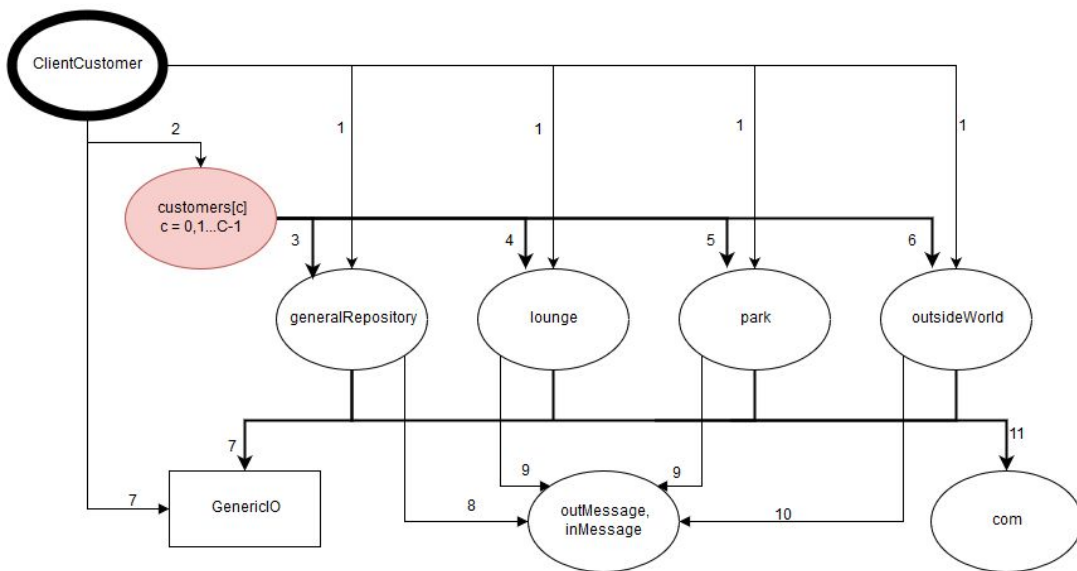
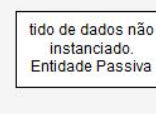
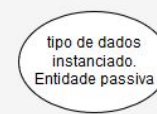
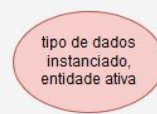
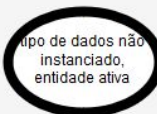


Lado do Cliente: Customer

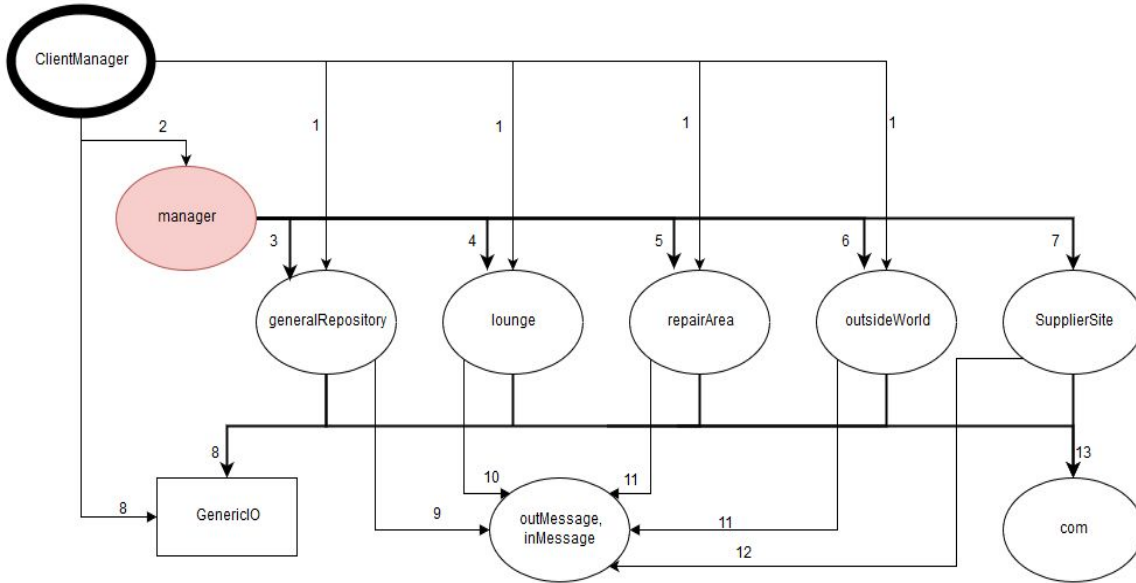


Legenda

1. instantiate
2. instantiate, start, join
3. initializeCustomer
4. queueIn, talkWithManager, collectKey, payForTheService
5. goToRepairShop, findCar, collectCar
6. backToWorkByBus, backToWorkByCar
7. writeInString
8. instantiate, getMessageType
9. instantiate, getMessageType, getCustomerState, getIntegerParam1, toString
10. instantiate, getMessageType, getCustomerState, toString
11. instantiate, writeObject, readObject, open, close



Lado do Cliente Manager



Legenda

1. instantiate
2. instantiate, start, isAlive, interrupt, yield, join
3. setManagerState
4. getNextTask, appraiteSite, talkToCustomer, handCarKey, receivePayment
5. markEndOfDay, storePart, registerService
6. phoneCustomer
7. goToSupplier
8. writeInString
9. instantiate, getMessageType
10. instantiate, getMessageType, getManagerState, getBooleanParam1, getBooleanParam2, getIntegerParam1, getCustomerState, toString
11. instantiate, getMessageType, getManagerState, toString
12. instantiate, getMessageType, getManagerState, getIntegerArrayParam, toString
13. instantiate, writeObject, readObject, open, close

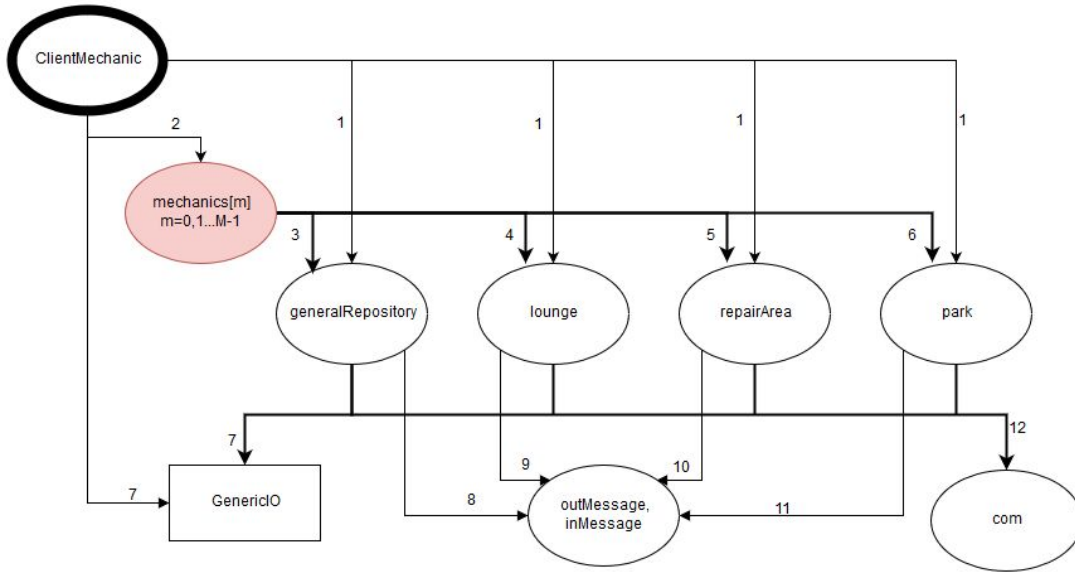
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entidade ativa

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instanciado.
Entidade passiva

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instanciado.
Entidade Passiva

Lado do Cliente Mechanic



Legenda

1. instantiate
2. instantiate, start, isAlive, sendInterrupt, yield, join
3. setMechanicState
4. letManagerKnow, repairConcluded
5. readThePaper, setRepairProcedure, getRequiredPart, partAvailable, resumerRepairProcedure
6. getVehicle, returnVehicle
7. writeInString
8. instantiate, getMessageType, toString
9. instantiate, getMessageType, getMechanicState, toString
10. instantiate, getMessageType, getMechanicState, getBooleanParam1, getIntegerParam1, toString
11. instantiate, getMessageType, getMechanicState, getIntegerParam1, toString
12. instantiate, writeObject, readObject, open, close

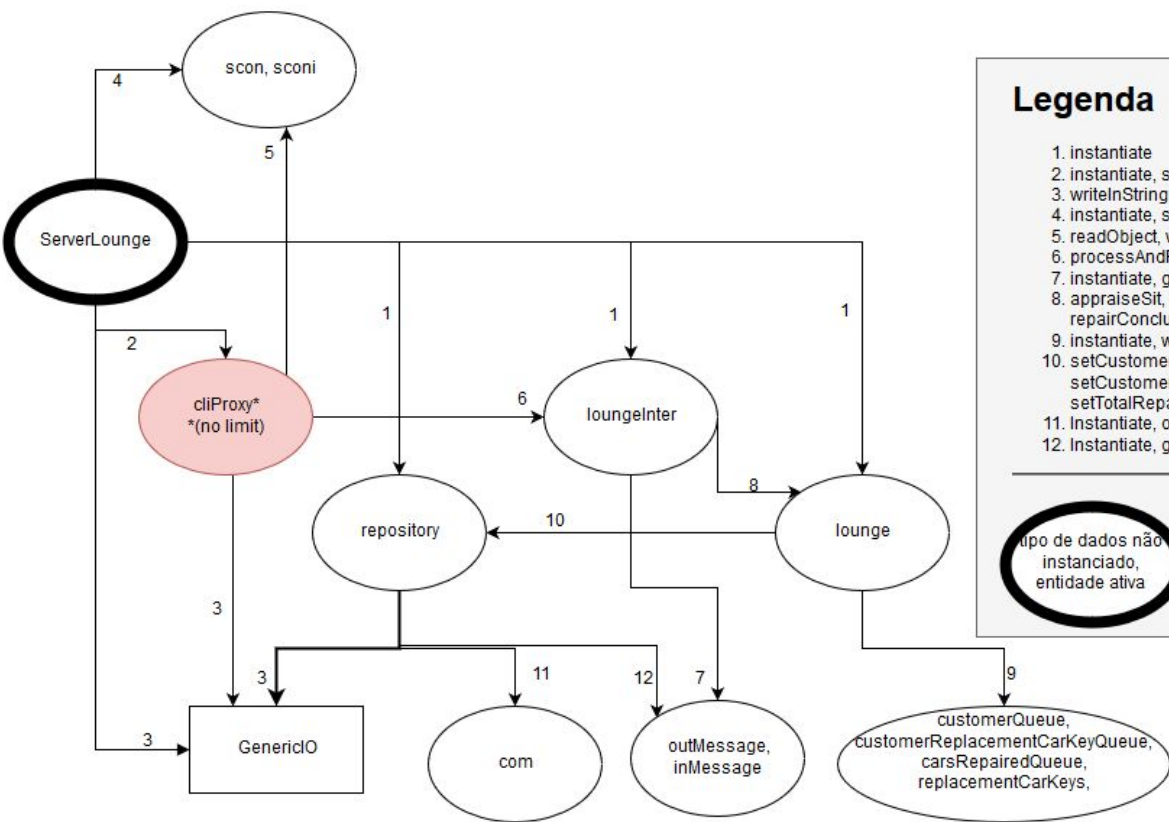
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Entidade passiva

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instanciado.
Entidade Passiva

Lado do Server Lounge



Legenda

1. instantiate
2. instantiate, start
3. writeInString
4. instantiate, start, accept
5. readObject, writeObject, close
6. processAndReply
7. instantiate, getMessageType, getBooleanParam1, getIntegerParam1, getIntegerParam2,
8. appraiseSit, getNextTask, talkToCustomer, handCarKey, receivePayment, letManagerKnow, repairConcluded, queueIn, talkWithManager, collectKey, payForTheService
9. instantiate, write, empty, read
10. setCustomersInQueue, setCustomersState, setCustomerCar, setManagerState, setCustomerInQueueForKey, setMechanicState, setPartMissingAlert, setCustomerCarRepaired, setTotalRepaired Cars
11. Instantiate, open, writeObject, readObject, close
12. Instantiate, getMessageType

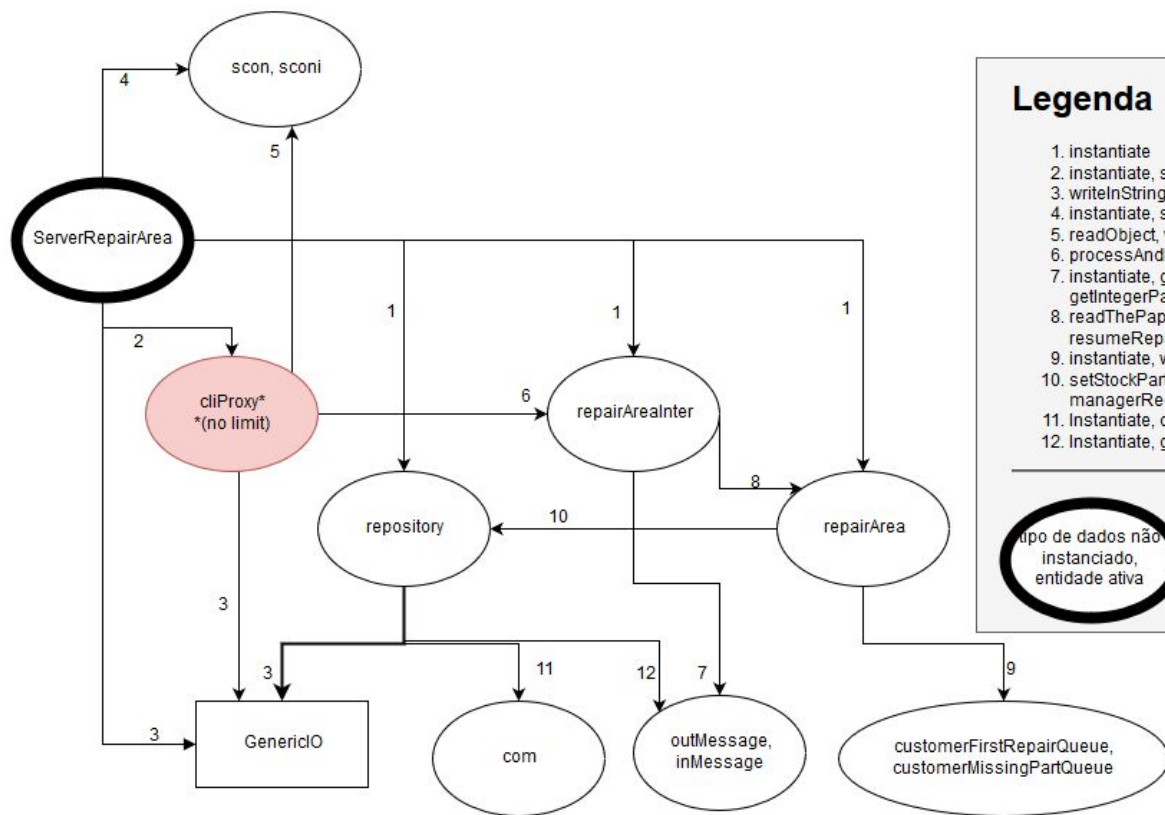
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entidade ativa

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instanciado.
Entidade passiva

tipo de dados não
instanciado.
Entidade Passiva

Lado do Server Repair Area



Legenda

1. instantiate
2. instantiate, start
3. writeInString
4. instantiate, start, accept
5. readObject, writeObject, close
6. processAndReply
7. instantiate, getMessageType, getBooleanParam1, getIntegerParam1, getIntegerParam2, getIntegerParam3, getIntegerArrayParam
8. readThePaper, markEndOfDay, startRepairProcedure, getRequiredParts, partAvailable, resumeRepairProcedure, storePart, registerService, endOperation
9. instantiate, write, empty, read
10. setStockParts, setMechanicState, setManagerState, setPartMissingAlert, removeMissingPart, managerRequestService
11. Instantiate, open, writeObject, readObject, close
12. Instantiate, getMessageType

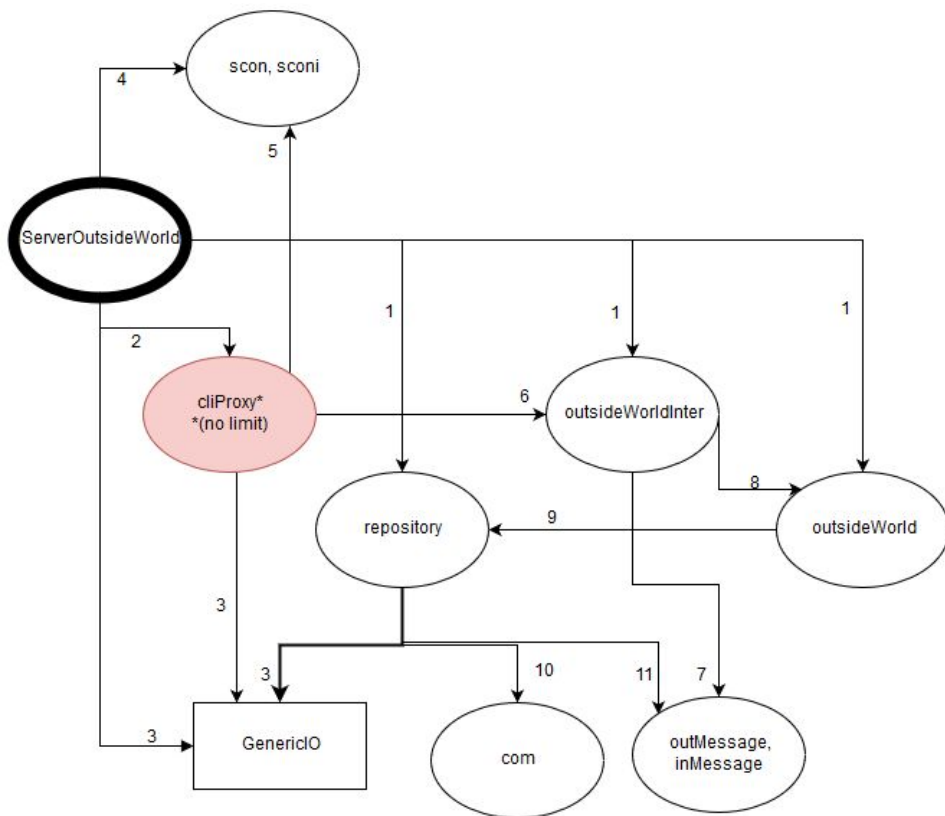
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Entidade passiva

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instanciado.
Entidade Passiva

Lado do Server OutsideWorld



Legenda

1. Instantiate
2. Instantiate, start
3. writeInString
4. Instantiate, start, accept
5. readObject, writeObject, close
6. processAndReply
7. Instantiate, getMessageType, getBooleanParam1, getIntegerParam1
8. backToWorkByBus, backToWorkByCar, phoneCustomer
9. setCustomerState, setManagerState
10. Instantiate, open, writeObject, readObject, close
11. Instantiate, getMessageType

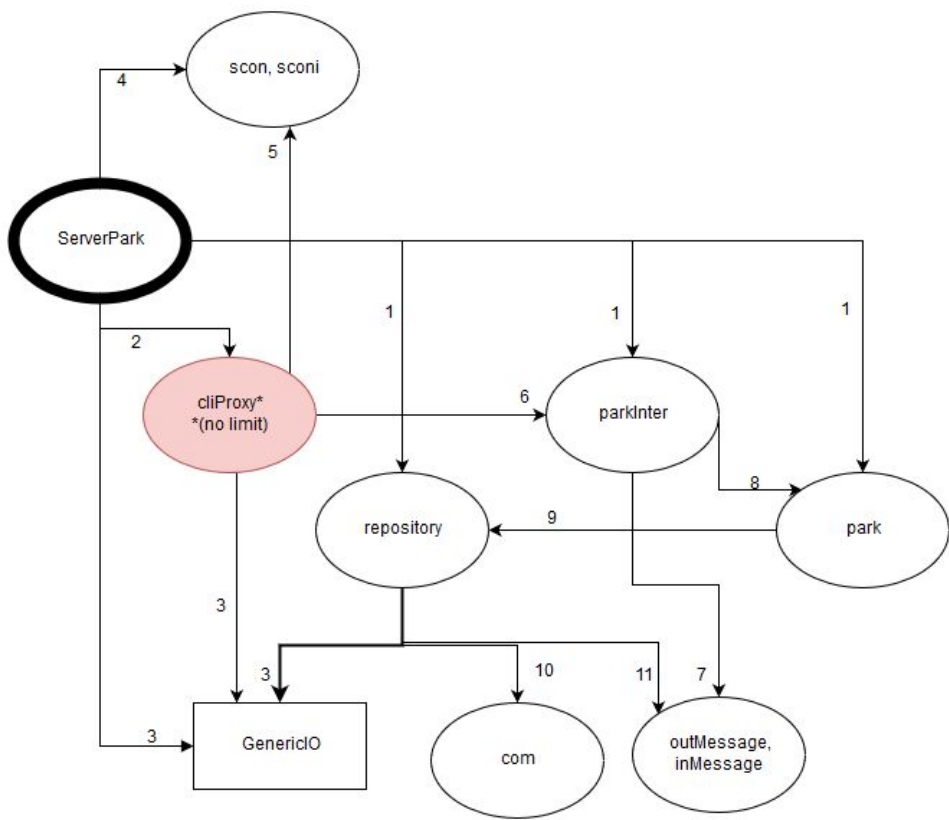
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entidade ativa

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Entidade passiva

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instanciado.
Entidade Passiva

Lado do Server Park



Legenda

1. instantiate
2. instantiate, start
3. writeInString
4. instantiate, start, accept
5. readObject, writeObject, close
6. processAndReply
7. instantiate, getMessageType, getIntegerParam1, getIntegerParam2
8. goToRepairShop, findCar, collectCar, getVehicle, returnVehicle
9. setCustomerState, replacementCarEntersPark, customerEntersPark, replacementCarLeavesPark, customerCarLeavesPark, customerCarEntersPark
10. instantiate, open, writeObject, readObject, close
11. instantiate, getMessageType

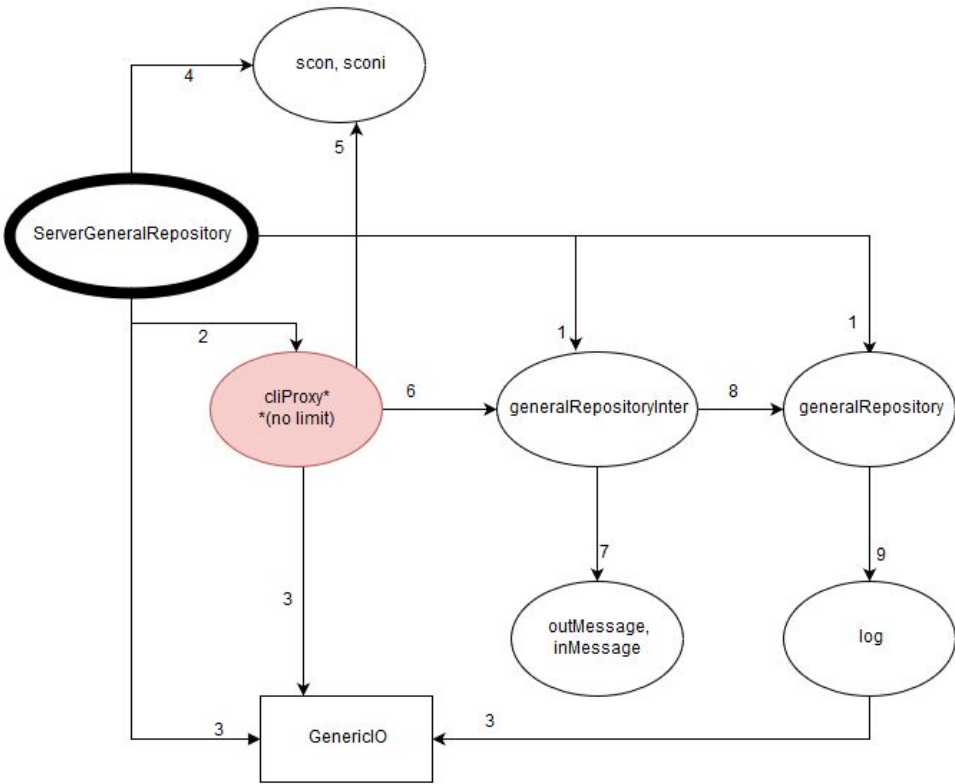
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entidade ativa

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instanciado.
Entidade passiva

tipo de dados não
instanciado.
Entidade Passiva

Lado do Server Repository



Legenda

- 1. instantiate
- 2. instantiate, start
- 3. writeInString
- 4. instantiate, start, accept
- 5. readObject, writeObject, close
- 6. processAndReply
- 7. instantiate, getMessageType, getIntegerParam1, getIntegerParam2, getBooleanParam1, getCustomerState, getManagerState, getMechanicState, getIntegerArrayParam, getBooleanParam2,
- 8. initializeCustomer, setCustomerState, setCustomerCar, setManagerState, setMechanicState, customerCarEntersPark, customerCarLeavesPark, replacementCarEntersPark, replacementCarLeavesPark, managerRequestedService, setCustomersInQueue, setCustomersInQueueForKey, setTotalRepairedCars, setStockParts, addMissingPart, removeMissingPart, setPartMissingAlert, setSoldParts, setCustomerCarRepaired
- 9. openForWriting, writeFormString, writeInString, writeString, close, openForAppending

