

SCRIPTS

O script principal é SantaProblemDeployAndRun.sh. É lançado primeiro o script do Repositório, há uma espera de 10 segundos antes de iniciar os servers para escrever o nome do logger ou substituição do mesmo (caso exista).

São iniciados os servers, para que os serviços de todas as regiões partilhadas possam ser estabelecidos e fiquem à escuta.

De seguida há uma espera de 5 segundos onde são lançados as entidades (Renas e os Gnomos).

Dá-se uma espera de 10 segundos para o Santa ser iniciado.

Este processo foi estabelecido durante os testes de modo a que tudo corra na perfeição.

As mensagens foram alteradas para leitura e escrita em formato XML.

Com a seguinte formatação, com em “tags”:

```
<Mensagem>

    <idMetodo></idMetodo>

    <idSender></idSender>

    <Estado></idSender>

</Mensagem>
```

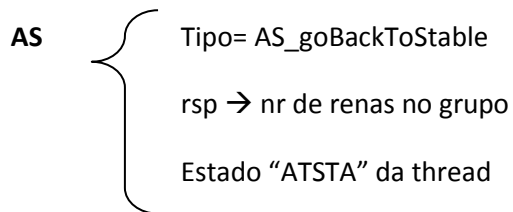
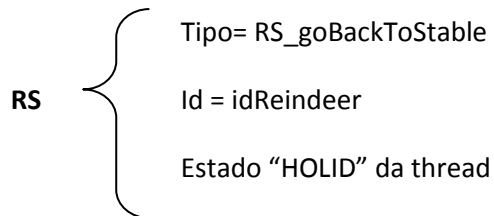
Tipo	Nome	Máquina	Script
Entities	Santa	01	SantaDeployAndRun.sh
	Gnome	02	GnomeDeployAndRun.sh
	Reindeer	03	ReindeerDeployAndRun.sh
Shared Regions	Repository	04	RepositoryDeployAndRun.sh
	SantaHouse	05	SantaHouseDeployAndRun.sh
	ToyFactory	07	ToyFactoryDeployAndRun.sh
	SouthPacific	08	SouthPacificDeployAndRun.sh
	TripAroundWorld	09	TripAroundWorldDeployAndRun.sh
	Stable	11	StableDeployAndRun.sh

Descrição de como os métodos sobre as regiões partilhadas foram transformados em mensagens

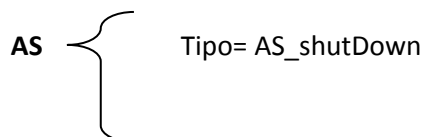
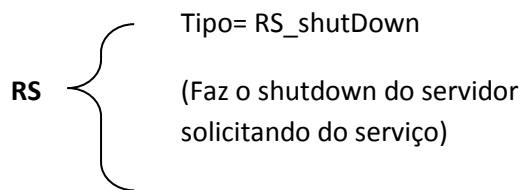
Invocar métodos sobre STUB

Stable

void goBackToStable (int idReindeer)

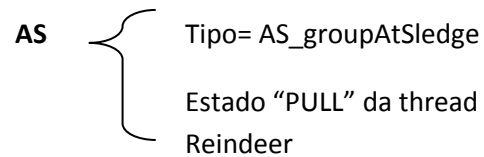
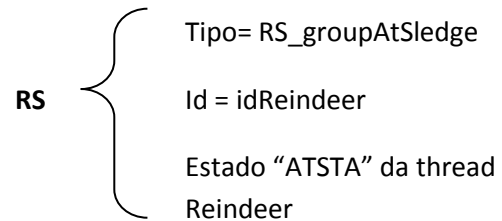


void shutDown ()

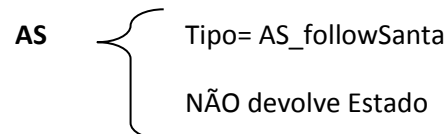
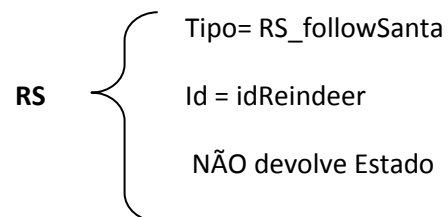


TripAroundWorld

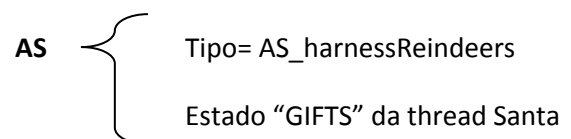
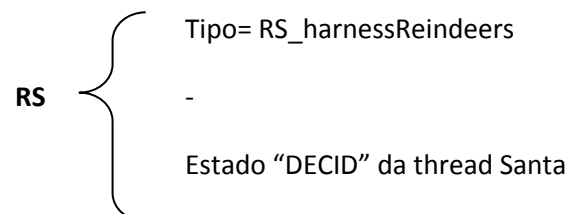
void groupAtSledge (int idReindeer)



void followSanta (int idReindeer)



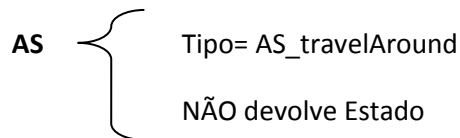
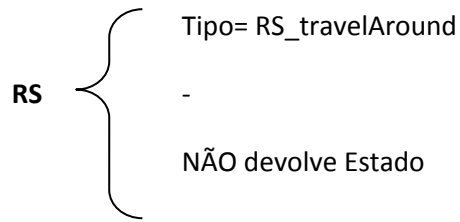
void harnessReindeers ()



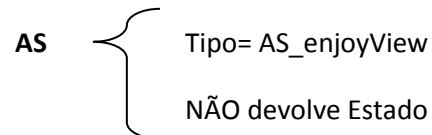
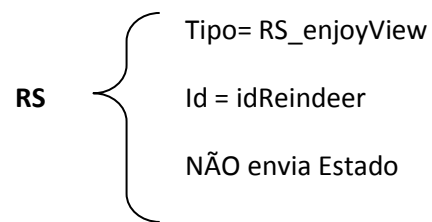
Descrição de como os métodos sobre as regiões partilhadas foram transformados em mensagens

South Pacific

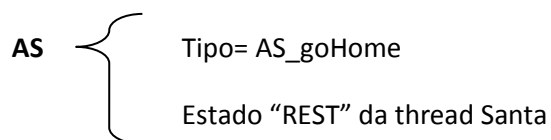
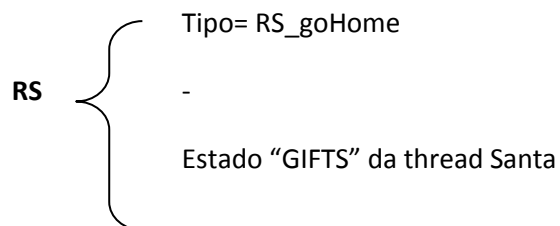
void travelAround ()



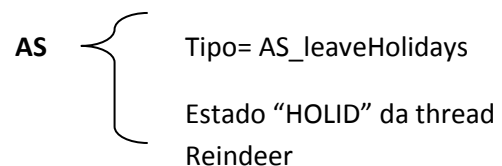
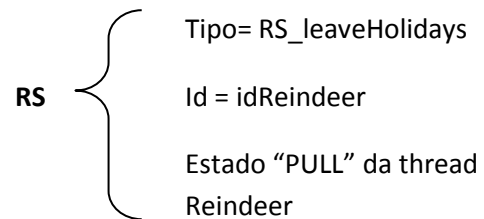
void enjoyView (int idReindeer)



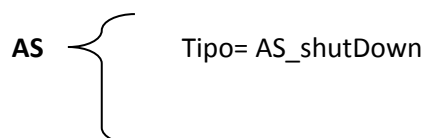
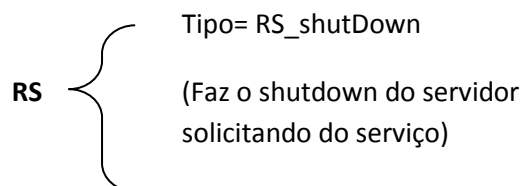
void goHome ()



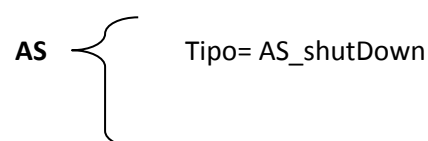
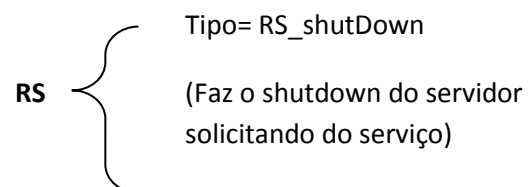
void leaveHolidays (int idReindeer)



void shutDown ()



void shutDown ()



Descrição de como os métodos sobre as regiões partilhadas foram transformados em mensagens

SantaHouse

void isReindeerAtDoor ()

RS {
Tipo= RS_isReindeerAtDoor
NÃO devolve Estado

AS {
Tipo= AS_isReindeerAtDoor
NÃO devolve Estado

void enterHouse (int idGnome)

RS {
Tipo= RS_enterHouse
Id = idGnome
Estado "JOINING" da thread

AS {
Tipo= AS_enterHouse
Estado "CSANT" da thread

void goToSleepSanta ()

RS {
Tipo= RS_goToSleepSanta
-
NÃO devolve Estado

AS {
Tipo= AS_goToSleepSanta
NÃO devolve Estado

void openDoor ()

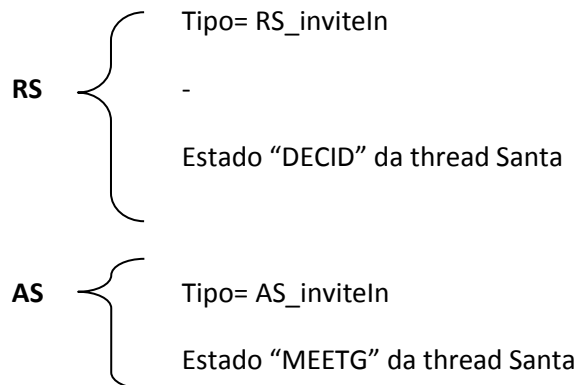
RS {
Tipo= RS_openDoor
-
Estado "REST" da thread

AS {
Tipo= AS_openDoor_R (rena) /
AS_openDoor_G (3 gnomos)
Estado "DECID" da thread

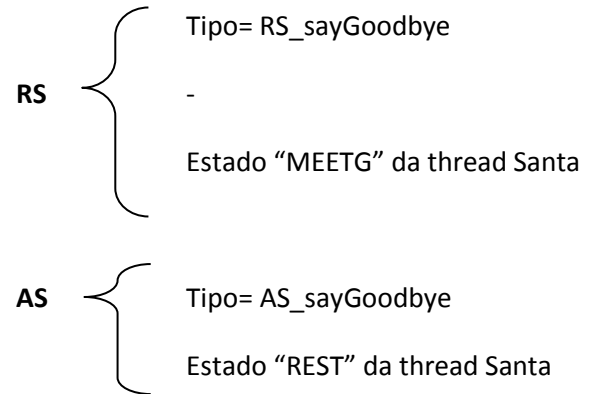
Descrição de como os métodos sobre as regiões partilhadas foram transformados em mensagens

SantaHouse

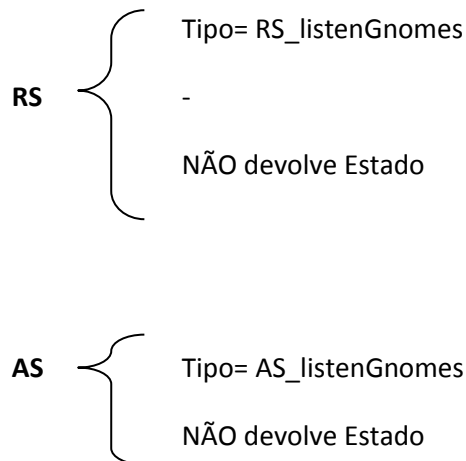
void inviteIn ()



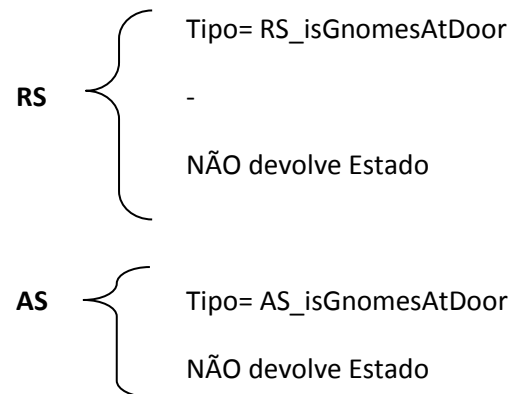
void sayGoodbye ()



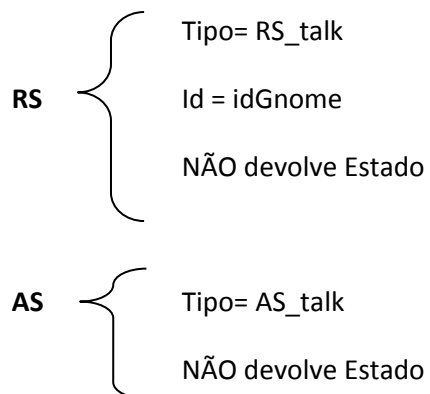
void listenGnomes ()



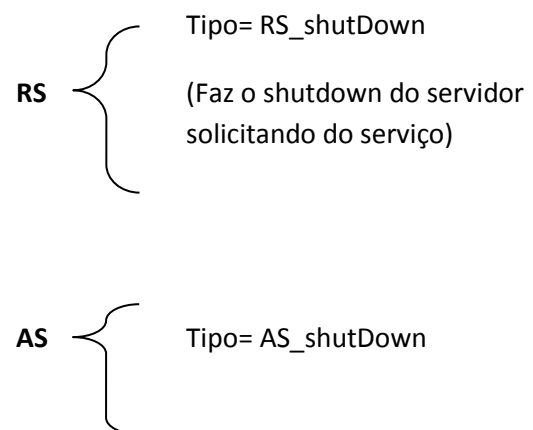
void isGnomesAtDoor ()



void talk (int idGnome)



void shutDown ()



Descrição de como os métodos sobre as regiões partilhadas foram transformados em mensagens

ToyFactory

void work ()

RS {
Tipo= RS_work
-
NÃO devolve Estado

AS {
Tipo= AS_work
NÃO devolve Estado

void shutDown ()

RS {
Tipo= RS_shutDown
(Faz o shutdown do servidor solicitando do serviço)

AS {
Tipo= AS_shutDown

void needAdvice (int idGnome)

RS {
Tipo= RS_needAdvice
Id = idGnome
Estado "WORK" da thread Gnome

AS {
Tipo= AS_needAdvice
rsp → nr de gnomes no grupo
Estado "JOINING"/ "WMEET" da thread Gnome

void goBackToWork (int idGnome)

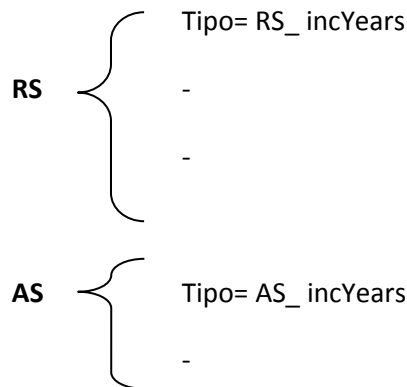
RS {
Tipo= RS_goBackToWork
Id = idGnome
Estado "CSANTA" da thread

AS {
Tipo= AS_goBackToWork
Estado "WORK" da thread

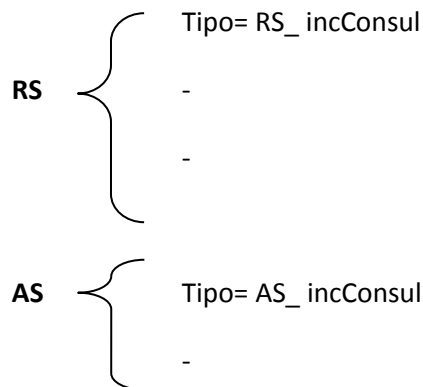
Descrição de como os métodos sobre as regiões partilhadas foram transformados em mensagens

InfoRepository

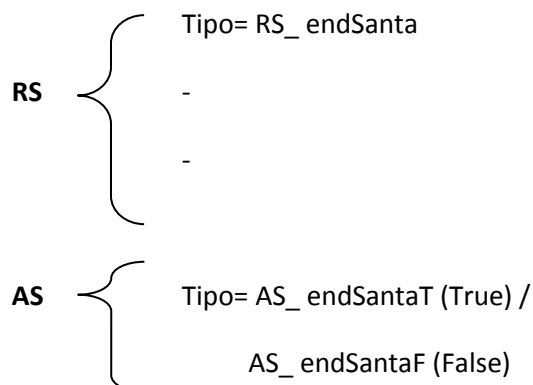
void incYears ()



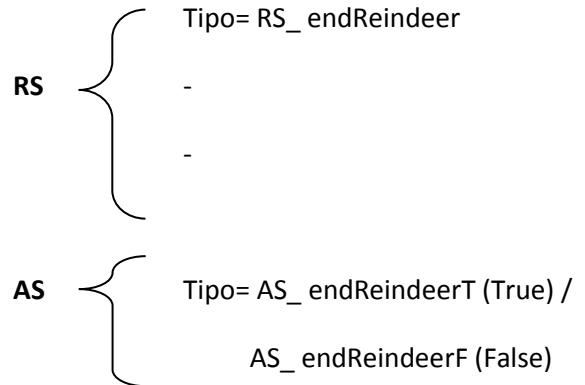
void incConsul ()



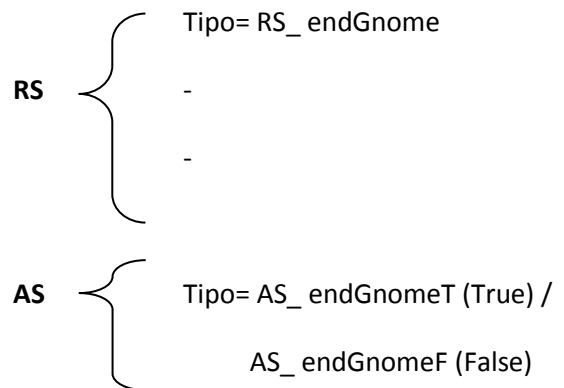
boolean endSanta ()



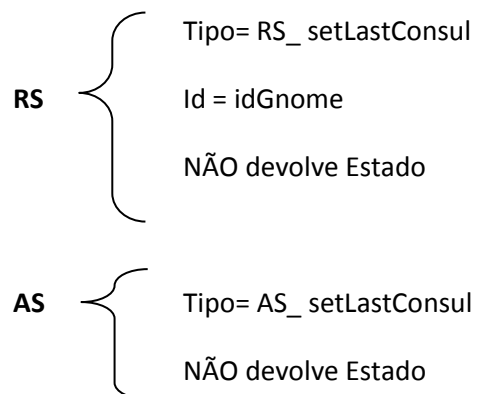
boolean endReindeer ()



boolean endGnome ()

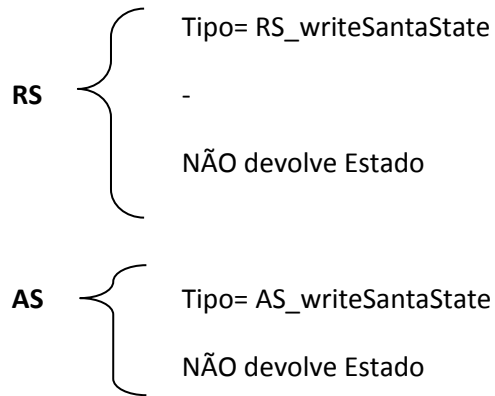


void setLastConsul (int idGnome)

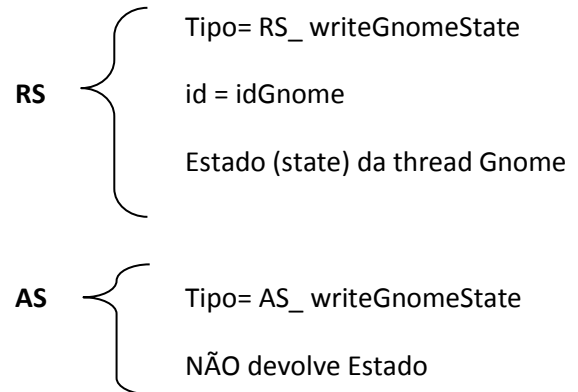


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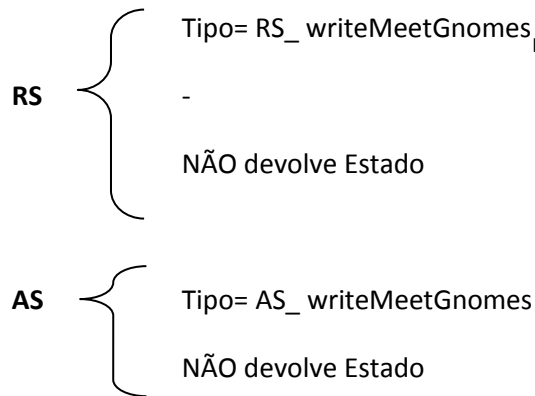
void writeSantaState (SantaStates state)



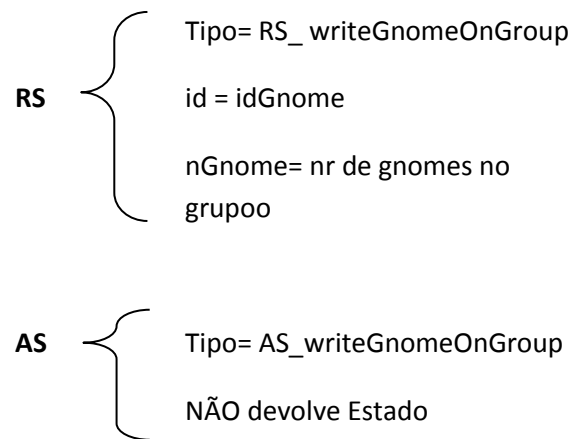
void writeGnomeState (int idGnome, GnomeStates state)



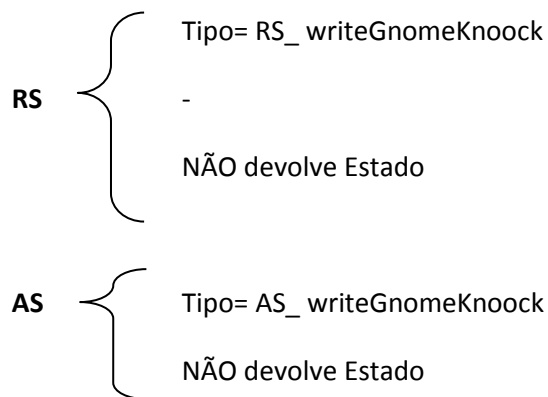
void writeMeetGnomes ()



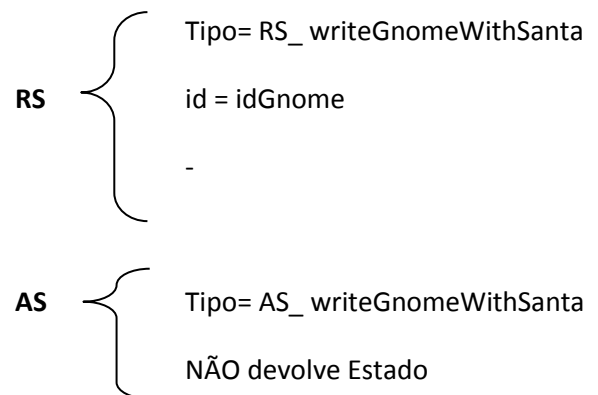
void writeGnomeOnGroup (int idGnome, int nGnome)



void writeGnomeKnock ()



void writeGnomeWithSanta (int idGnome)



Descrição de como os métodos sobre as regiões partilhadas foram transformados em mensagens

void writeReindeerState (int idReindeer,
ReindeerStates state)

RS {
Tipo= RS_ writeReindeerState
id = idReindeer
Estado (state) da thread Reindeer

AS {
Tipo= AS_ writeReindeerState
NÃO devolve Estado

void writeReindeerOnStable (int idReindeer,
int nReindeer)

RS {
Tipo= RS_ writeReindeerOnStable
id = idReindeer
nReindeer = nr de renas no estábulo

AS {
Tipo= AS_ writeReindeerOnStable
NÃO devolve Estado

void writeReindeerOnSledge (int idReindeer)

RS {
Tipo= RS_ writeReindeerOnSledge
id = idReindeer
-

AS {
Tipo= AS_ writeReindeerOnSledge
NÃO devolve Estado

void shutDown ()

RS {
Tipo= RS_ shutDown
(Faz o shutdown do servidor solicitando do serviço)

AS {
Tipo= AS_ shutDown

void writeReindeerKnock ()

RS {
Tipo= RS_ writeReindeerKnock
-
-

AS {
Tipo= AS_ writeReindeerKnock
NÃO devolve Estado