



Heist To The Museum Assigment 1

Sistemas Distribuídos
Mestrado Integrado em Computadores
e Telemática

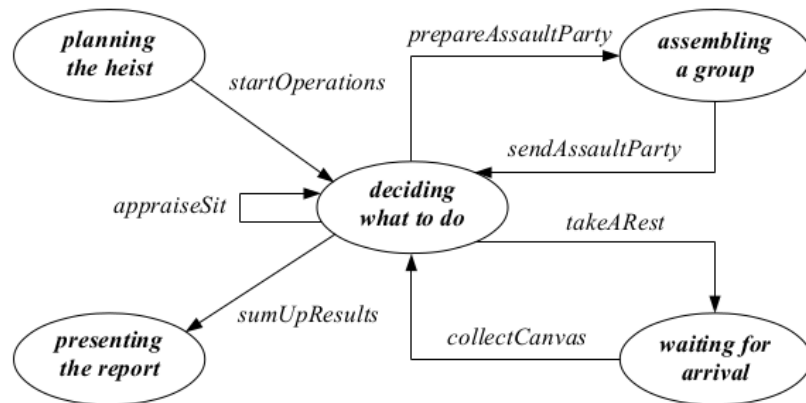
26/03/2017

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Ciclos de vida

- Master Thief



- Ordinary Thief

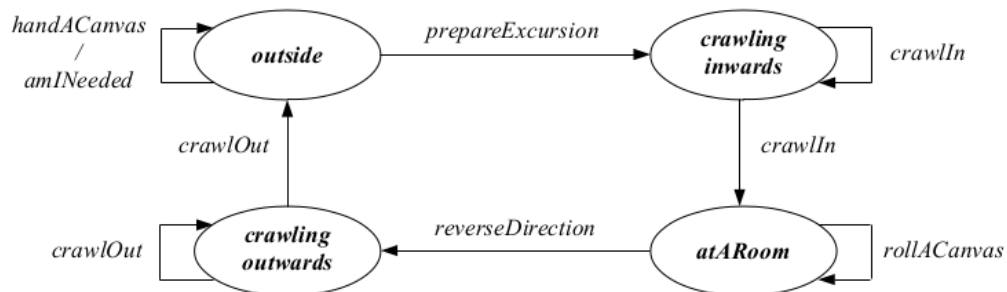
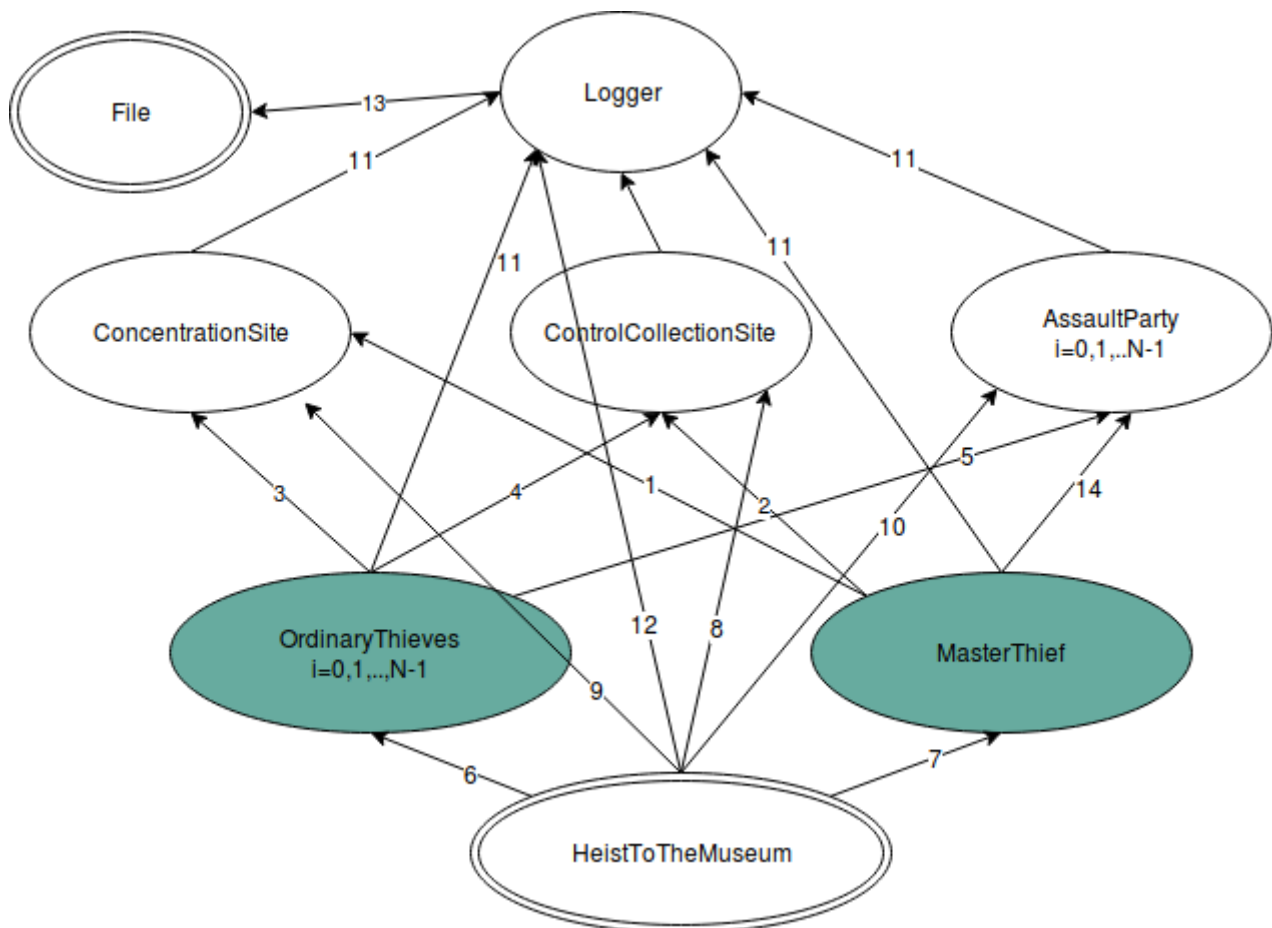


Diagrama de Interação



- 1 – PrepareAssaultParty, HeistOver
- 2 – AppraiseSit, StartOperations, SendAssaultParty, TakeARest, CollectCanvas, SumUpResults
- 3 – AmINeeded
- 4 – HandACanvas, PrepareExcursion
- 5 – JoinParty, CrawlIn, CrawlOut, waitAllElms, ReverseDirection
- 6 – Instantiate, Start
- 7 – Instantiate, Star
- 8 - Instantiate
- 9 - Instantiate
- 10 - Instantiate
- 11 – Instantiate, Write

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- 12 - Instantiate
- 13 - Write
- 14 - ResetAndSet