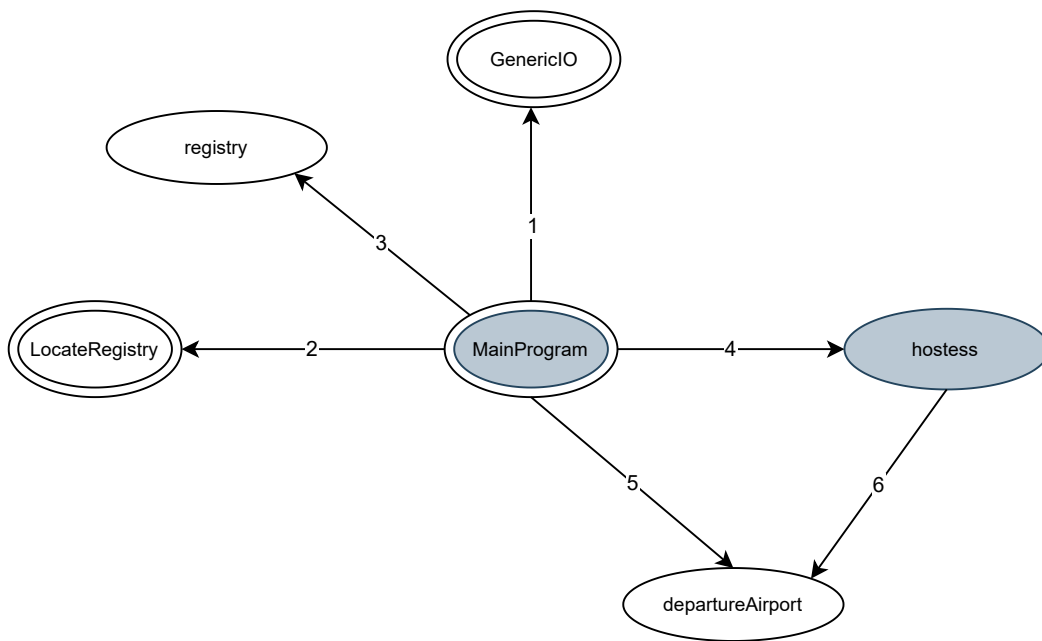
Interaction Diagram
Pilot

Legend

1. *writeInString*
2. *getRegistry*
3. *inst, lookup*
4. *inst, start, join*
5. *inst*
6. *informPlaneReadyForBoarding, waitForAllInBoard, serviceEnd*
7. *announceArrival, flyToDestinationPoint, flyToDeparturePoint, parkAtTransferGate, serviceEnd*
8. *serviceEnd*

Interaction Diagram
Hostess

```
                              GenericIO


        registry
                           │ 1
                  3        │
                       ┌───────────┐        4
   LocateRegistry ◄──2──│MainProgram│──────────► hostess
                       └───────────┘
                              │ 5                  │ 6
                              ▼                     ▼
                        departureAirport  ◄─────────
```
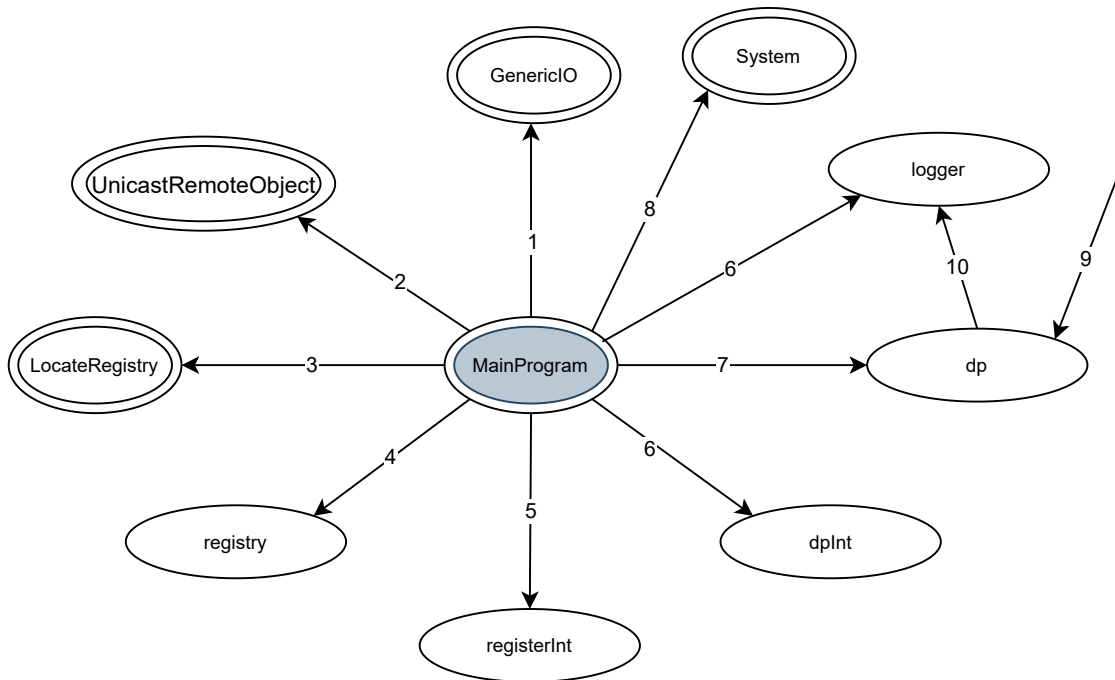
Legend

1. *writeInString*
2. *getRegistry*
3. *inst, lookup*
4. *inst, start, join*
5. *inst*
6. *waitForNextFlight, waitForNextPassenger, checkDocuments, informPlaneReadyToTakeOff*

Interaction Diagram
DepartureAirport

GenericIO

System

UnicastRemoteObject

logger

LocateRegistry — 3 → MainProgram — 7 → dp

1

2

8

6

9

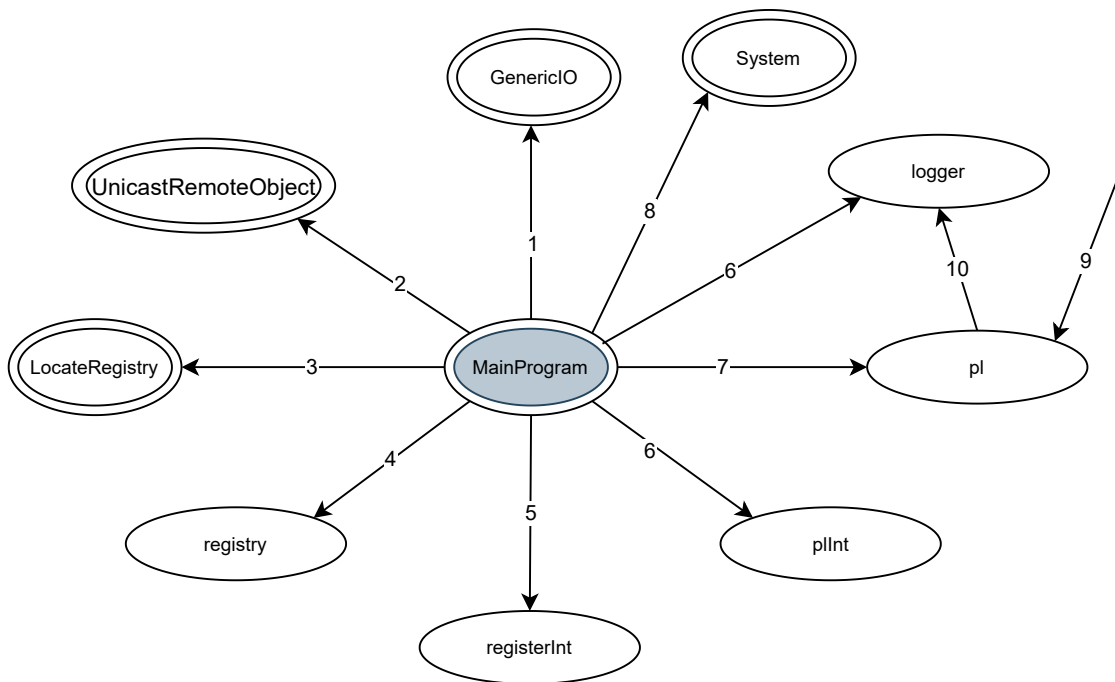10

4

5

6

registry

registerInt

dpInt

Legend

1. *writeInString*
2. *exportObject, unexportObject*
3. *getRegistry*
4. *inst, lookup*
5. *inst, bind, unbind*
6. *inst*
7. *inst, wait*
8. *getSecurityManager, setSecurityManager*
9. *waitForNextFlight, waitForNextPassenger, checkDocuments, informPlaneReadyToTakeOff, travelToAirport, waitInQueue, showDocuments, informPlaneReadyForBoarding, waitForAllInBoard, informPilotToEndActivity, serviceEnd*
10. *updateHostessState, updatePassengerState, updatePilotState, updateInfoBoardPlane reportFinalStatus, serviceEnd*
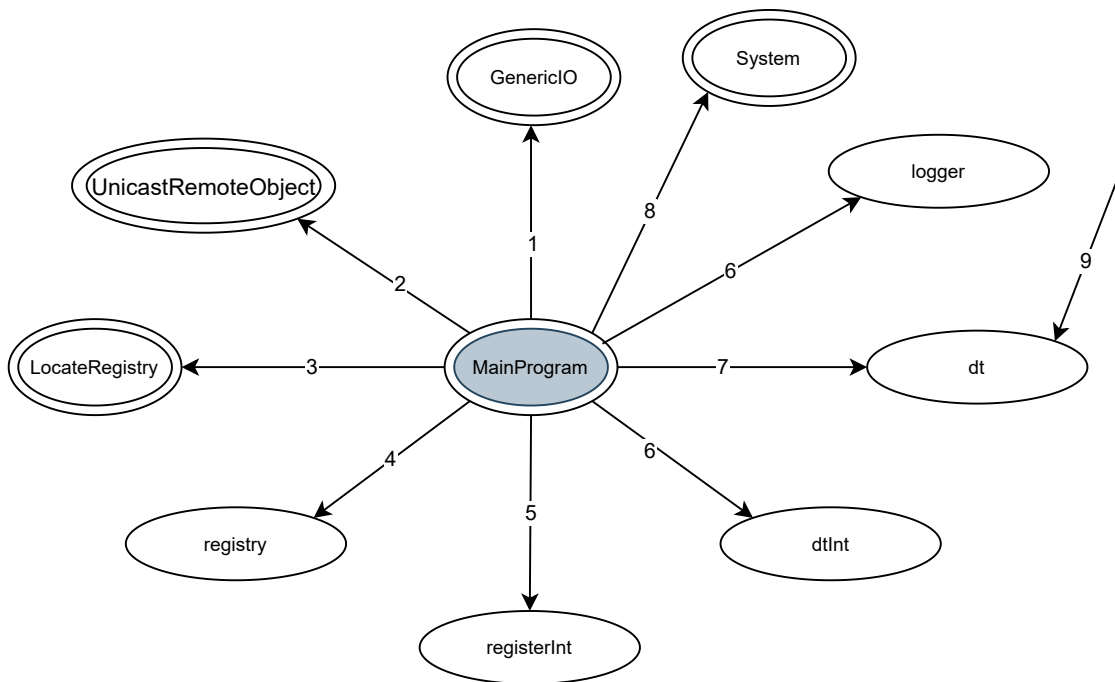
Interaction Diagram
Plane

Legend

1. *writelnString*
2. *exportObject, unexportObject*
3. *getRegistry*
4. *inst, lookup*
5. *inst, bind, unbind*
6. *inst*
7. *inst, wait*
8. *getSecurityManager, setSecurityManager*
9. *boardThePlane, waitFoeEndOfFlight, leaveThePlane, announceArrival, flyToDestinationPoint, flyToDeparturePoint, parkAtTransferGate, serviceEnd*
10. *updatePassengerState, updatePilotState*

Interaction Diagram
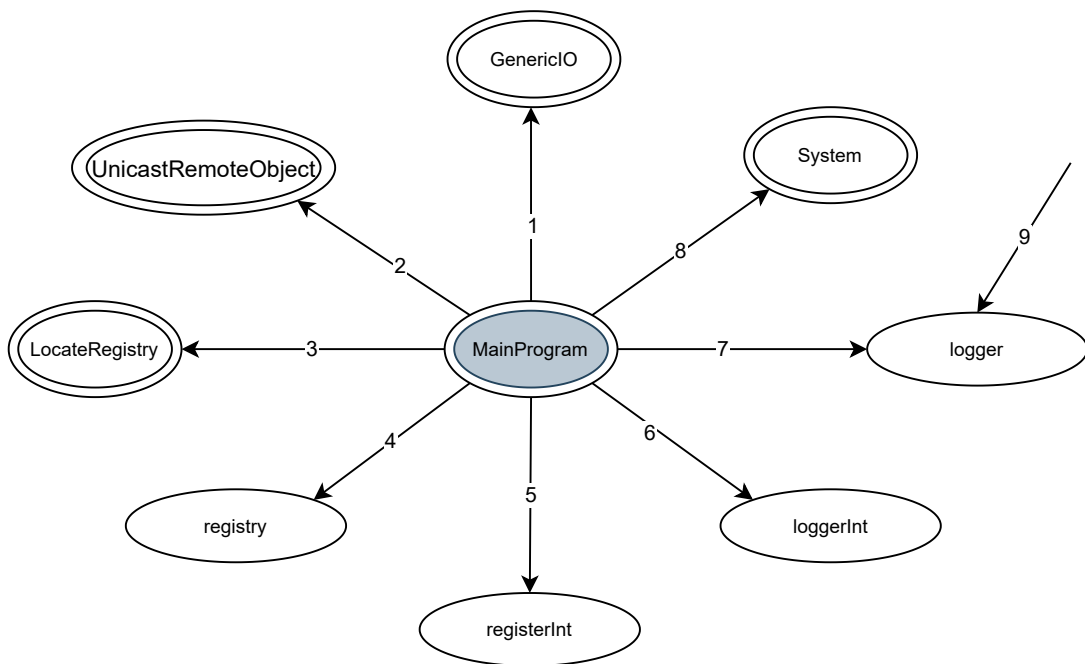## DestinationAirport

Legend

1. *writeInString*
2. *exportObject, unexportObject*
3. *getRegistry*
4. *inst, lookup*
5. *inst, bind, unbind*
6. *inst*
7. *inst, wait*
8. *getSecurityManager, setSecurityManager*
9. *leaveAirport, serviceEnd*

Interaction Diagram
GeneralRepos

Legend

1. *writelnString*
2. *exportObject, unexportObject*
3. *getRegistry*
4. *inst, lookup*
5. *inst, bind, unbind*
6. *inst*
7. *inst, wait*
8. *getSecurityManager, setSecurityManager*
9. *updateHostessState, updatePassengerState, updatePilotState, updateInfoBoardPlane, reportFinalStatus, serviceEnd*