

Programação Concorrente

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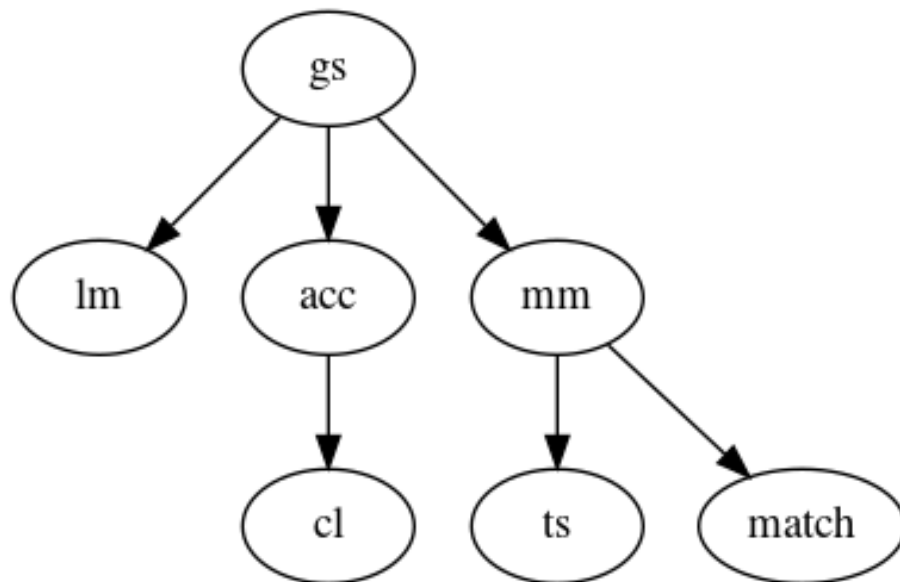


Figure 1: Supervision tree

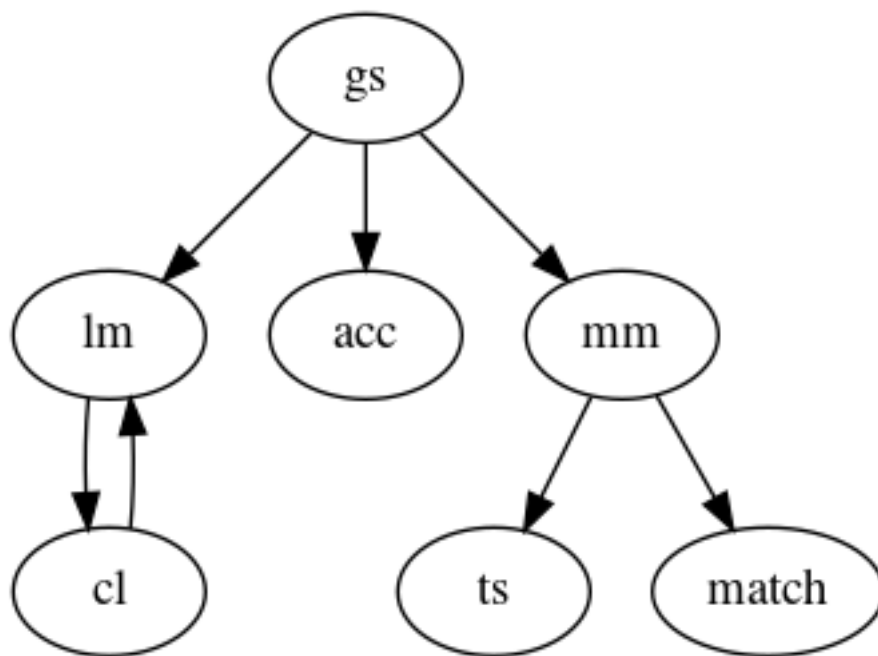


Figure 2: A client before authenticating

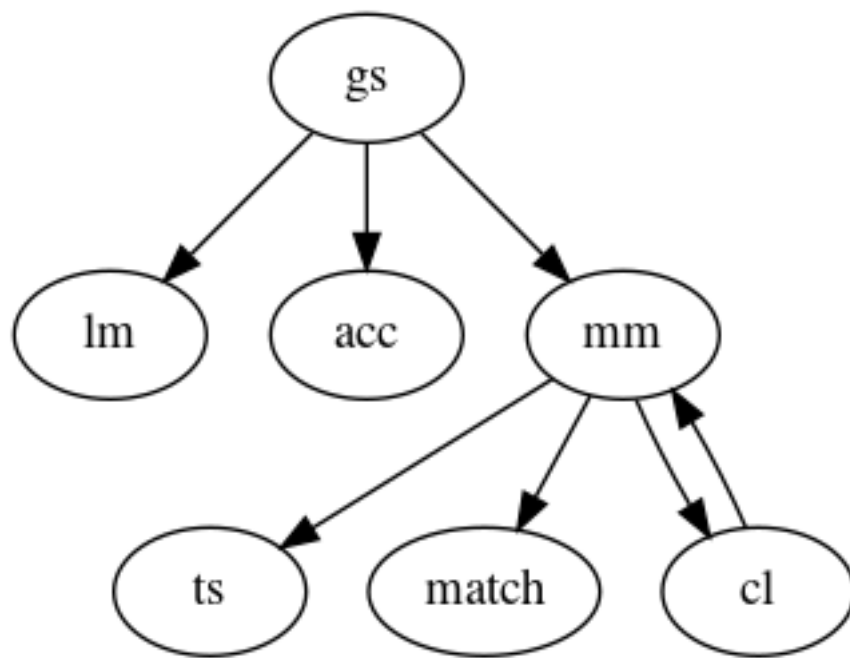


Figure 3: A client waiting for a match

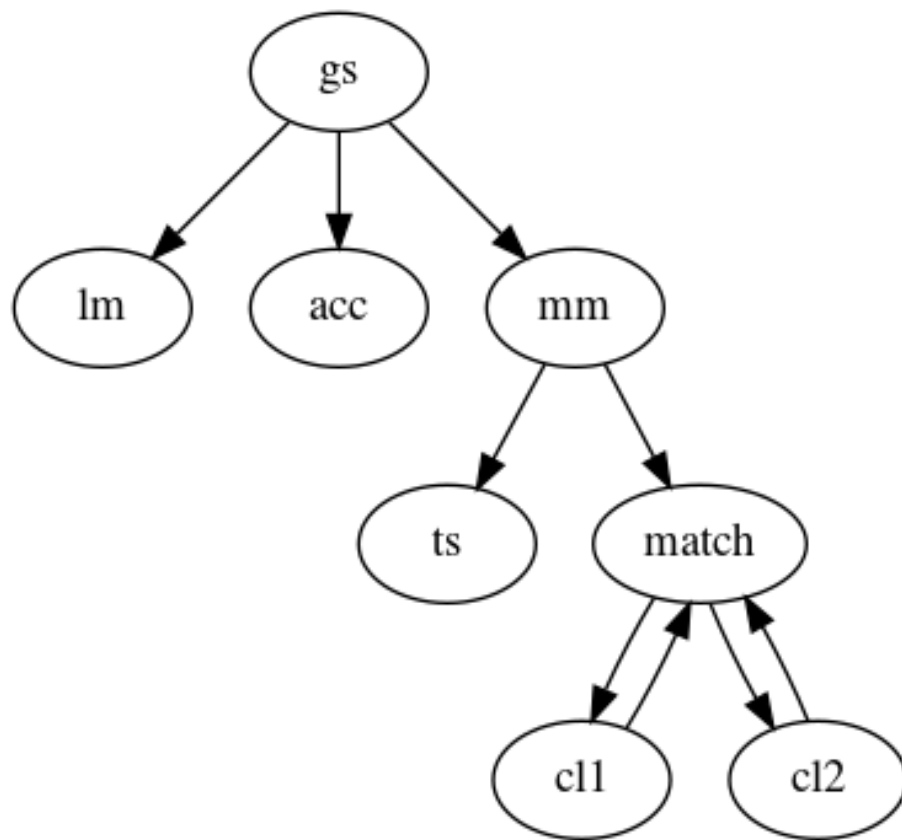


Figure 4: Two clients in-game