

RMI

C322 / Spring-2021

Lab10

Team 3

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java.rmi.Remote

<<interface>>
GameServerIntf

+ getResourceLocation(): ArrayList<Resource>
+ getPlayerLocations(): ArrayList<Player>
+ giveCurrentLocation(Player)
+ notifyResourceConsumed(Player, Resource. Int) : Int

Location<Int, Int>

- first : int
- second : int

+ getFirst() : int
+ getSecond() : int
+ setFirst() : int
+ setSecond() : int

Game

- players : ArrayList<Player>
- resources : ArrayList<Resource>

+ incrementResourceCount(Player) : void
+ generateResources() : void
+
+ getResourceLocations() : ArrayList<Resource>
+ getPlayerLocations(): ArrayList<Player>
+ giveCurrentLocation(Player)
+ notifyResourceConsumed(Player, Resource)

+ main(String[] args) : void

UnicastRemoteObject

Player

- id : Int
- location : Location<int, Int>

+ getLocation():return Location<Int, Int>
+ setLocation(Location<Int, Int>)
+ getID(): return Int
+ setID(Int id)

Resource

- id : Int
- location : Location<int, Int>

+ getLocation():return Location<Int, Int>
+ setLocation(Location<Int, Int>)
+ getID(): return Int
+ setID(Int id)

