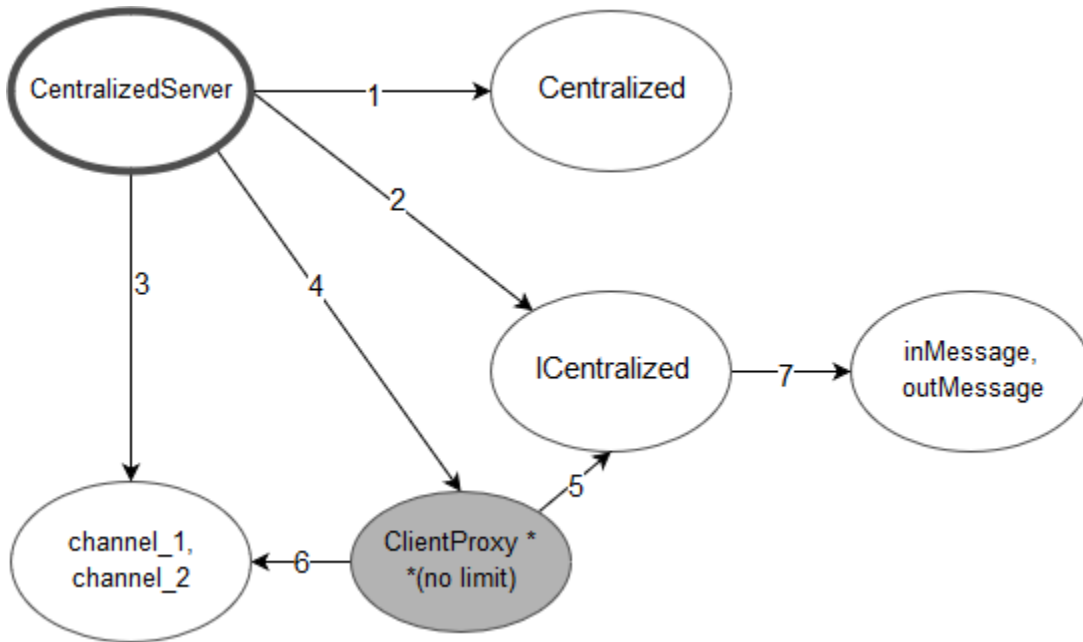# HEIST TO THE MUSEUM

ASSIGNMENT 2
MESTRADO INTEGRADO EM
COMPUTADORES E TELEMÁTICA

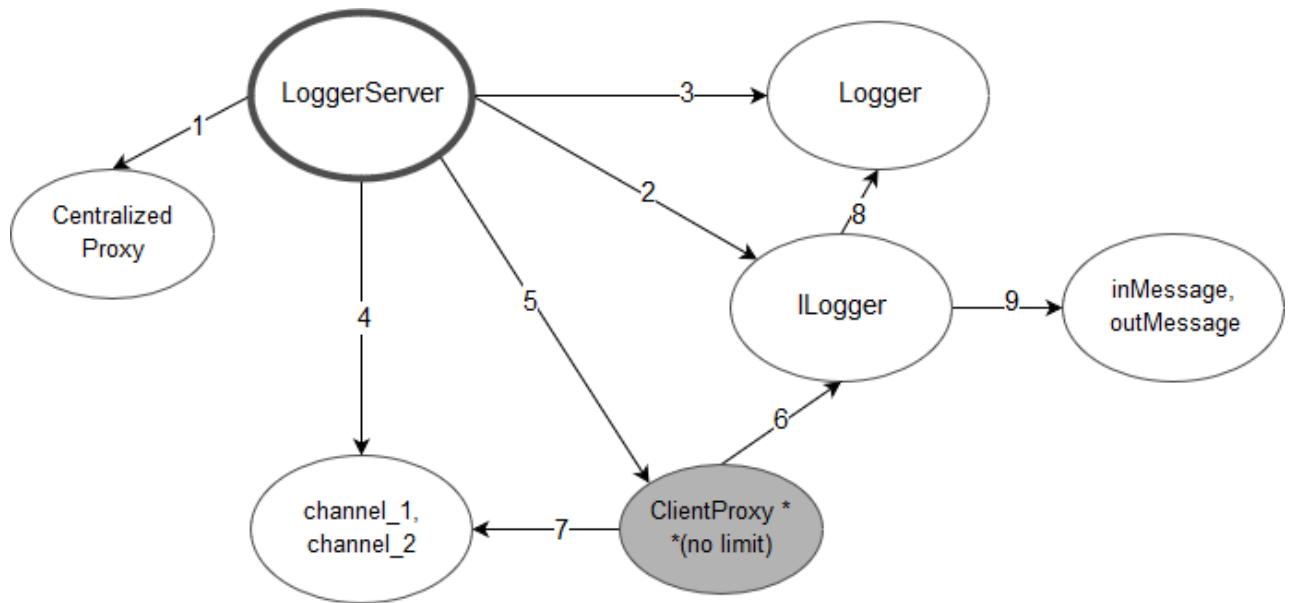ELABORADO POR:
- FÁBIO SILVA 73786
- ANDRÉ RODRIGUES 73152
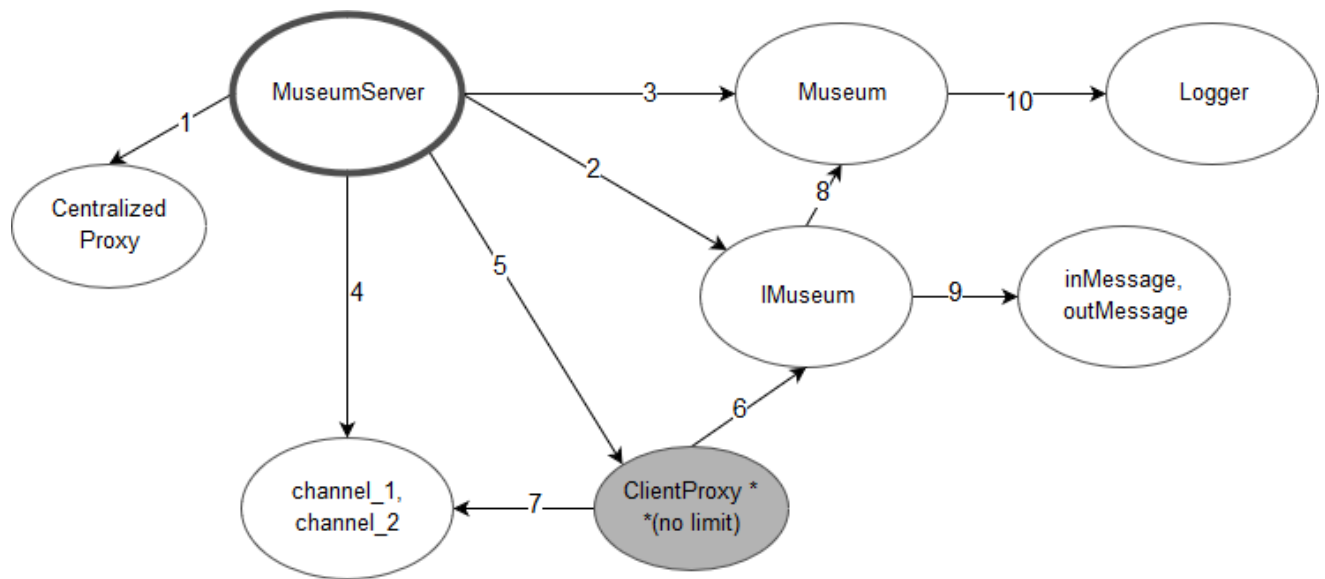
DIAGRAMAS DE INTERAÇÃO

CENTRALIZED SERVER

1- Instantiate, Serialize

2- Instantiate

3- Instantiate, Start, Accept

4- Instantiate, Start

5- ProcessAndReply

6- ReadObject, WriteObject, Close
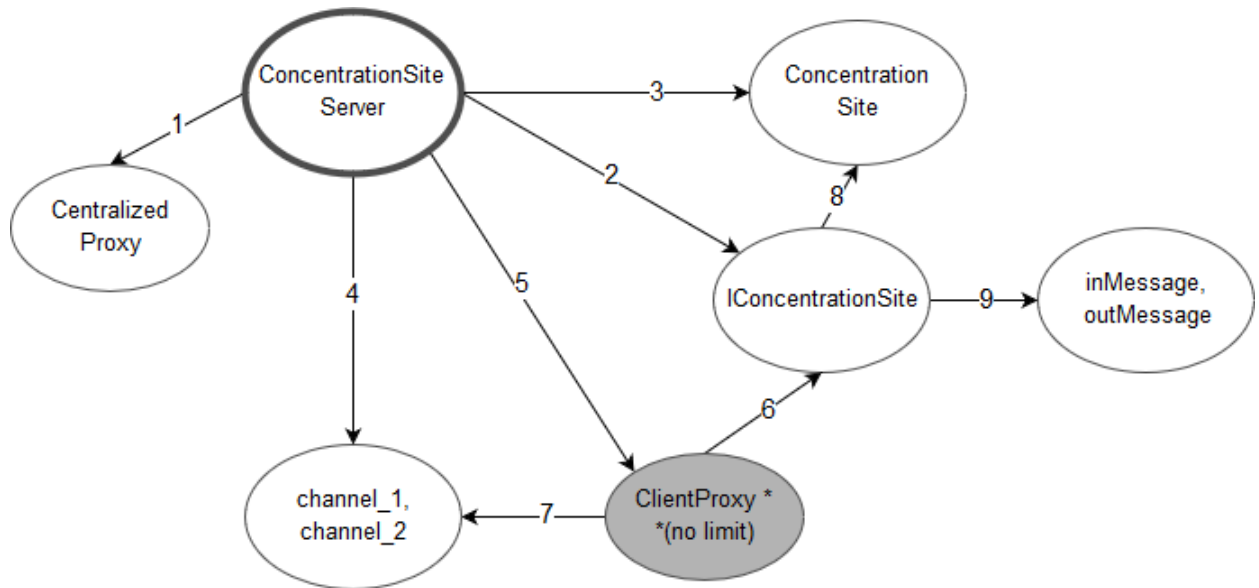
7- Instantiate, GetMessageType

LOGGER SERVER

1- Instantiate, getConstants, getConfigs

2- Instantiate

3- Instantiate

4- Instantiate, Start, Accept

5- Instantiate, Start

6- ProcessAndReply

7- ReadObject, WriteObject, Close

8- OrdinaryThiefLog, MasterthiefLog, MuseumLog, AssaultPartyLog, FinalReport

9- Instantiate, getMessageType, getMessageArg_1, getMessageArg_2, getMessageArg_3, getMessageArg_4
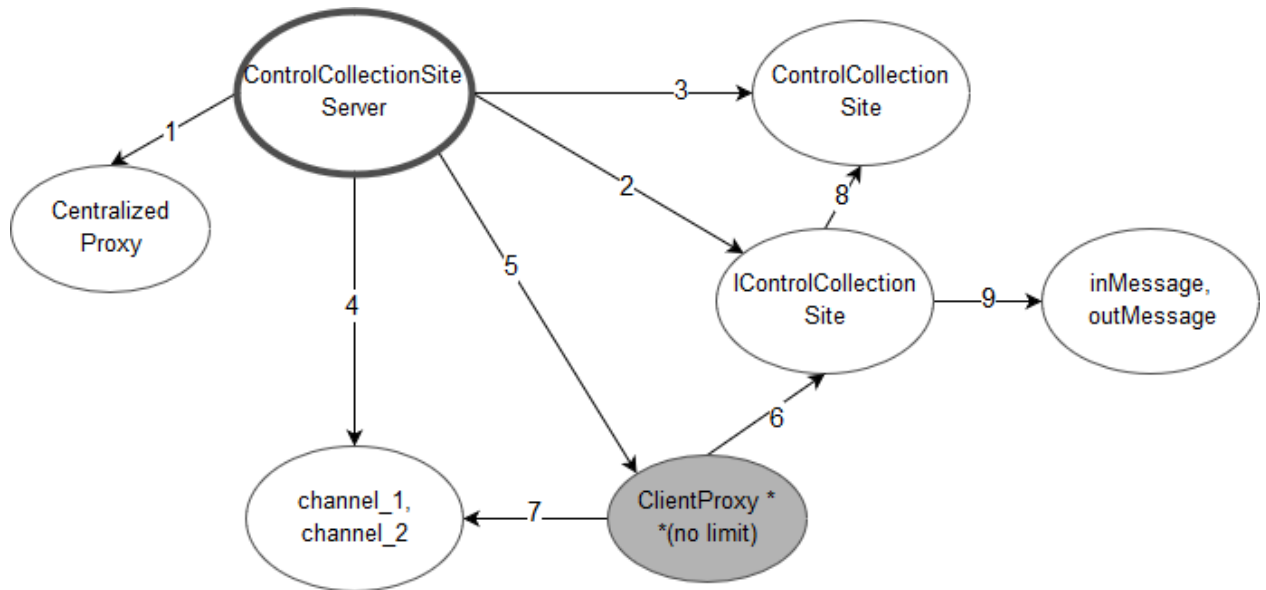
MUSEUM SERVER

1- Instantiate, getConstants, getConfigs

2- Instantiate

3- Instantiate

4- Instantiate, Start, Accept

5- Instantiate, Start

6- ProcessAndReply

7- ReadObject, WriteObject, Close

8- RollACanvas, GetRoomDistance

9- Instantiate, getMessageType, getMessageArg_1

10- MuseumLog

CONCENTRATION SITE SERVER

1- Instantiate, getConstants, getConfigs

2- Instantiate

3- Instantiate

4- Instantiate, Start, Accept

5- Instantiate, Start

6- ProcessAndReply

7- ReadObject, WriteObject, Close

8- PrepareAssaultParty, AmINeeded, HeistOver

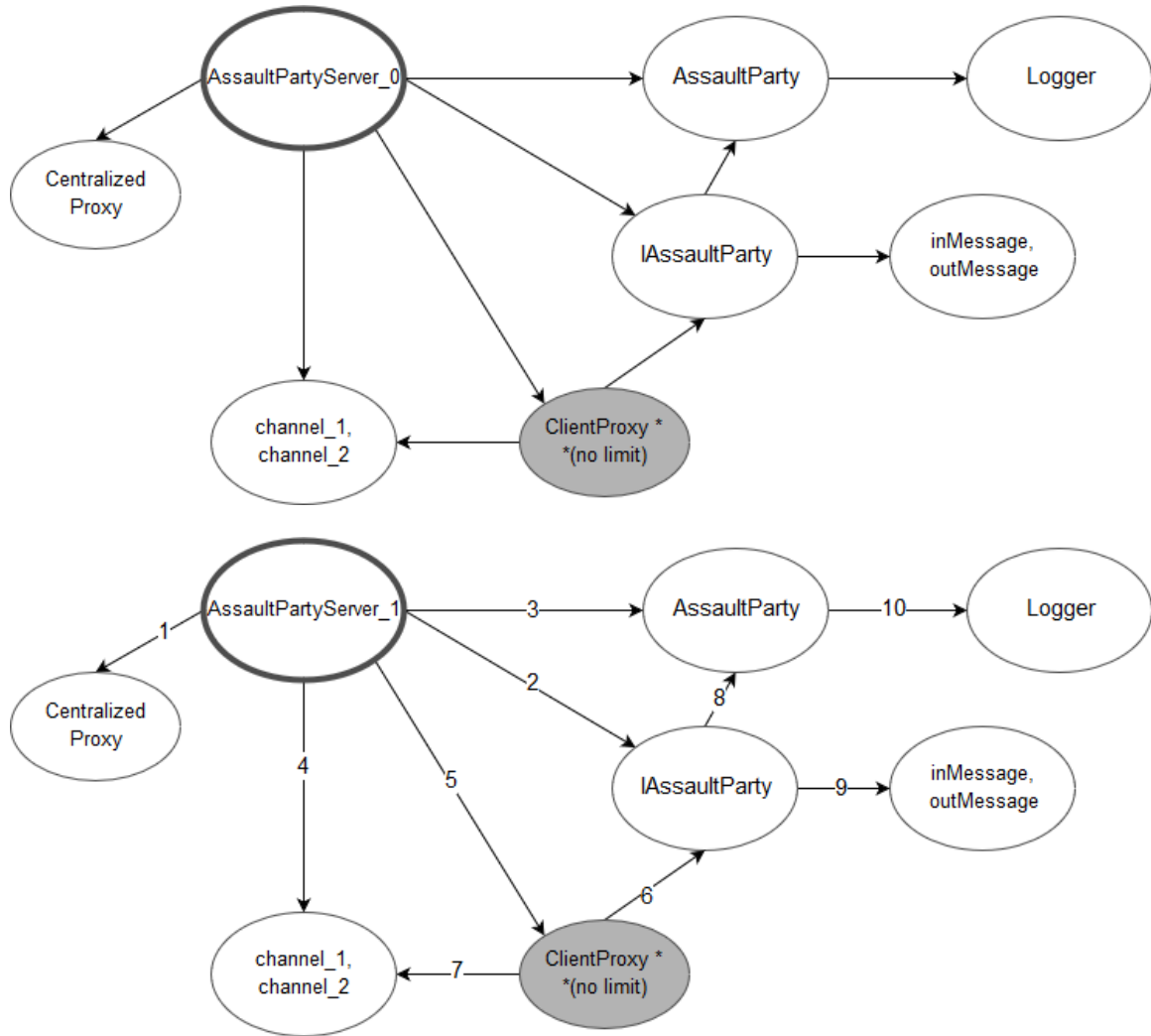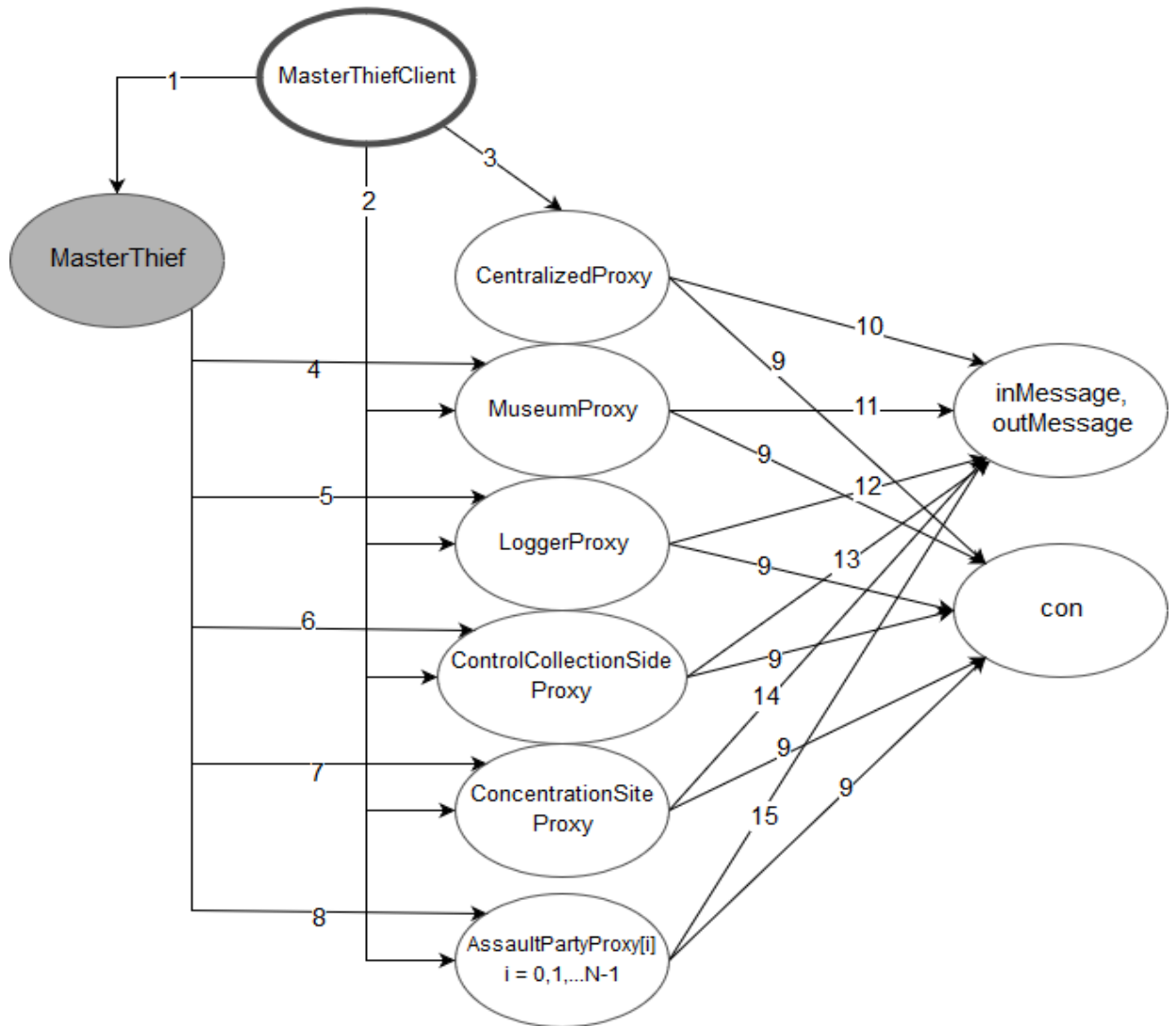9- Instantiate, getMessageType, getMessageArg_1

CONTROL COLLECTION SITE SERVER

1- Instantiate, getConstants, getConfigs

2- Instantiate

3- Instantiate

4- Instantiate, Start, Accept

5- Instantiate, Start

6- ProcessAndReply

7- ReadObject, WriteObject, Close

8- AppraiseSit, StartOperations, SendAssaultParty, TakeARest, CollectCanvas, SumpupResults, HandACanvas, PrepareExcursion

9- Instantiate, getMessageType, getMessageArg_1, getFlag

ASSAULT PARTY SERVER 0 & 1

1- Instantiate, getConstants, getConfigs

2- Instantiate

3- Instantiate

4- Instantiate, Start, Accept

5- Instantiate, Start

6- ProcessAndReply

7- ReadObject, WriteObject, Close

8- JoinParty, CrawlIn, CrawlOut, waitAllElems, reverseDirection, resetAndSet, getRoomID, getPartyID

9- Instantiate, getMessageType, getMessageArg_1, getMessageArg_2

10- OrdinaryThiefLog, AssaultPartyLog

MASTERTHIEF CLIENT

1. Instantiate, Start

2. Instantiate

3. Instantiate, GetConstants, GetConfigs

4. GetRoomDistance

5. MasterThiefLog, FinalReport,

6. StartOperations, AppraiseSit, TakeARest, SendAssaultParty,
   SumUpResults,CollectCanvas

7. PrepareAssaultParty, HeistOver

8. ResetAndSet

9. Instantiate, Open, ReadObject, WriteObject, Close

10. Instantiate, GetMessageType, GetS_arg_1, GetConfigs

11. Instantiate, GetMessageType, GetMessageArg_1, getFlag

12. Instantiate, GetMessageType

13. Instantiate, GetMessageType, GetMessageArg_1, getBooleanArray

14. Instantiate, GetMessageType, GetMessageArg_1

15. Instantiate, GetMessageType, GetMessageArg_1

ORDINARY THIEF CLIENT
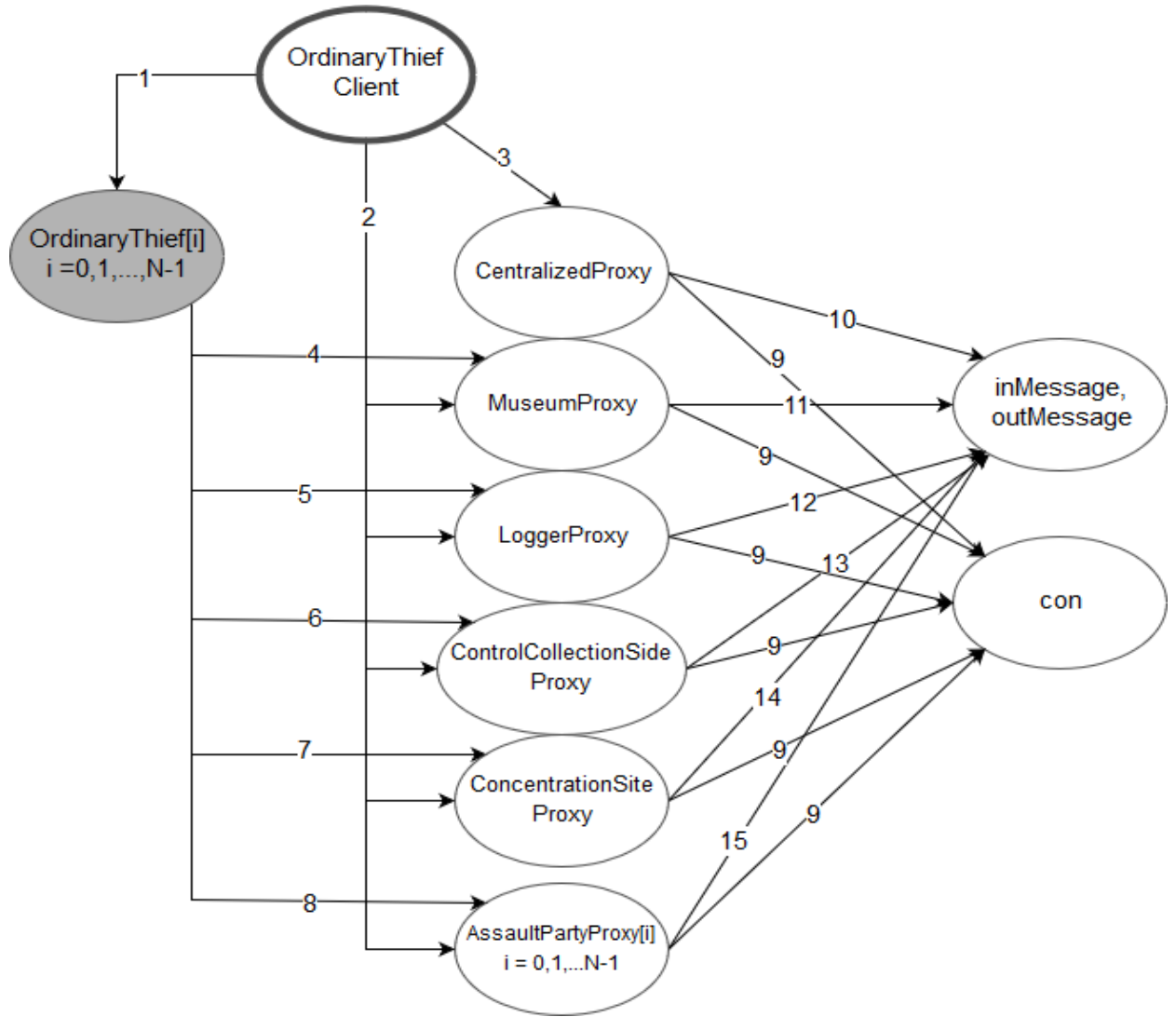
1. Instantiate, Start

2. Instantiate

3. Instantiate, GetConstants, GetConfigs

4. RollACanvas

5. OrdinaryThiefLog,

6. HandACanvas, PrepareExcursion,

7. AmINeeded

8. JoinParty, CrawlIn, WaitAllElems, GetRoomID, ReverseDirection, CrawlOut,

9. Instantiate, Open, ReadObject, WriteObject, Close

10. Instantiate, GetMessageType, GetS_arg_1, GetConfigs

11. Instantiate, GetMessageType, GetMessageArg_1, getFlag

12. Instantiate, GetMessageType

13. Instantiate, GetMessageType, GetMessageArg_1, getBooleanArray

14. Instantiate, GetMessageType, GetMessageArg_1

15. Instantiate, GetMessageType, GetMessageArg_1