Automotive Digital Cockpit - Design Document

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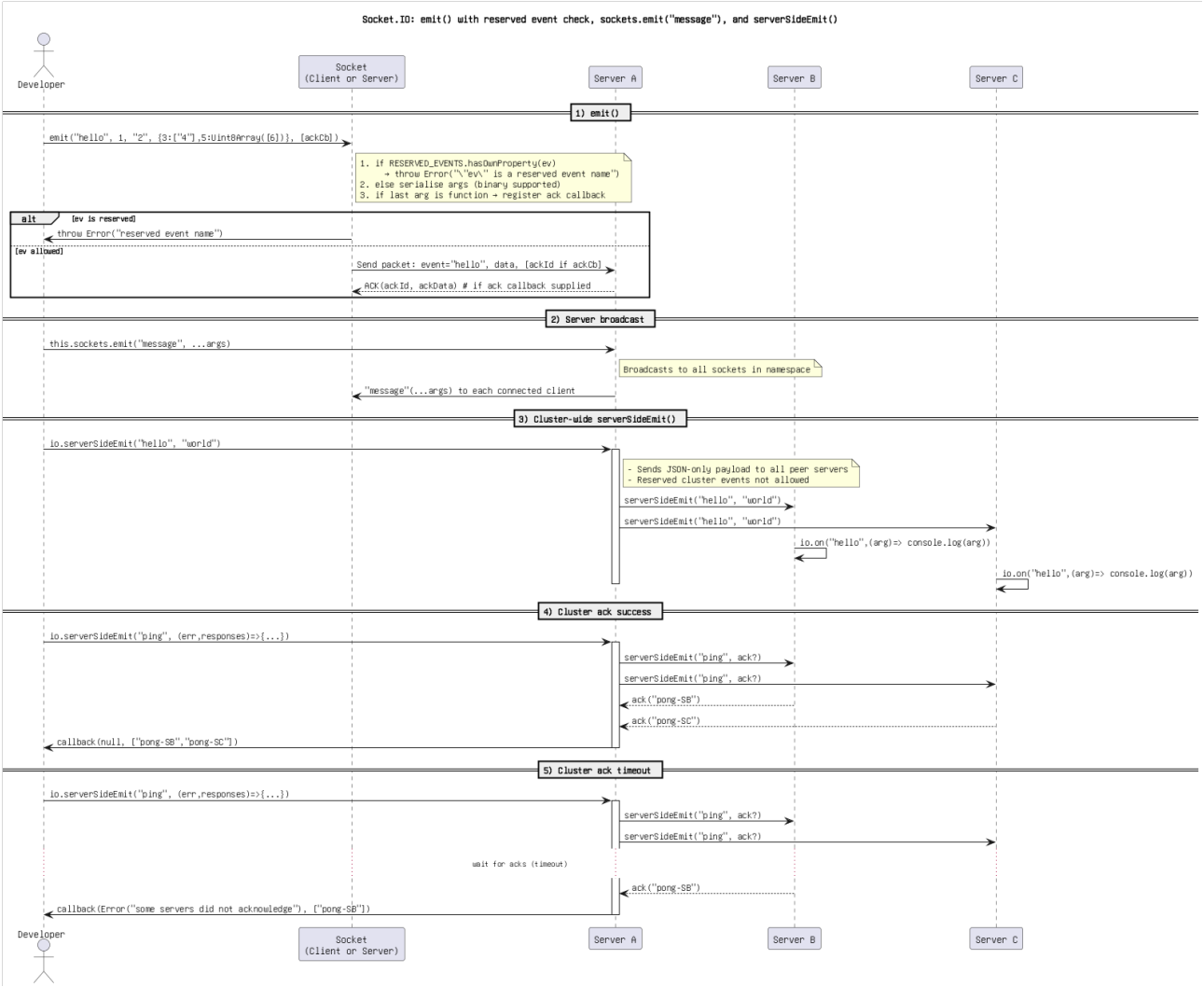

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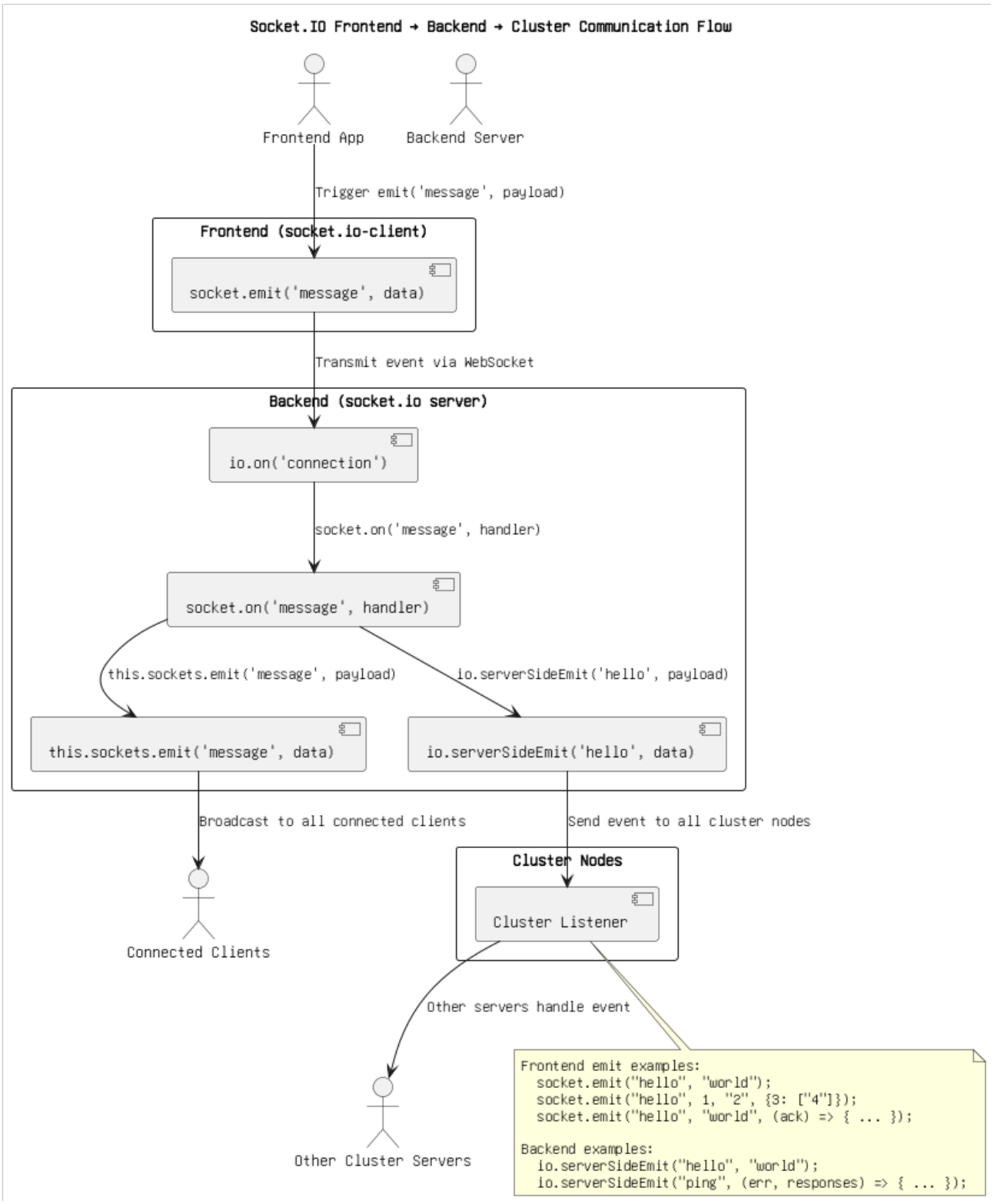

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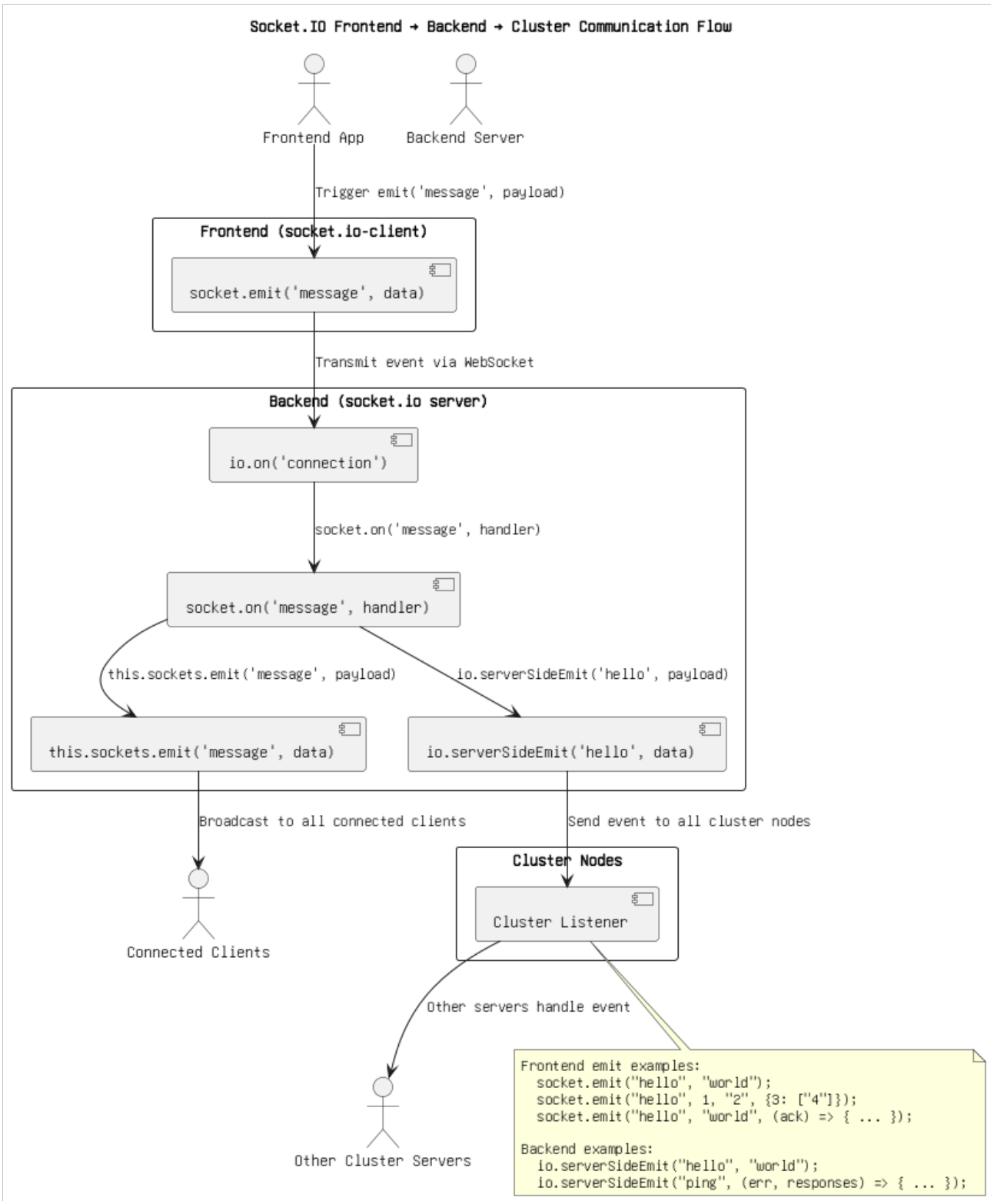

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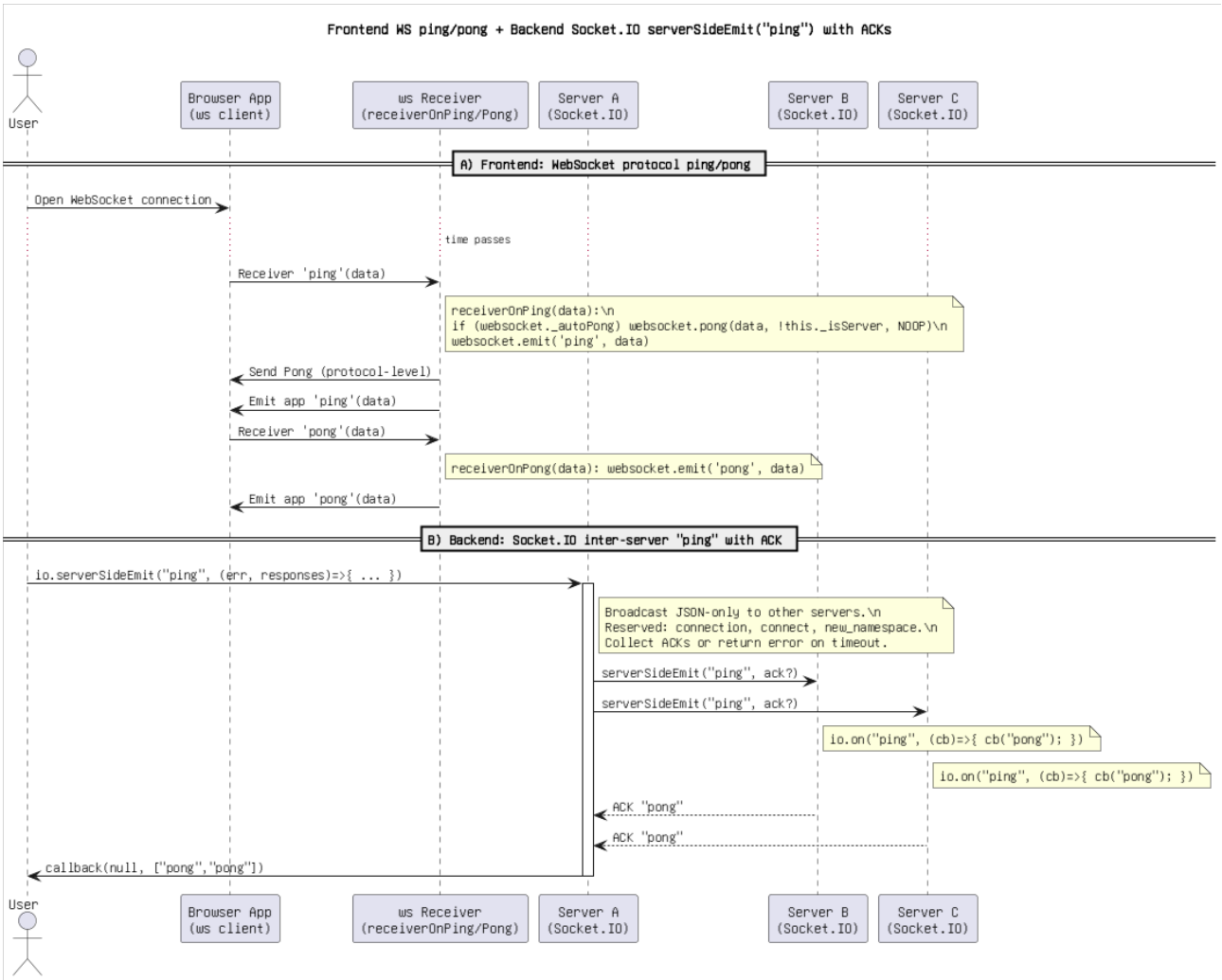

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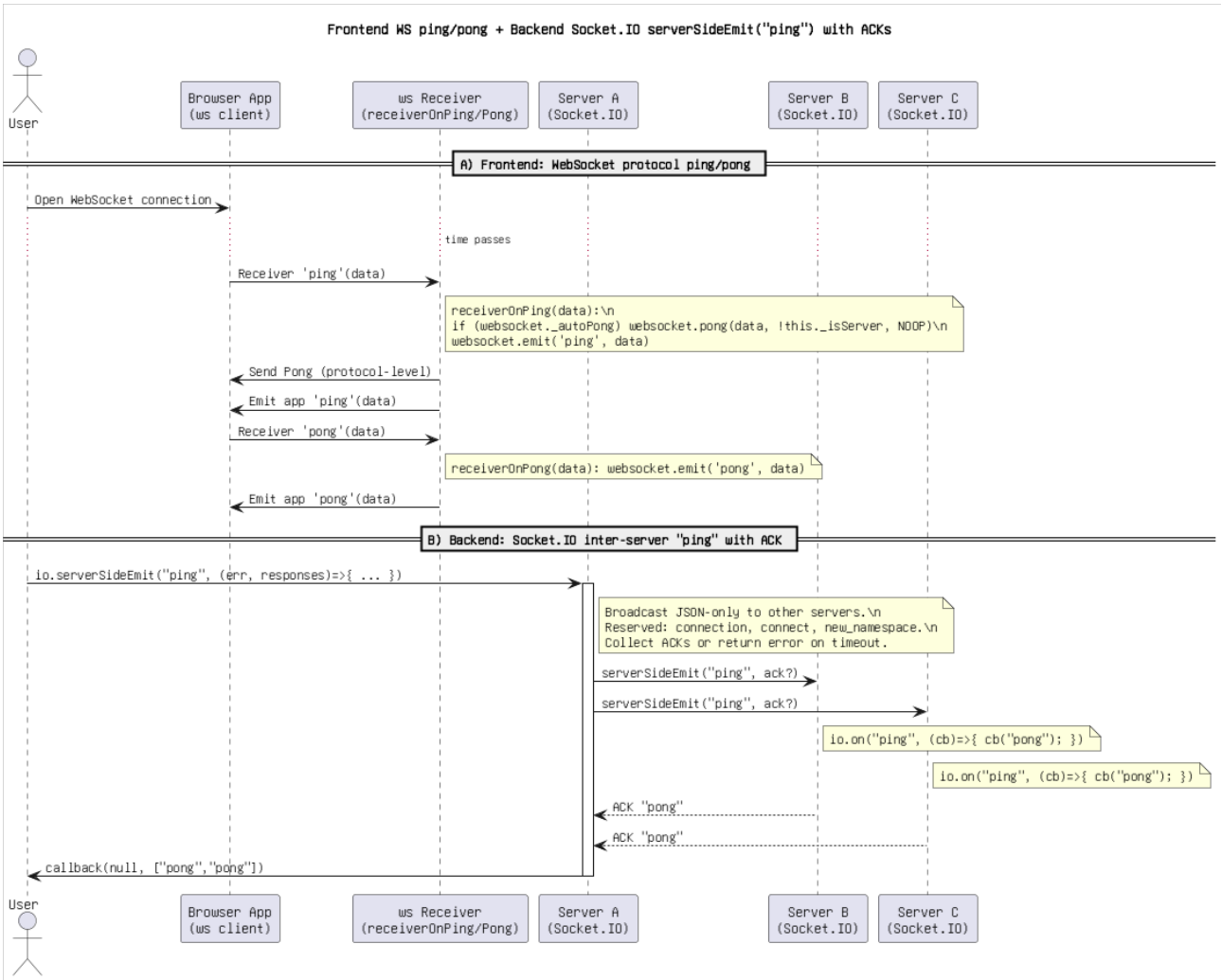

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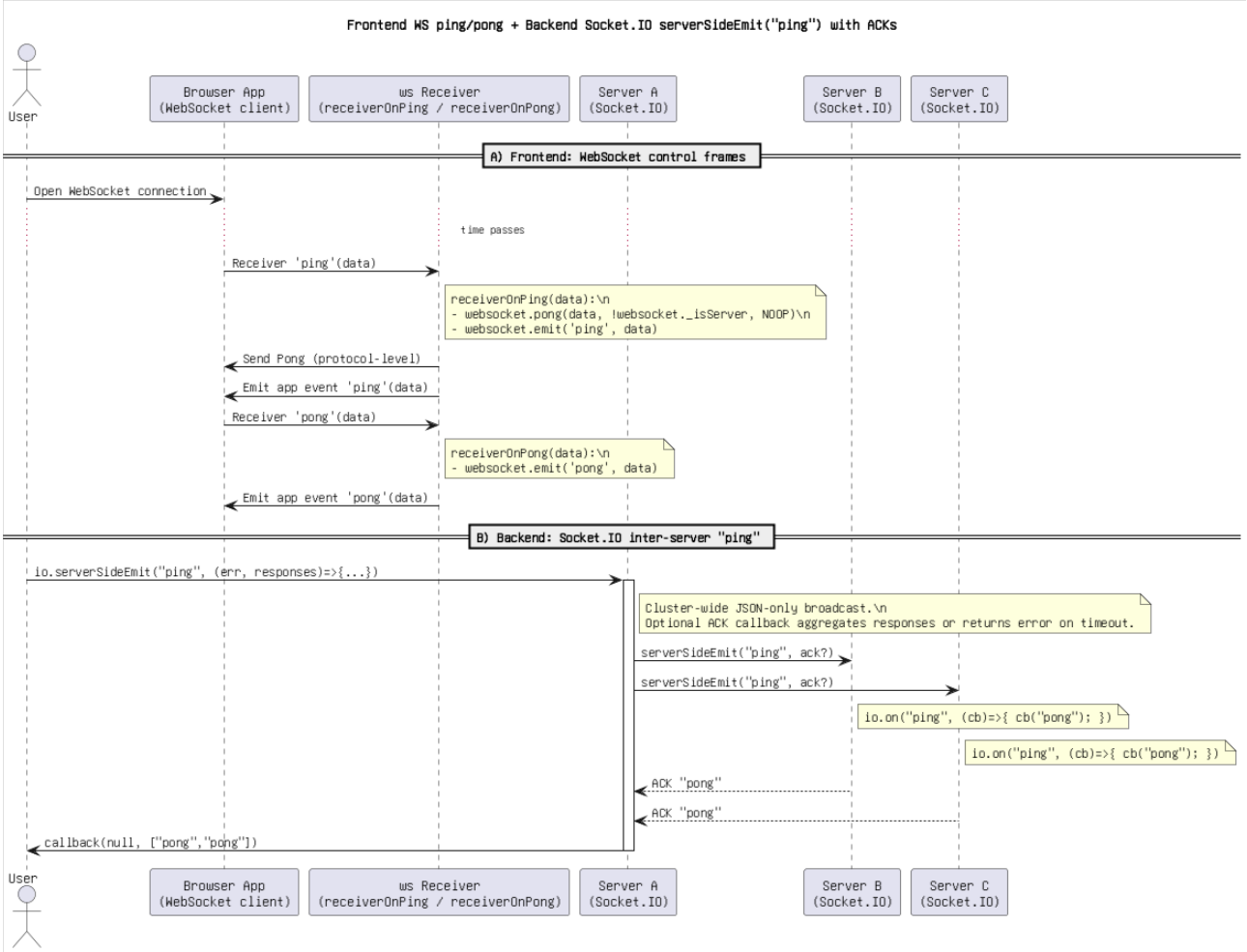

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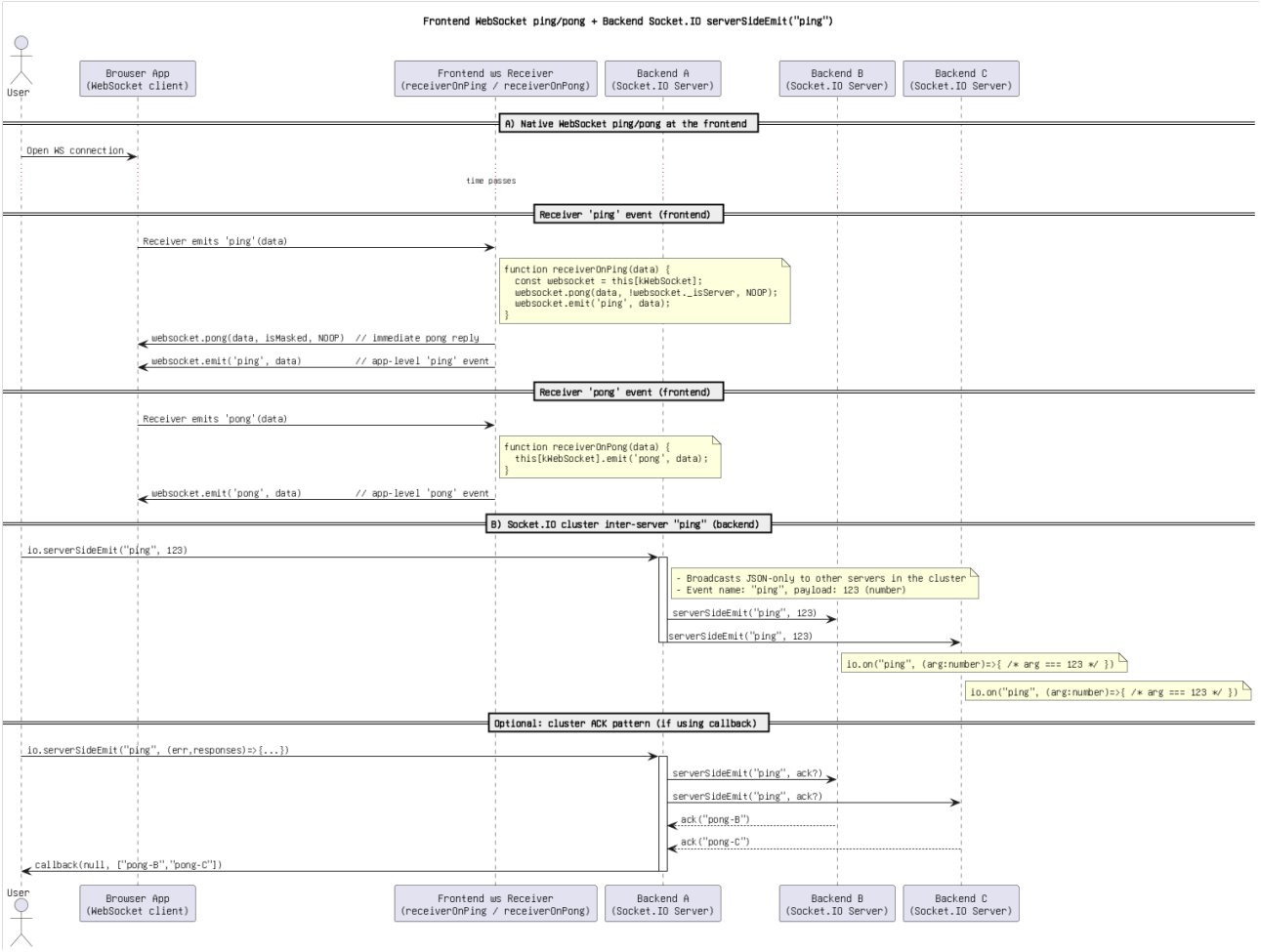

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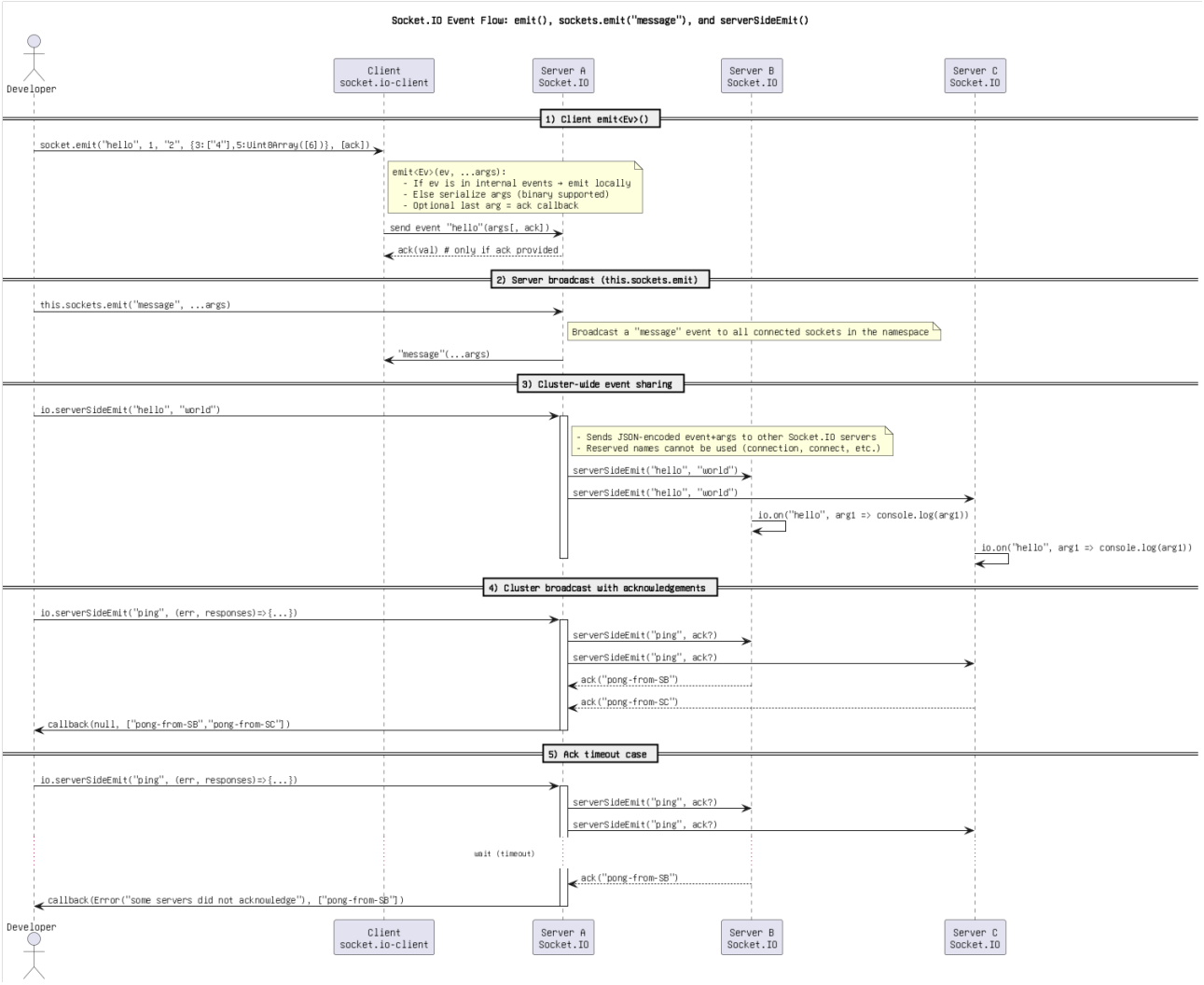

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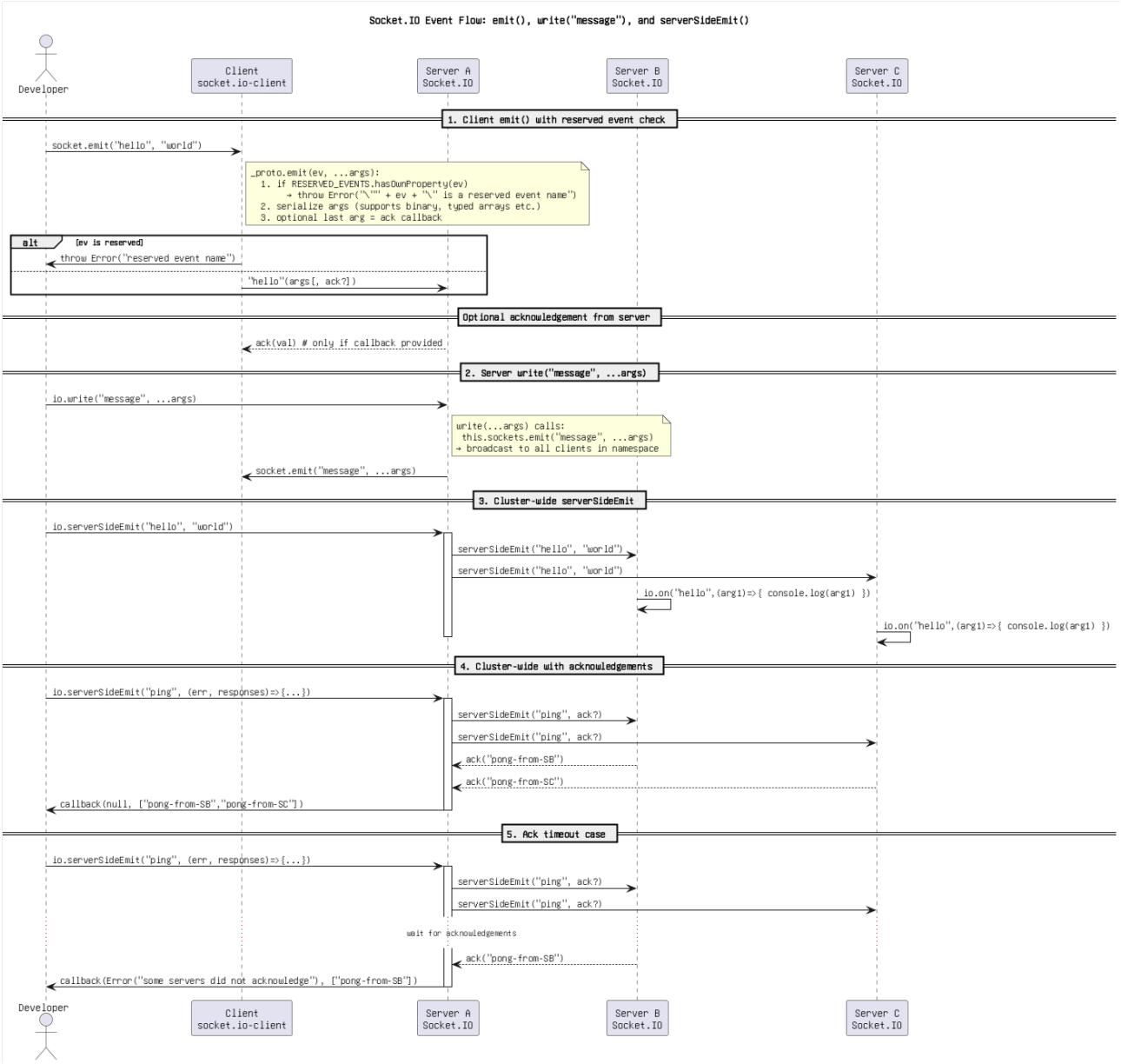

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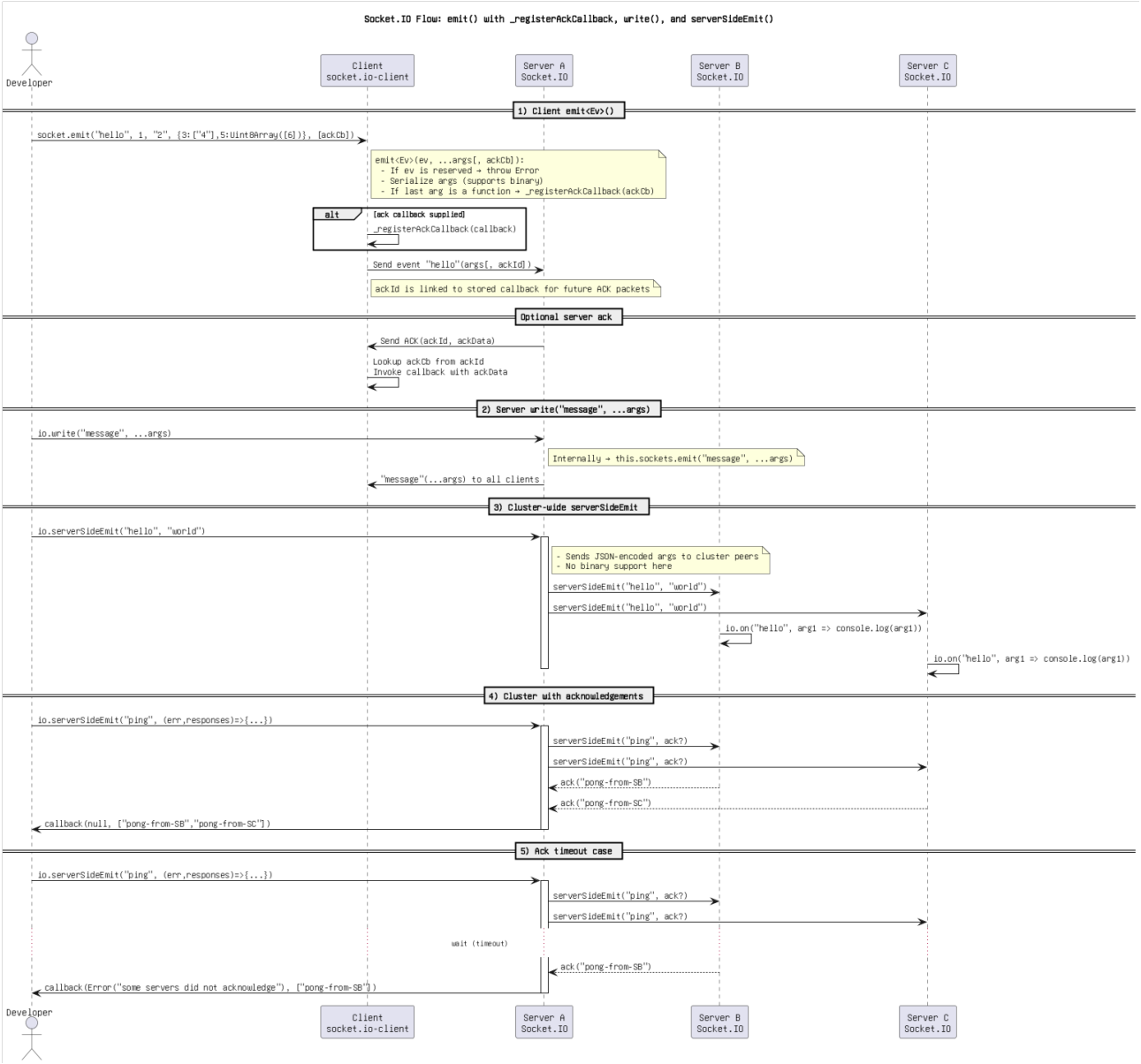

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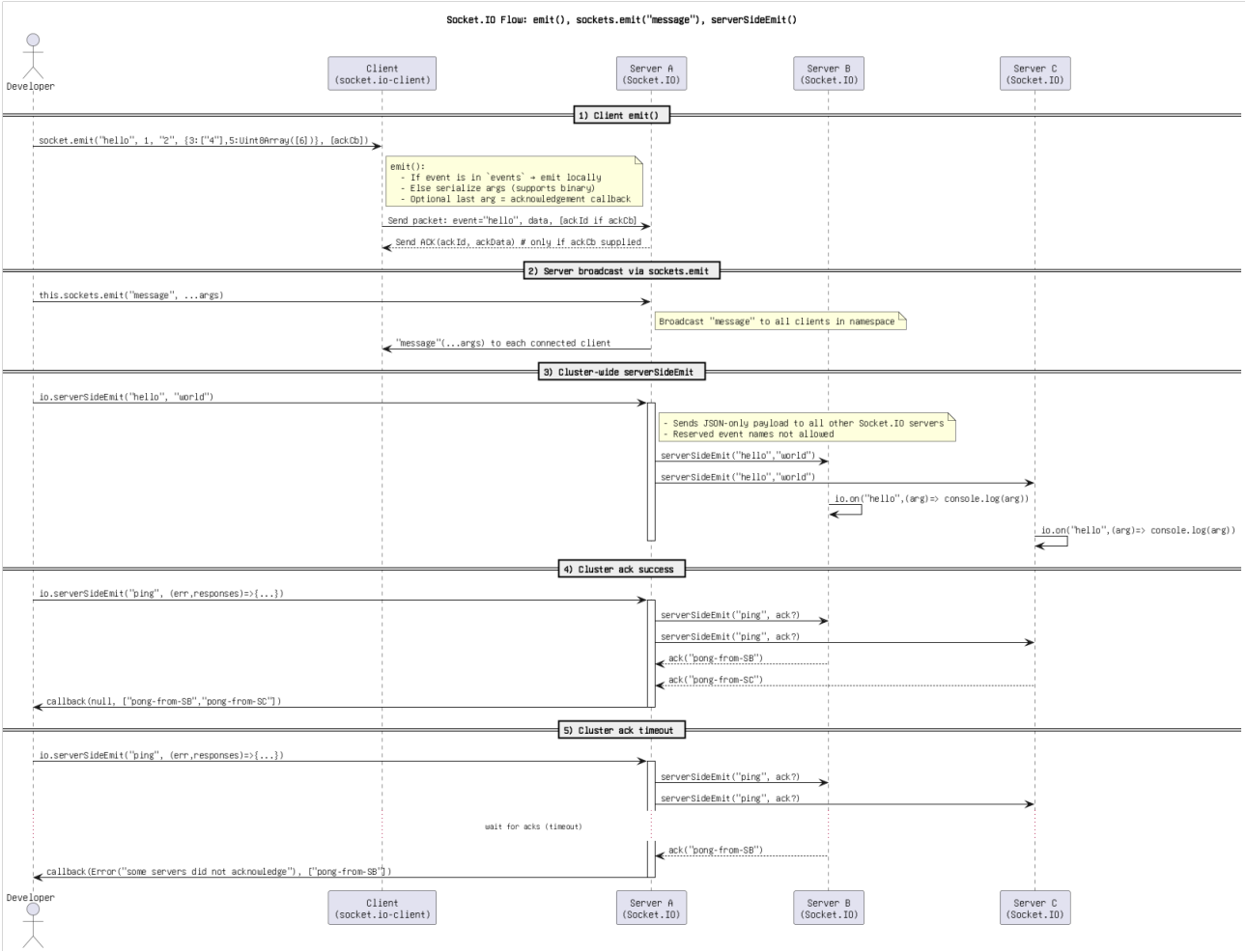

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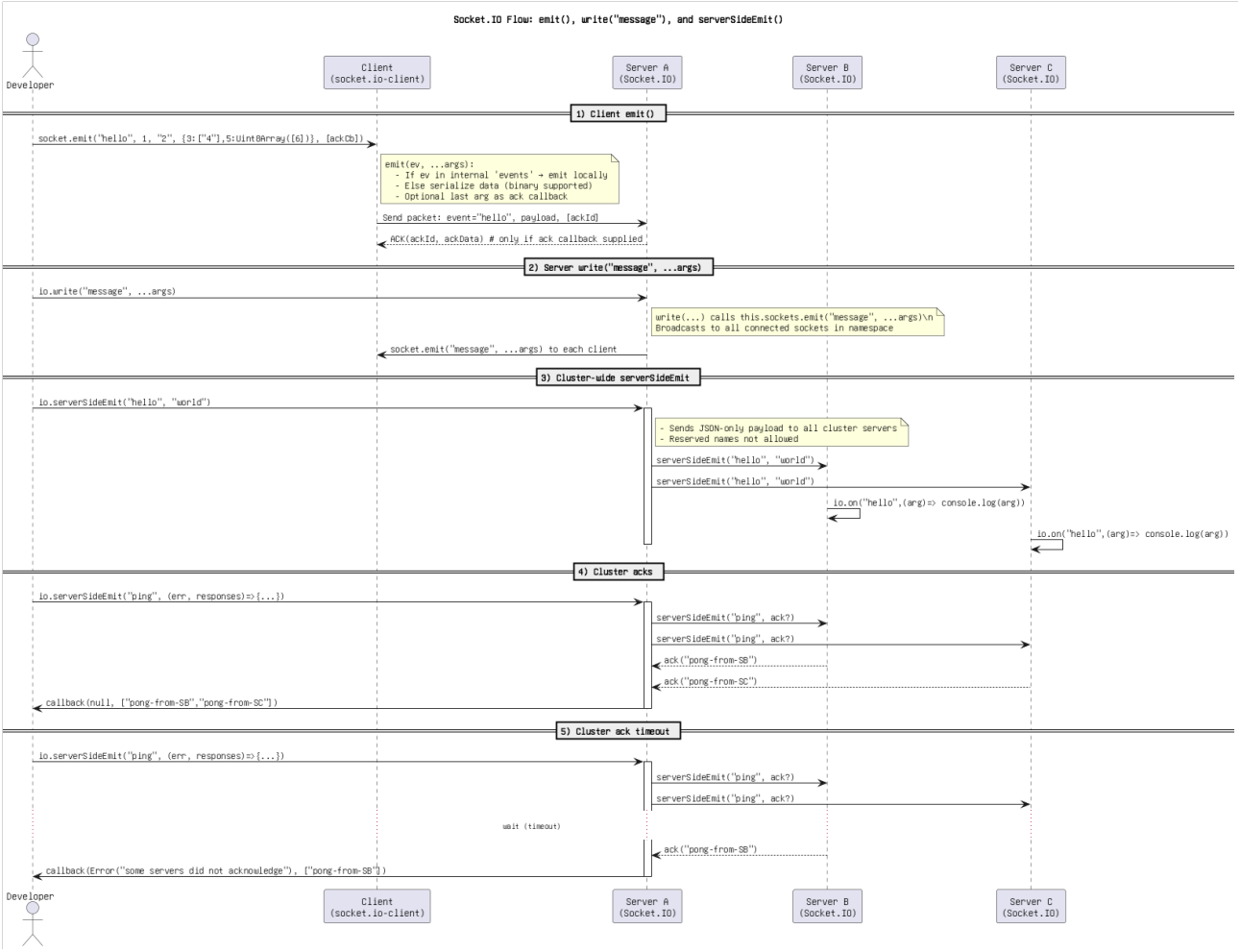

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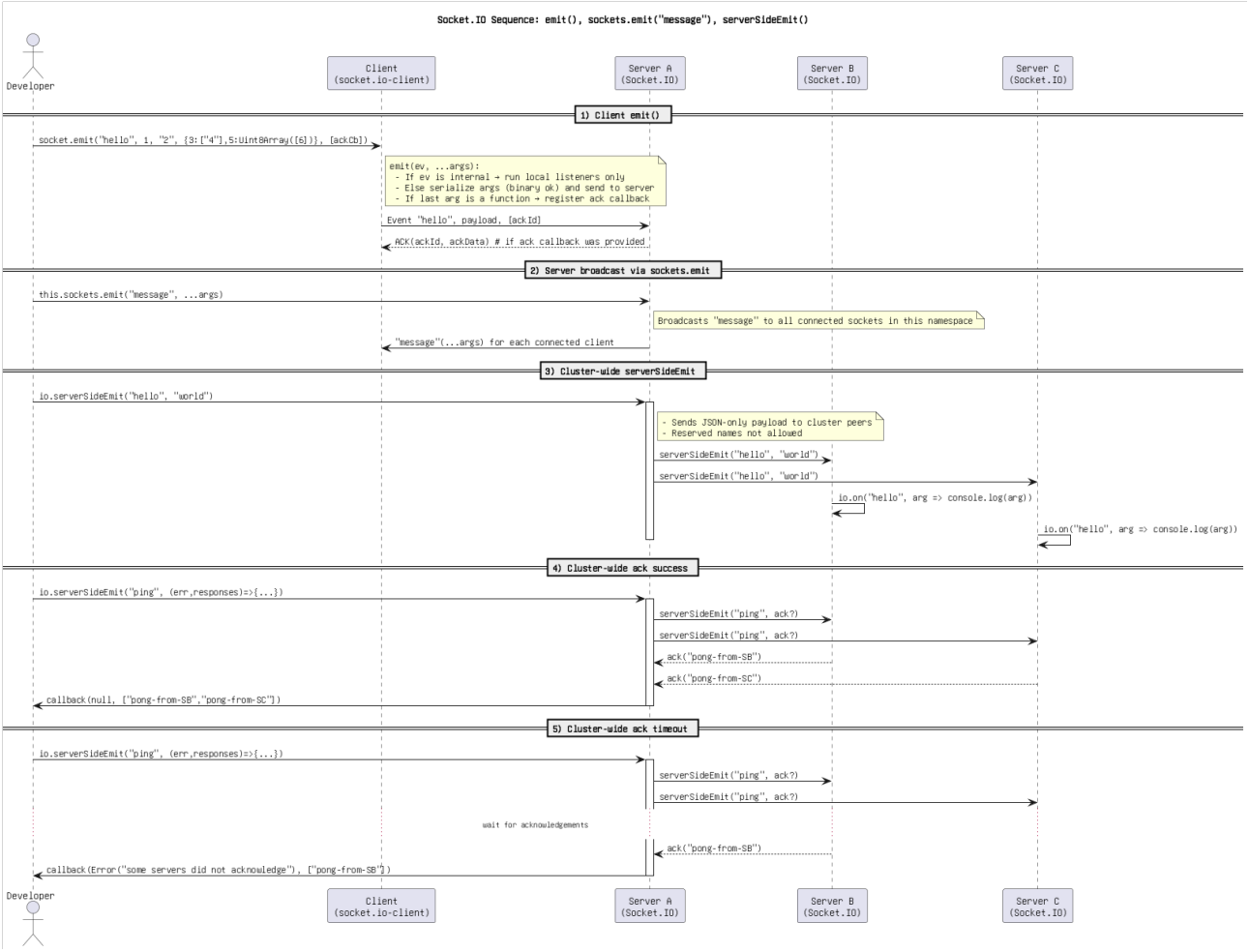

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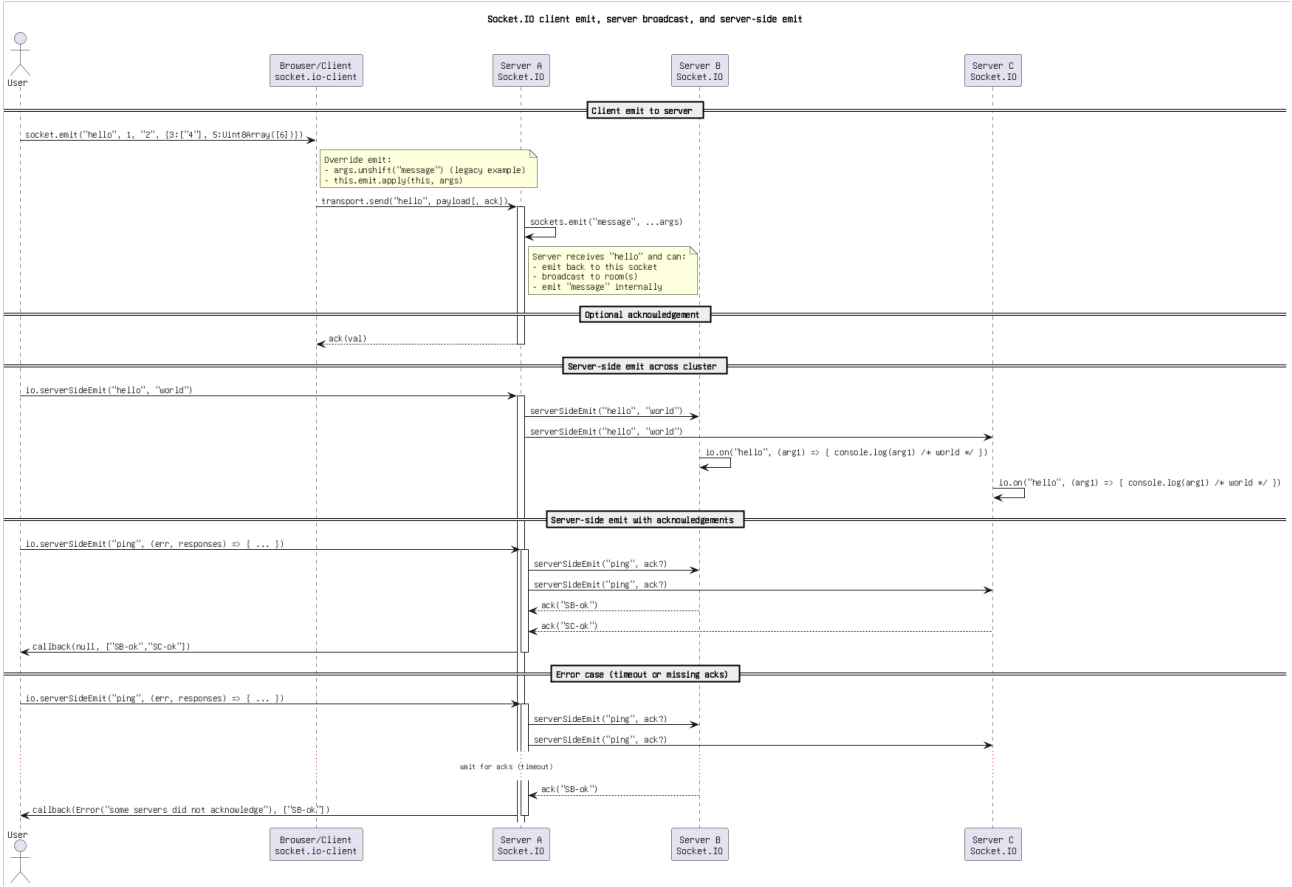

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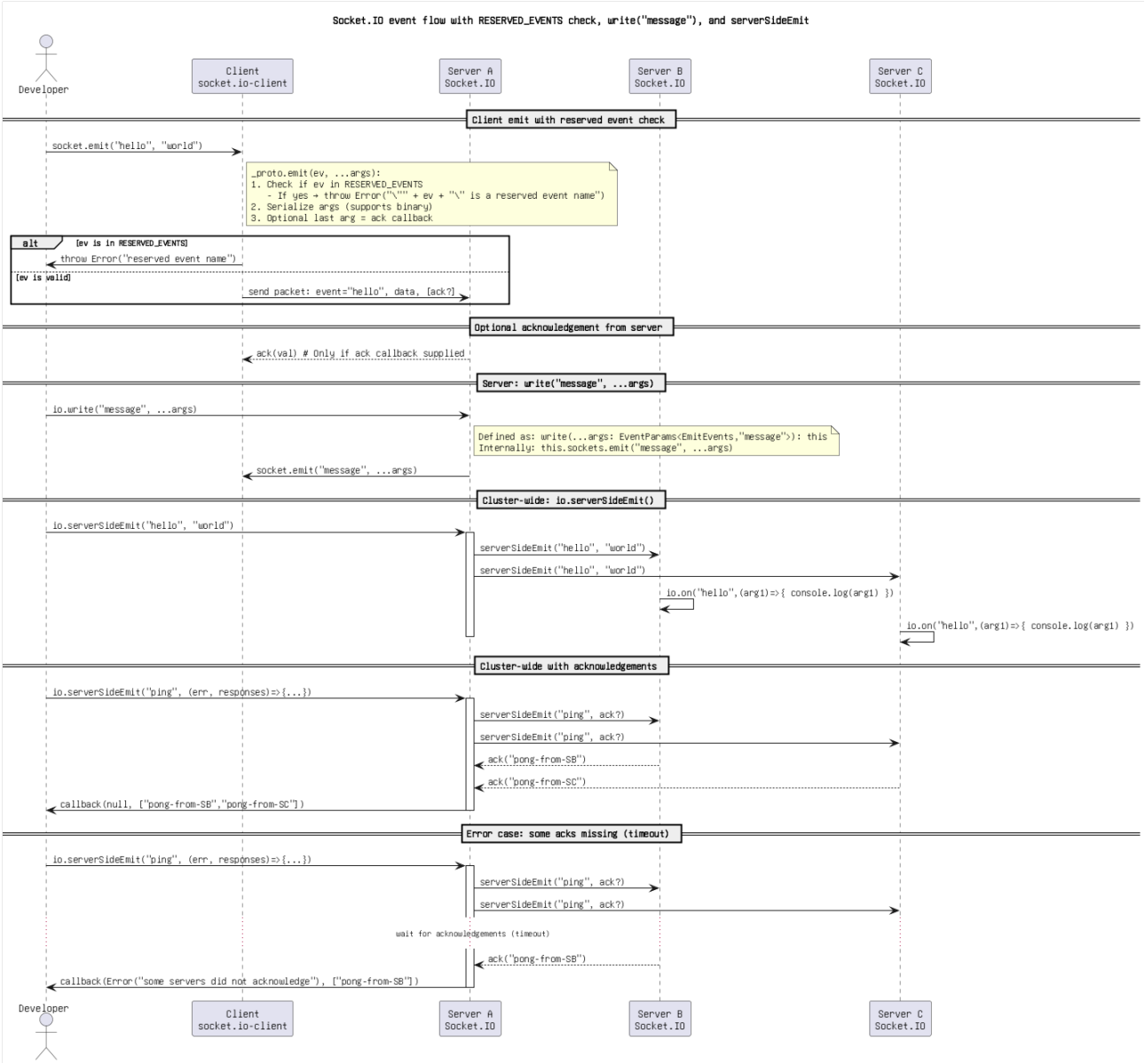

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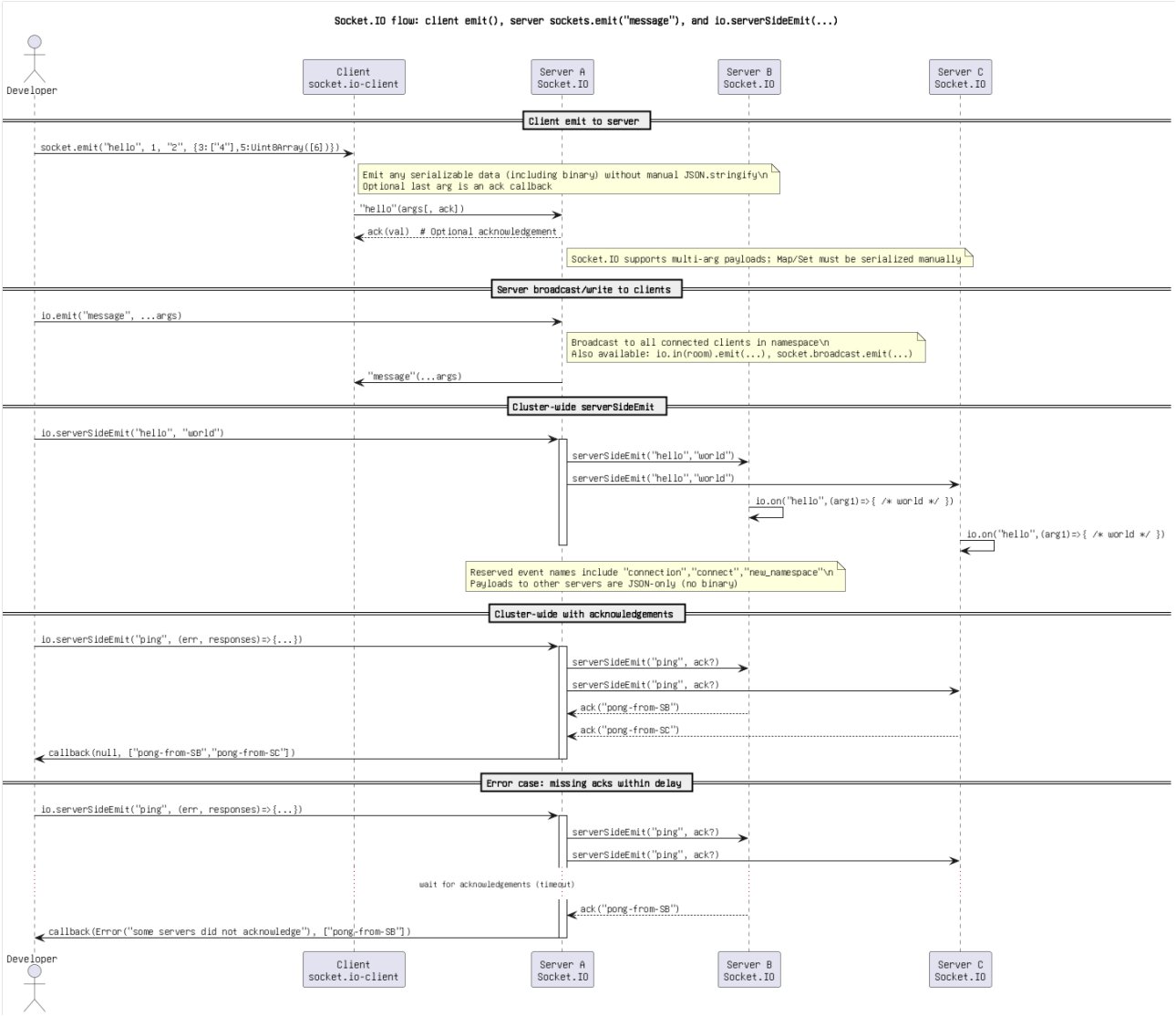

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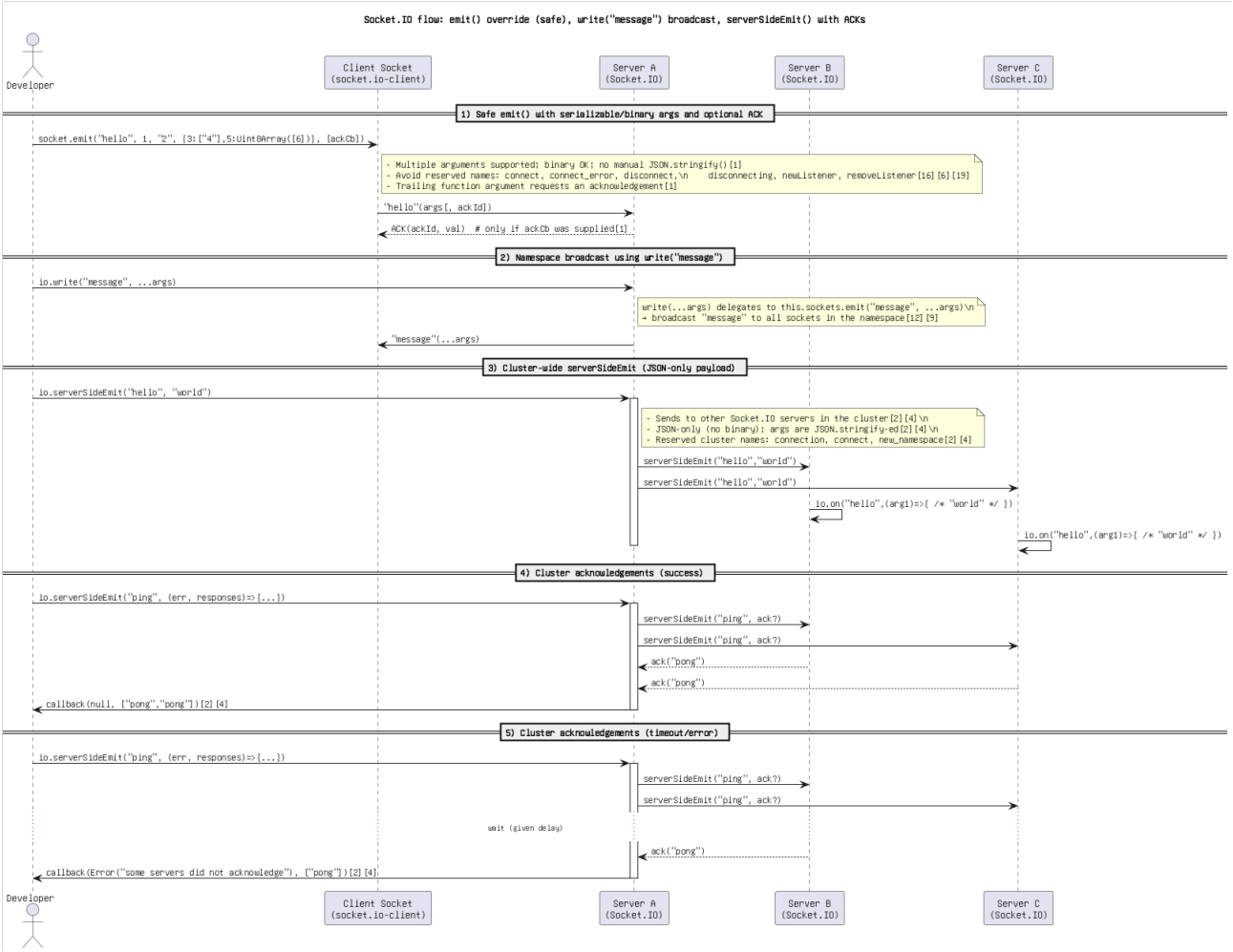

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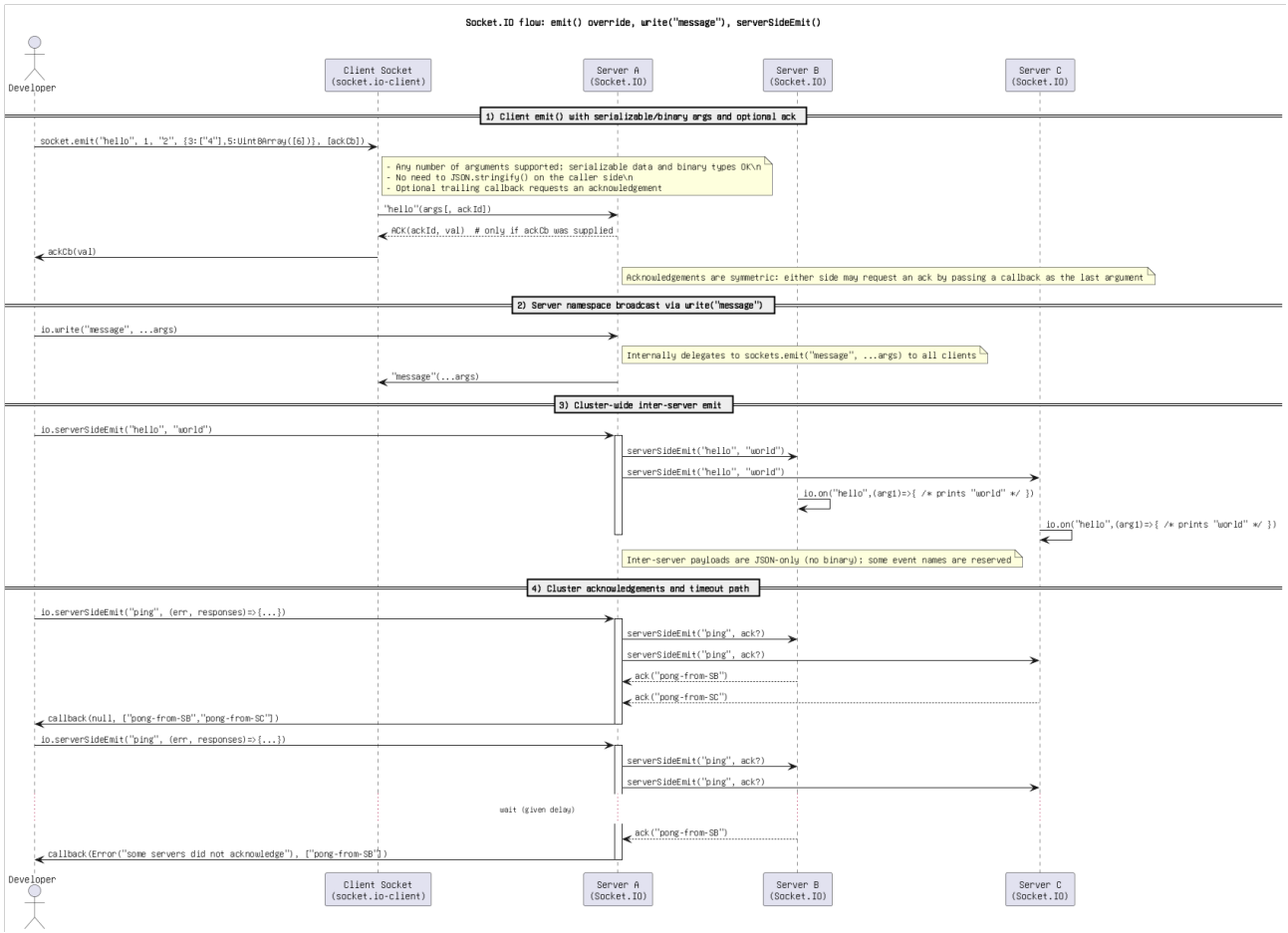
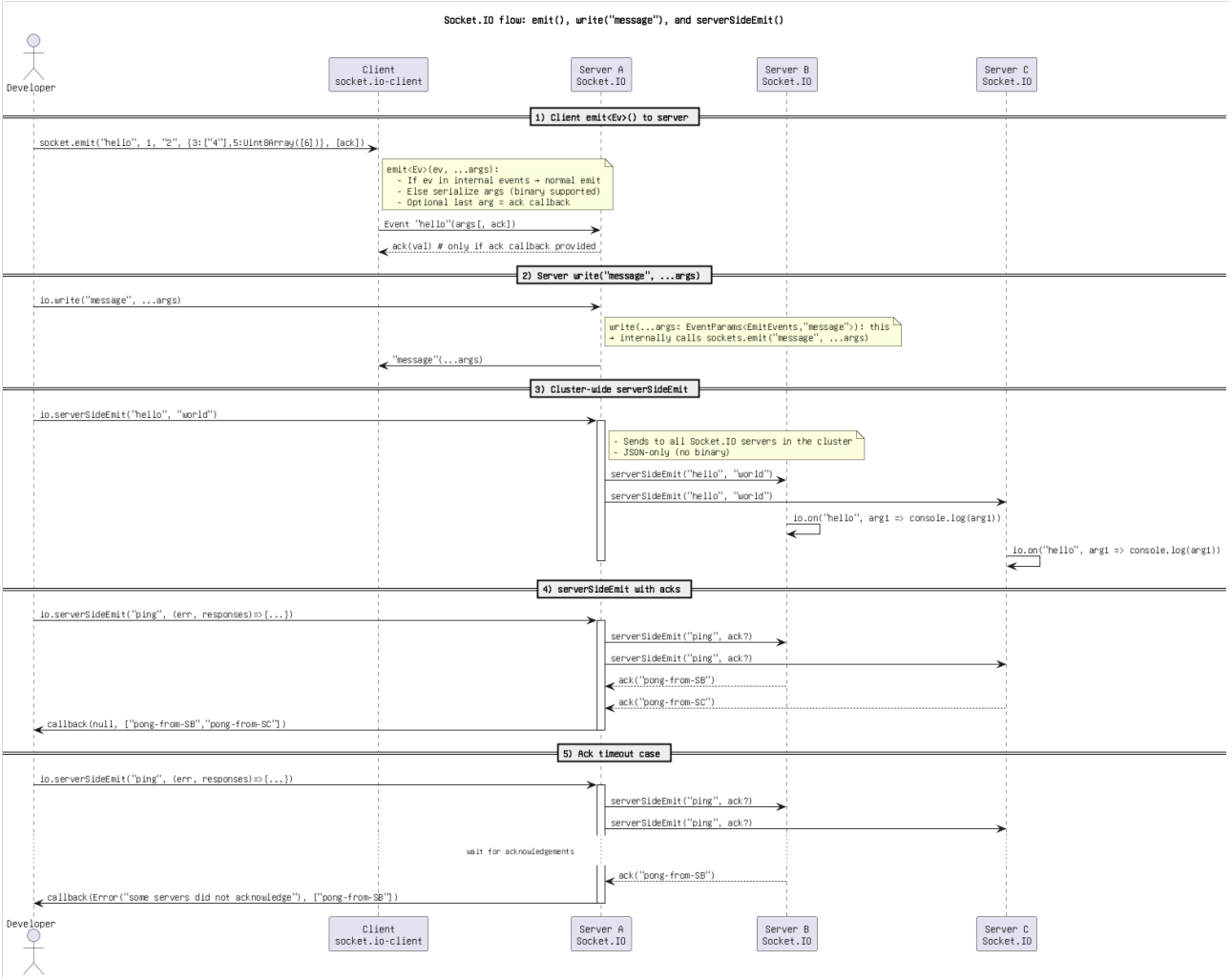


Figure 18: Socket.IO flow_ emit() override, write(_message_), serverSideEmit().png



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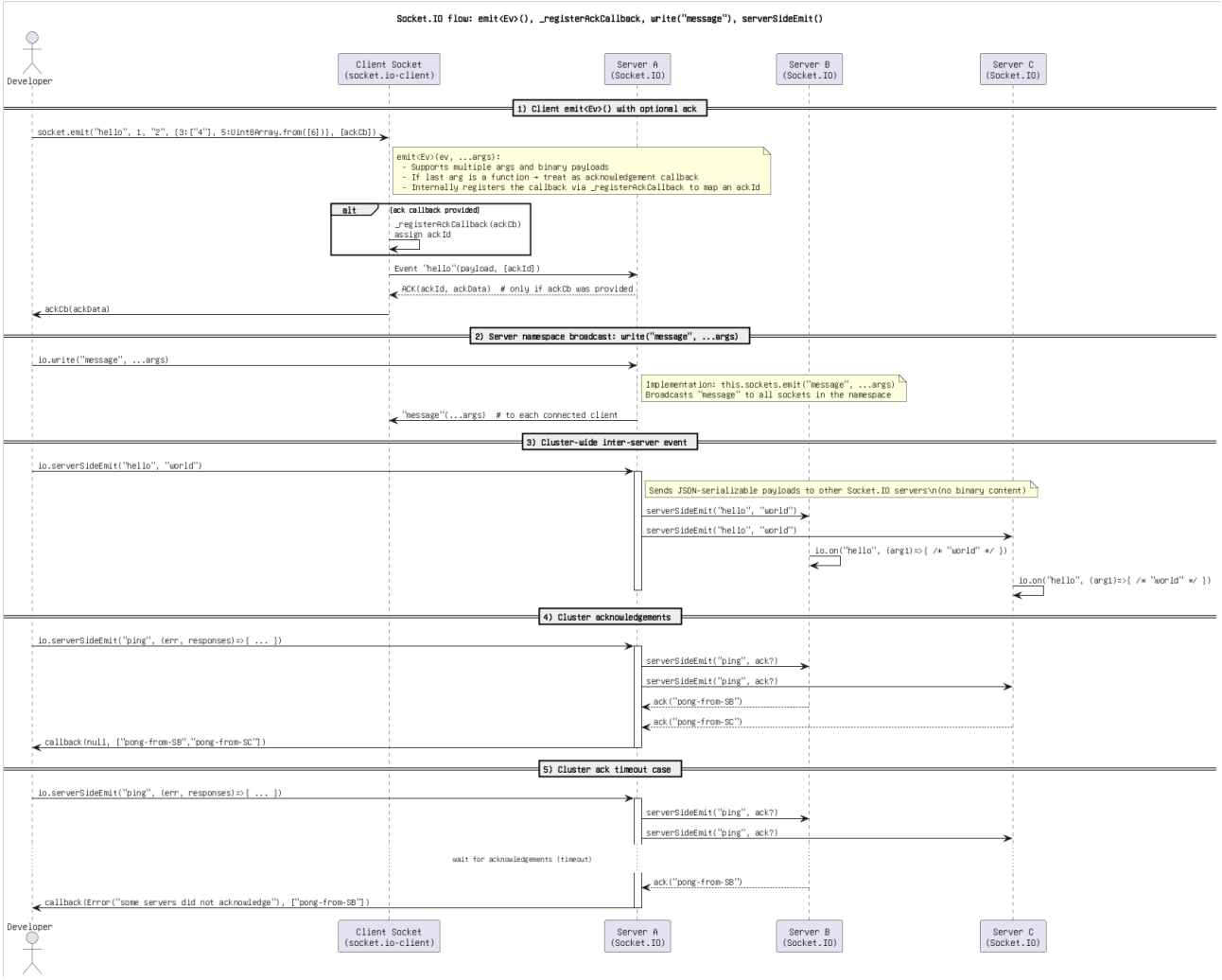

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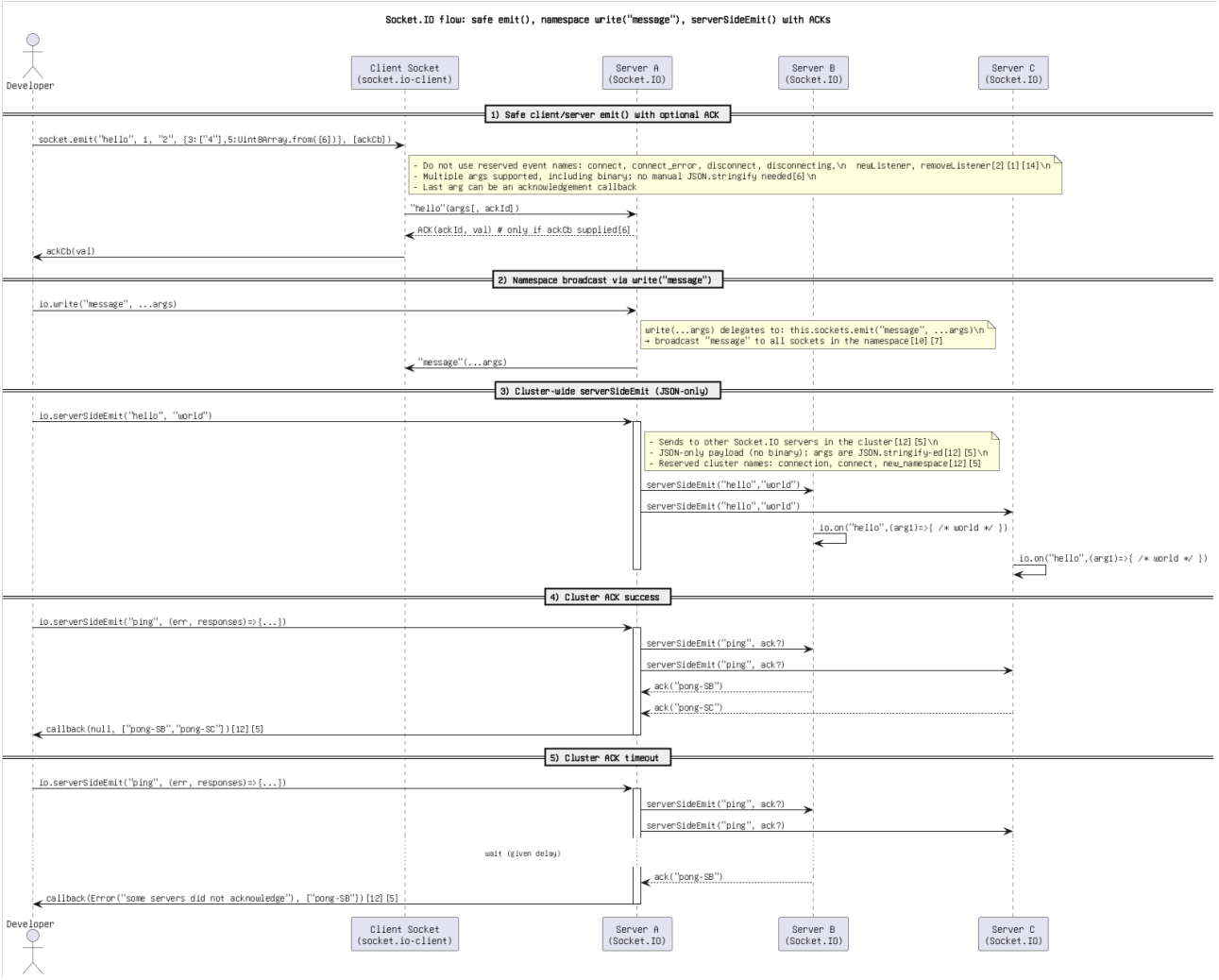

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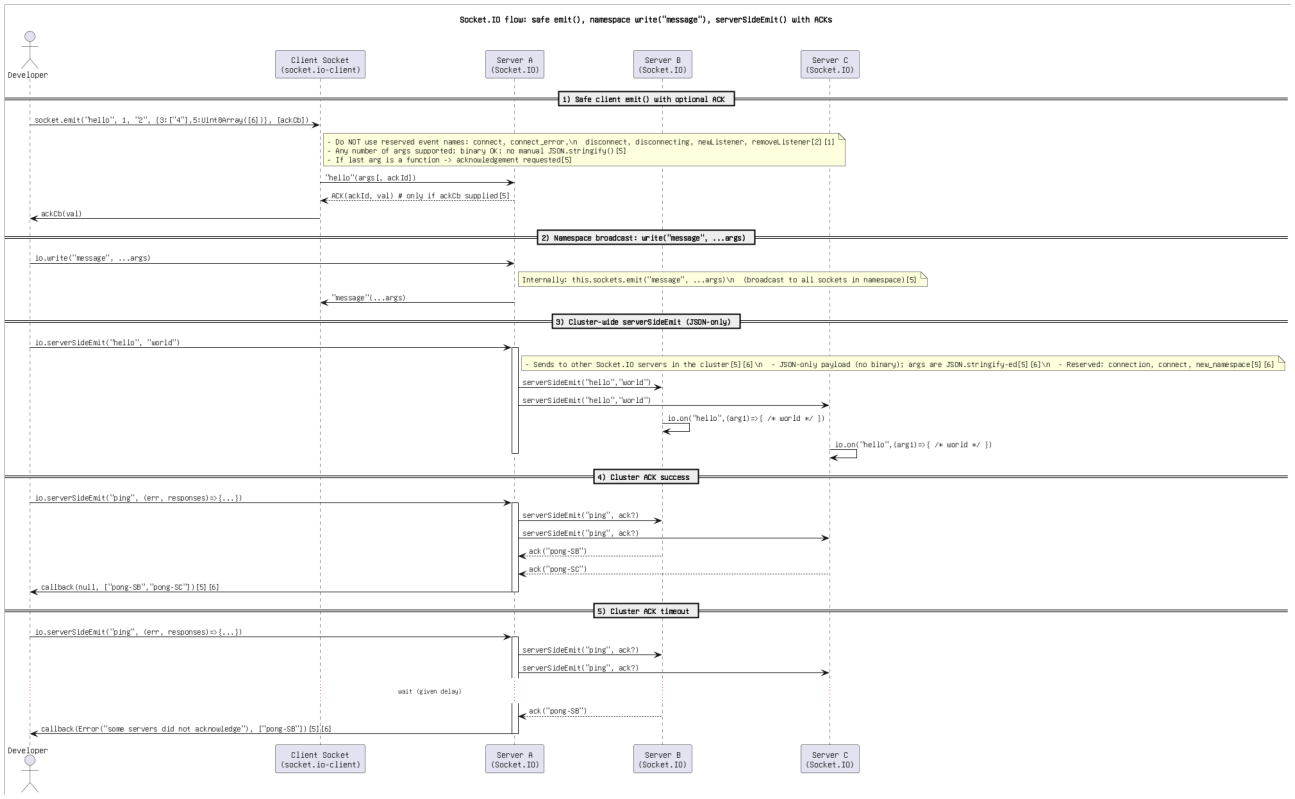

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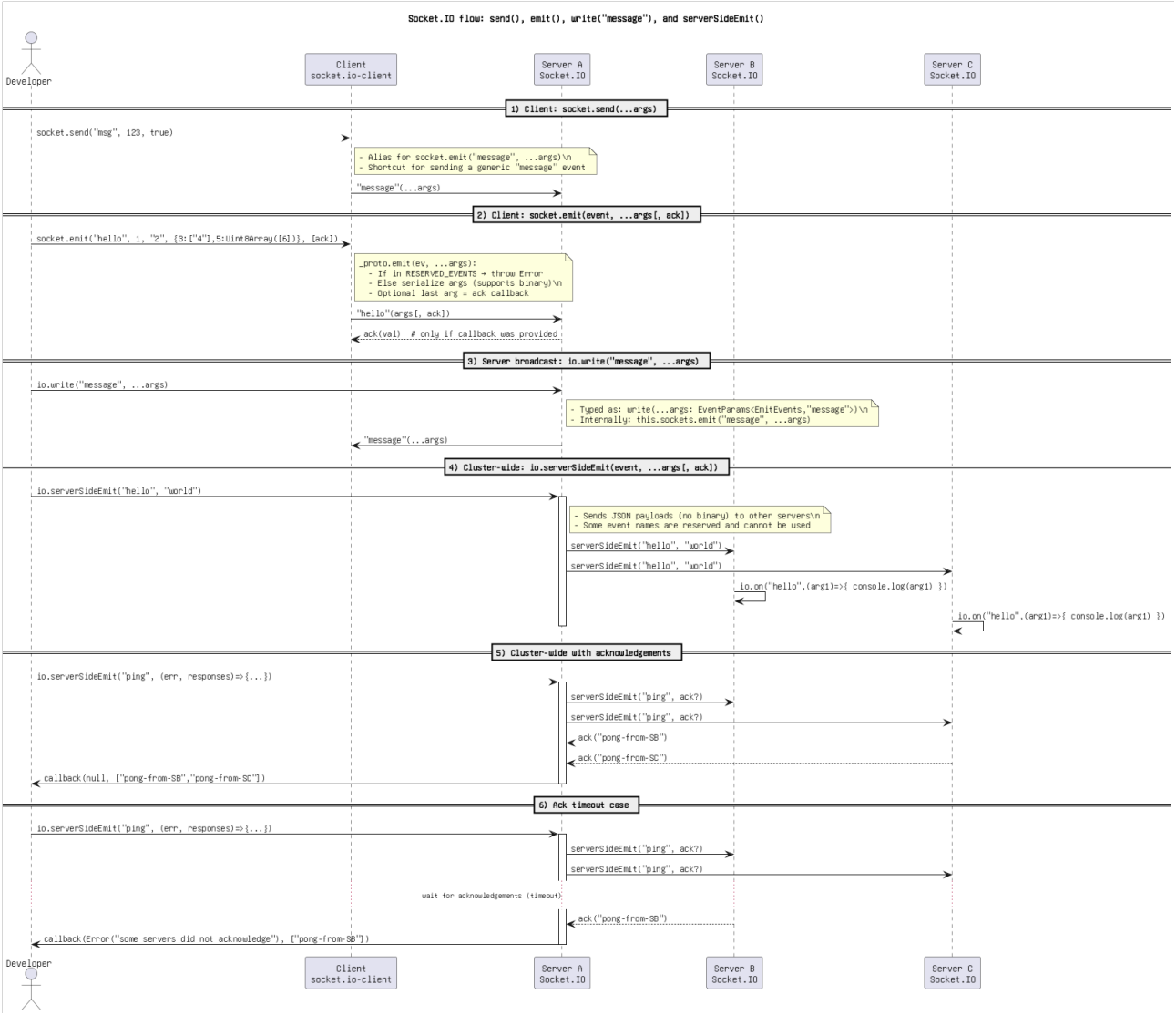

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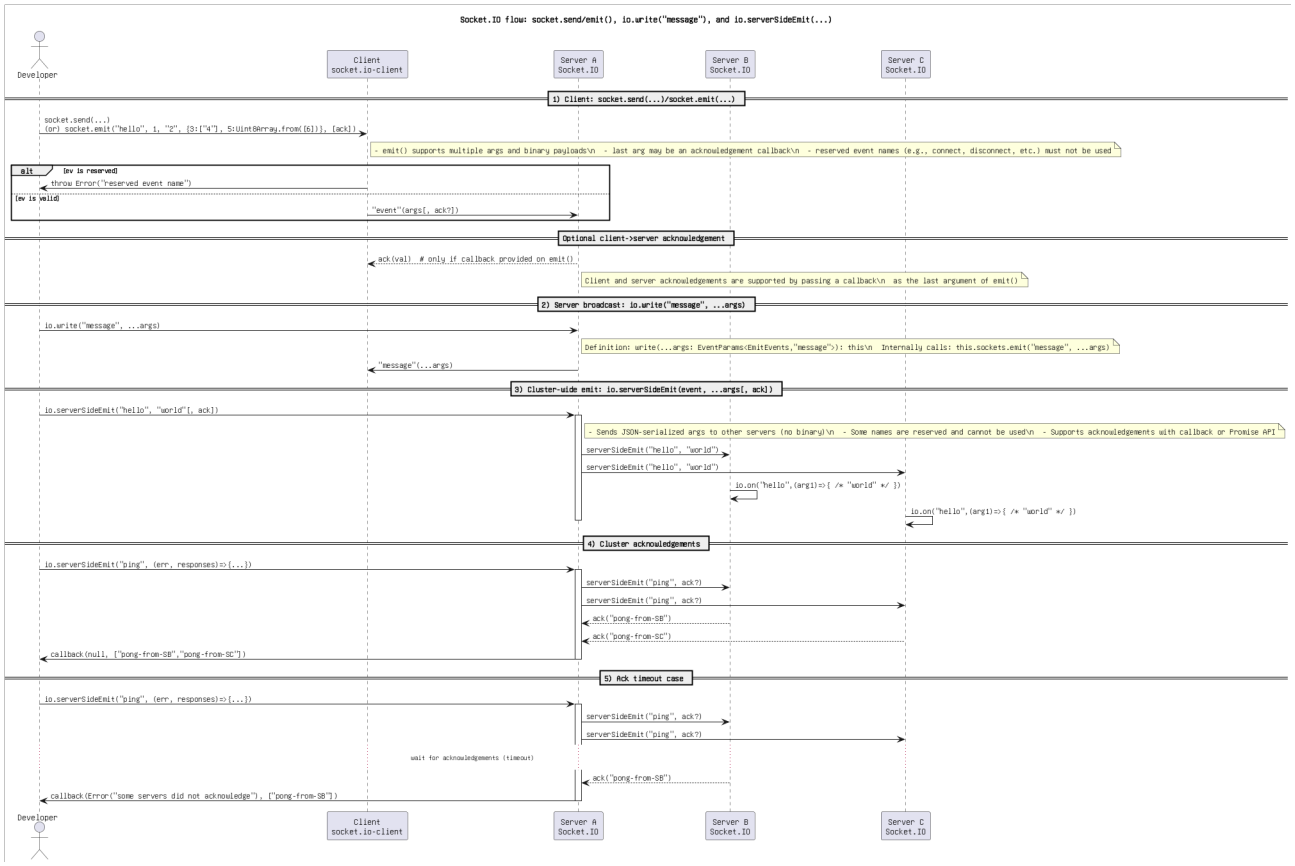

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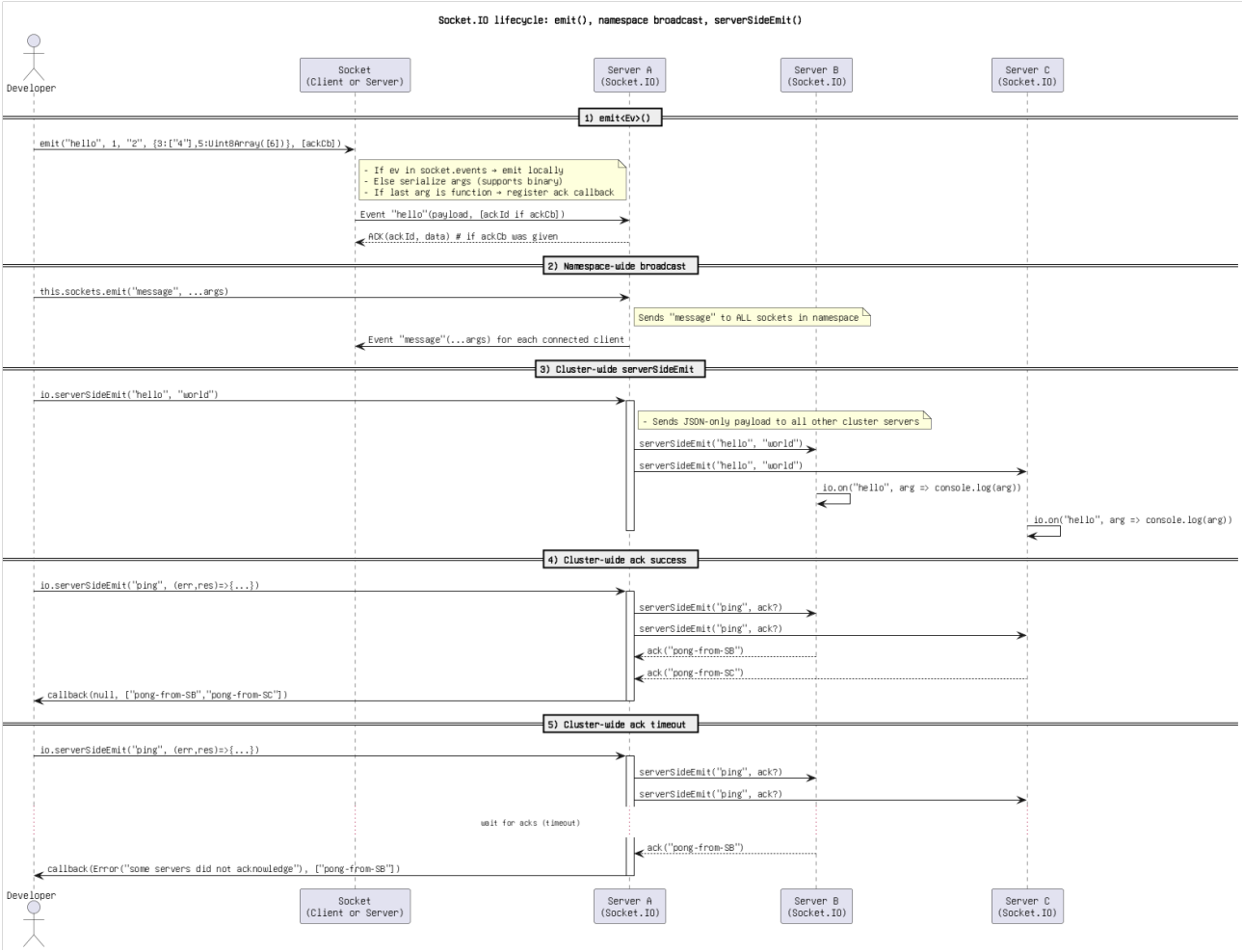


Figure 25: Socket.IO lifecycle_ emit(), namespace broadcast, serverSideEmit().png

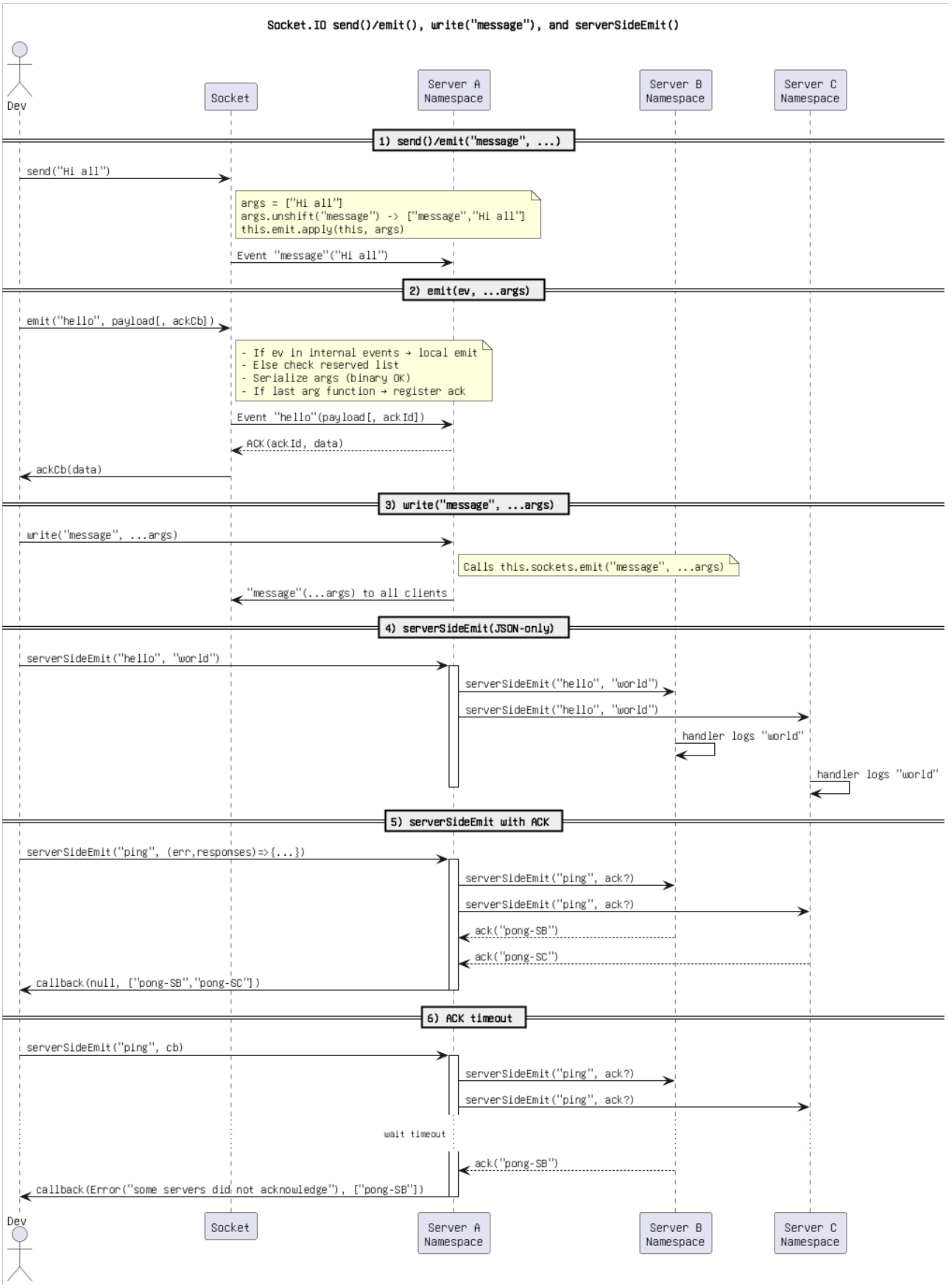


Figure 26: Socket.IO send()_emit(), write(_message_), and serverSideEmit().png

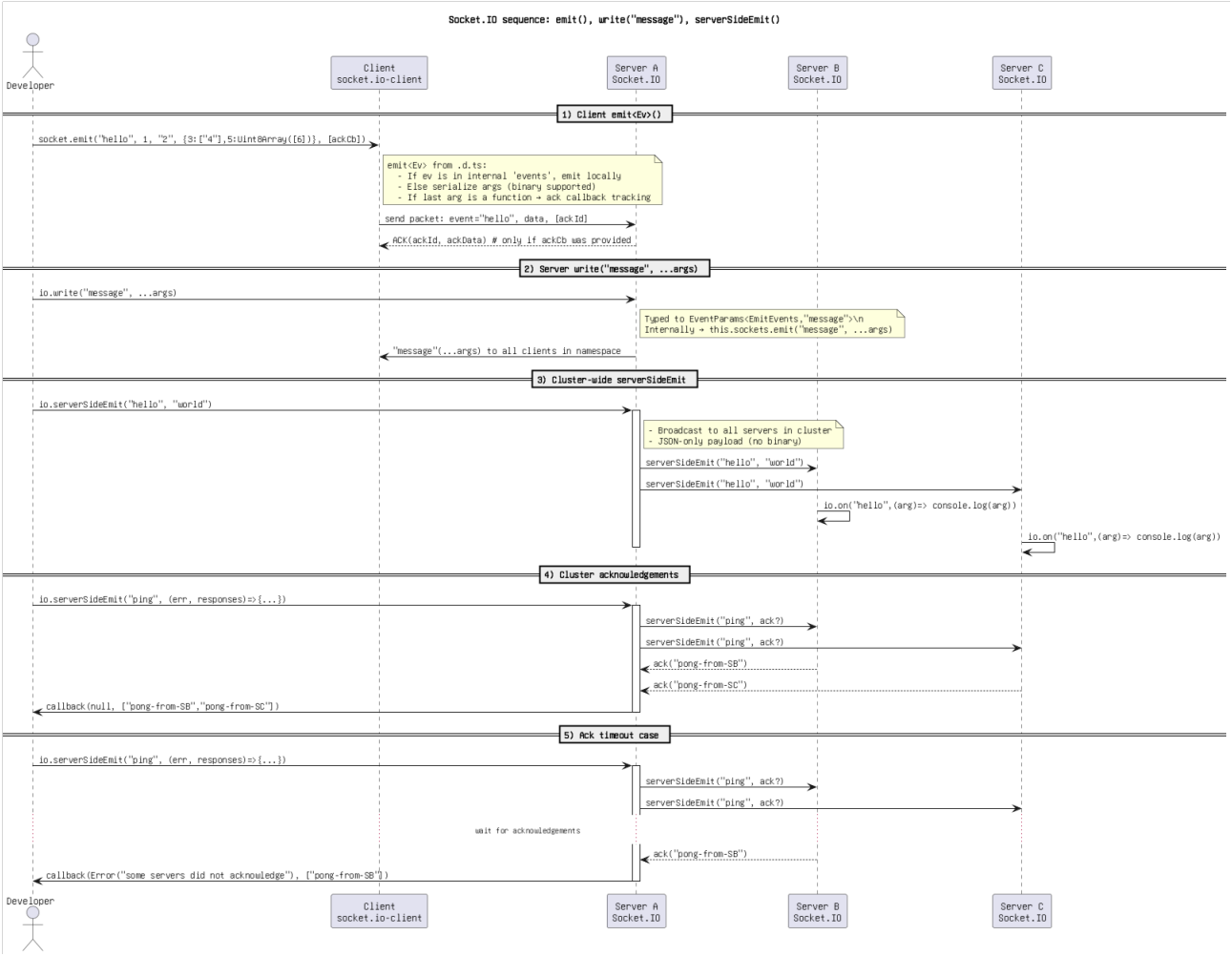


Figure 27: Socket.IO sequence_ emit(), write(_message_), serverSideEmit().png

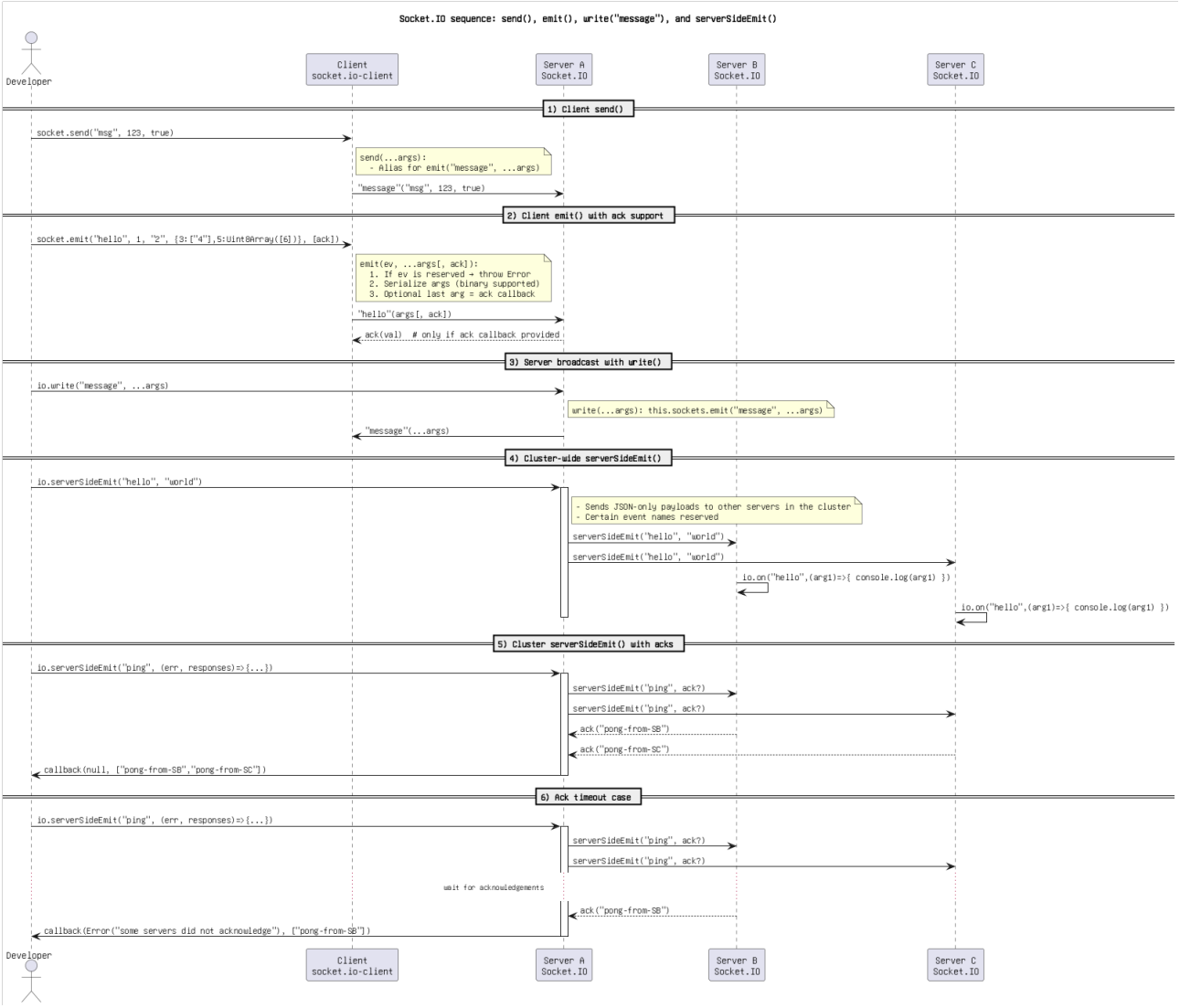


Figure 28: Socket.IO sequence_ send(), emit(), write(_message_), and serverSideEmit().png

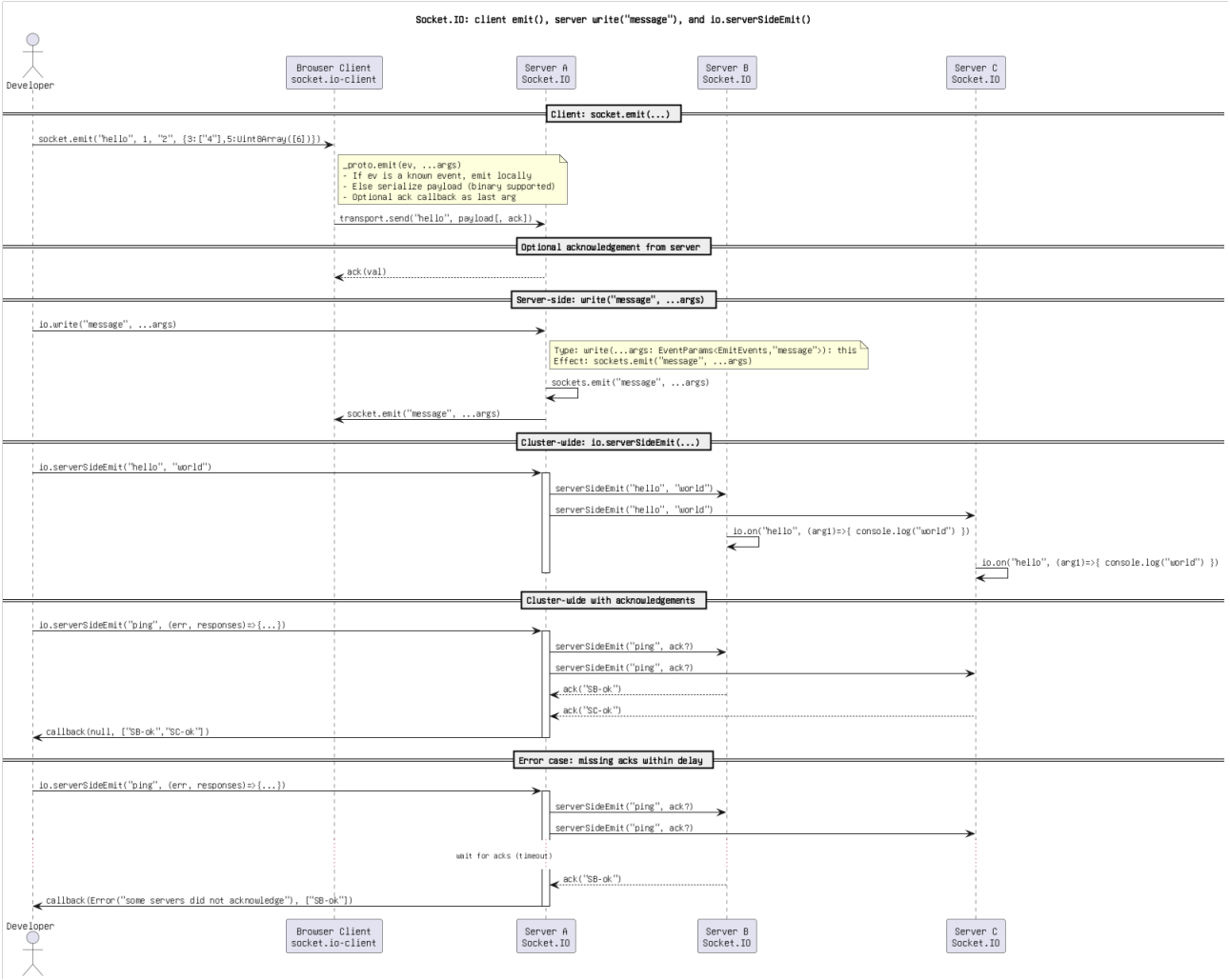


Figure 29: Socket.IO_ client emit(), server write(_message_), and io.serverSideEmit().png

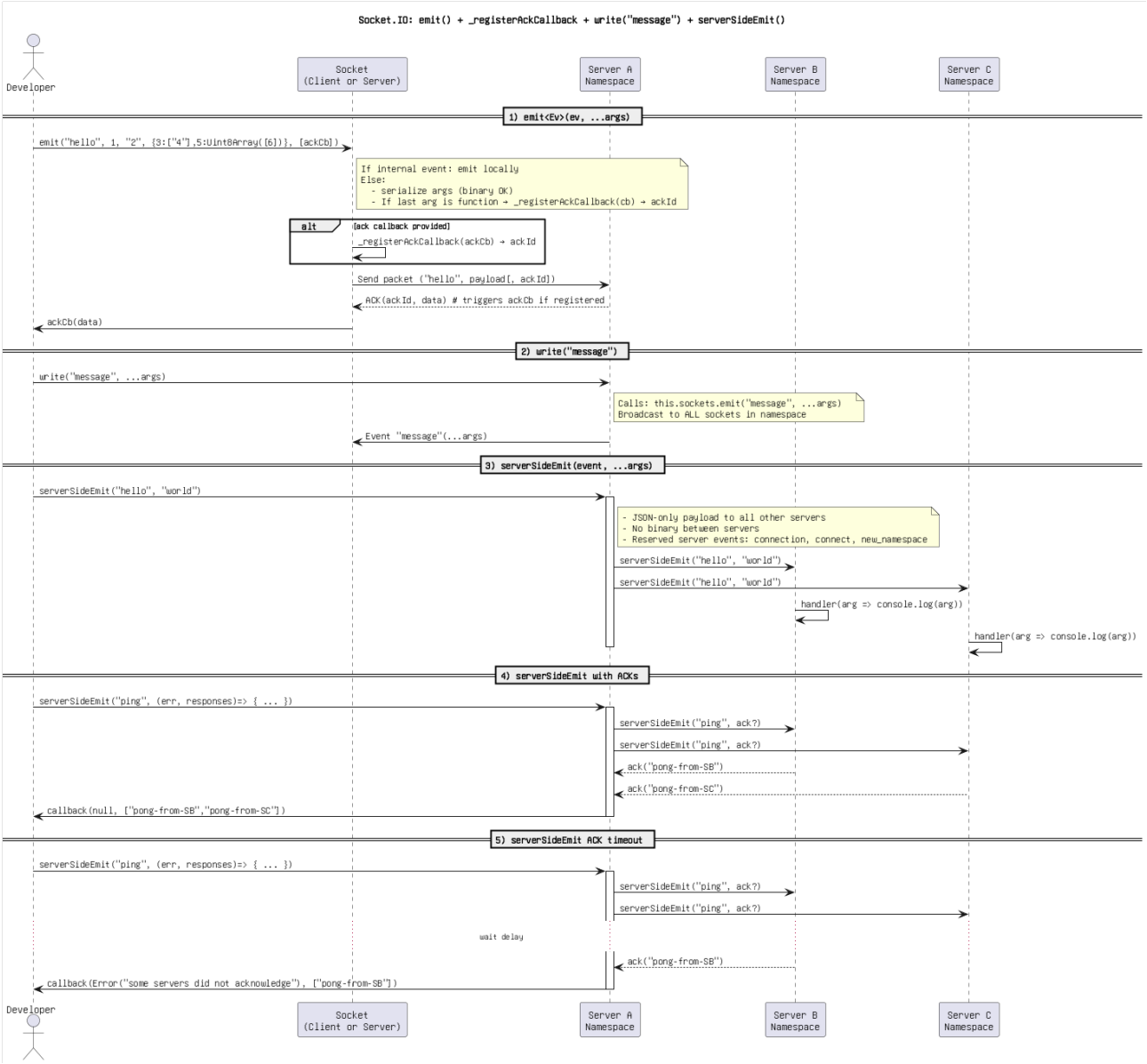
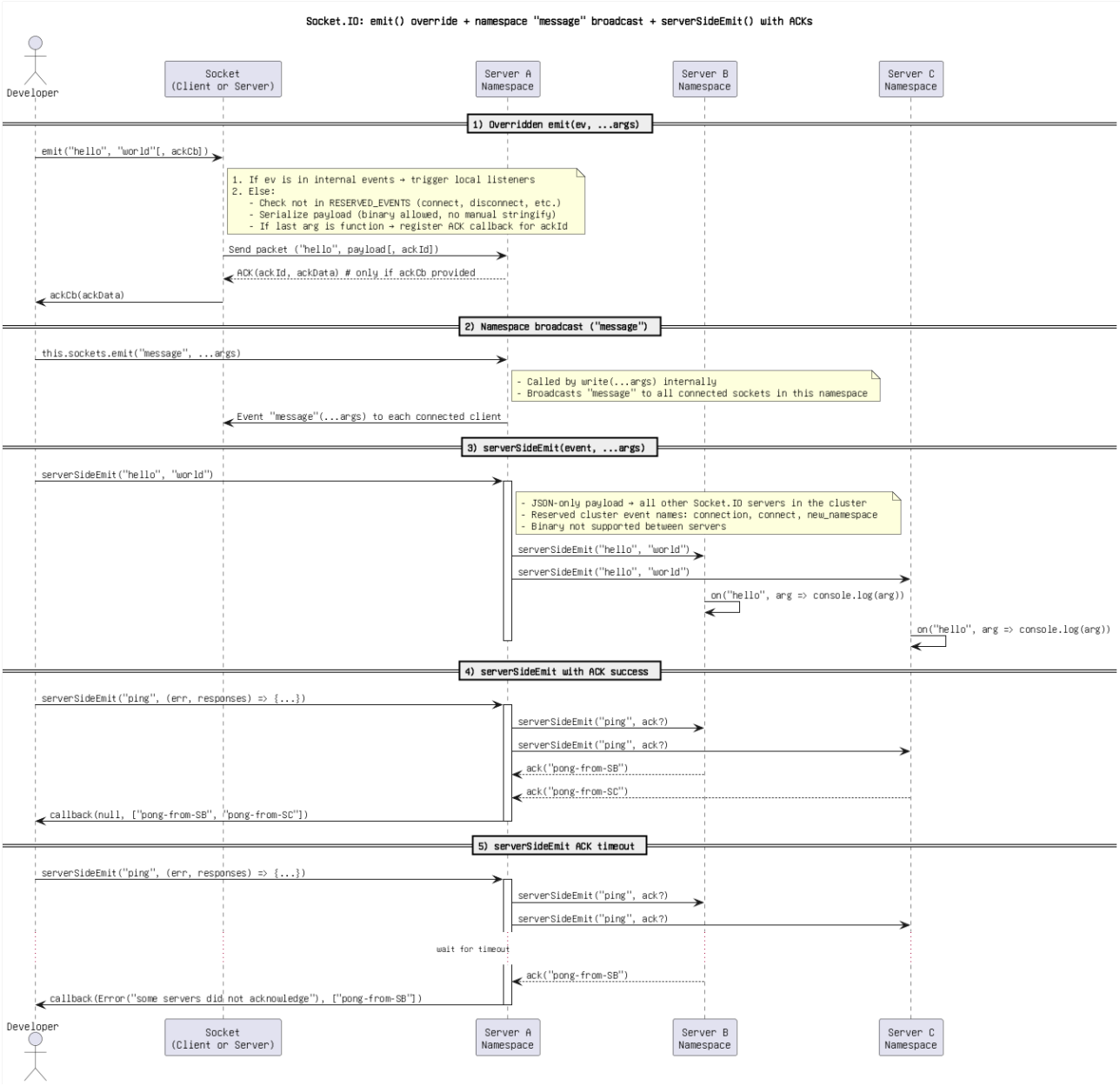


Figure 30: Socket.IO_ emit() + _registerAckCallback + write(_message_) + serverSideEmit().png



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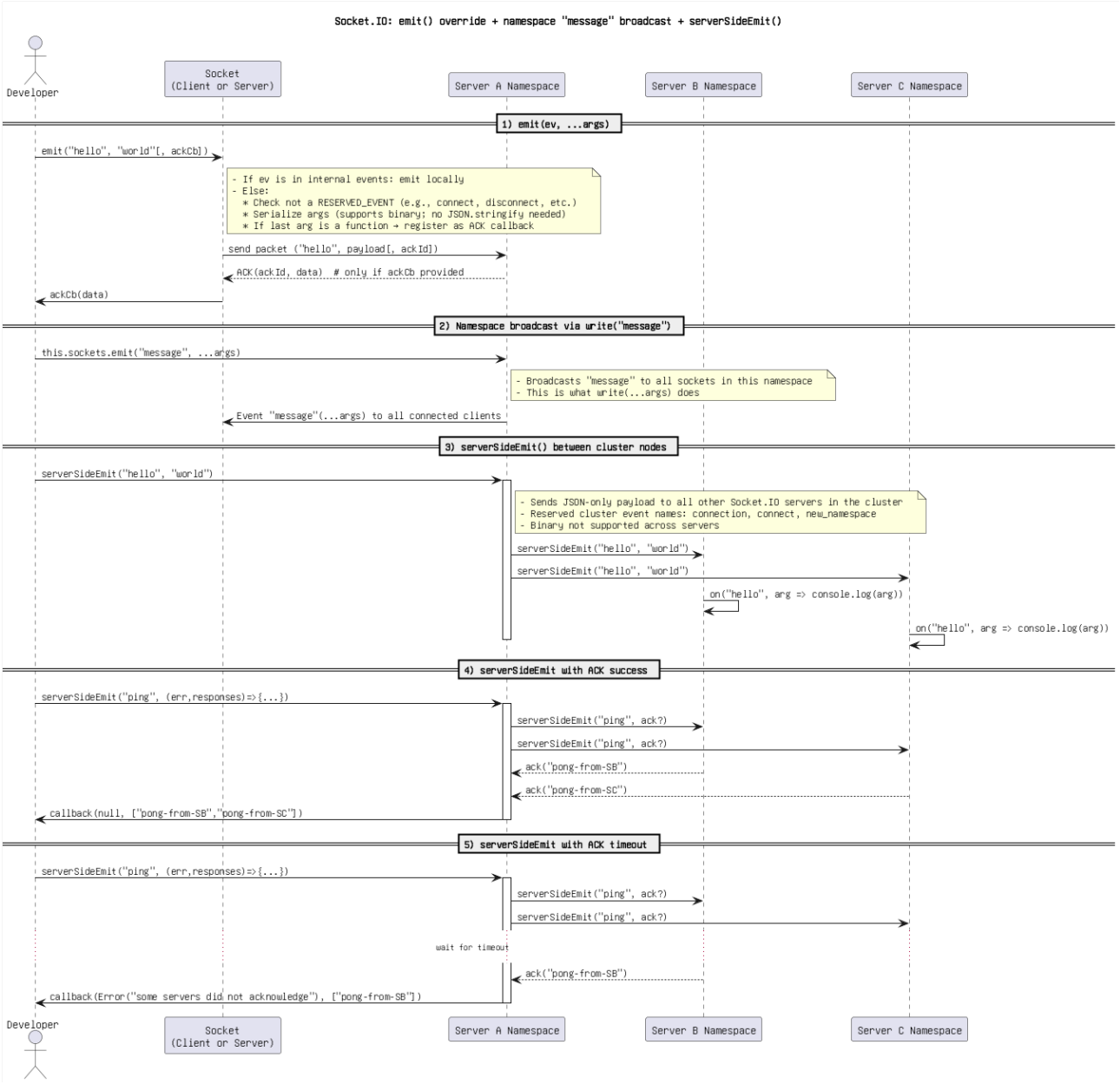
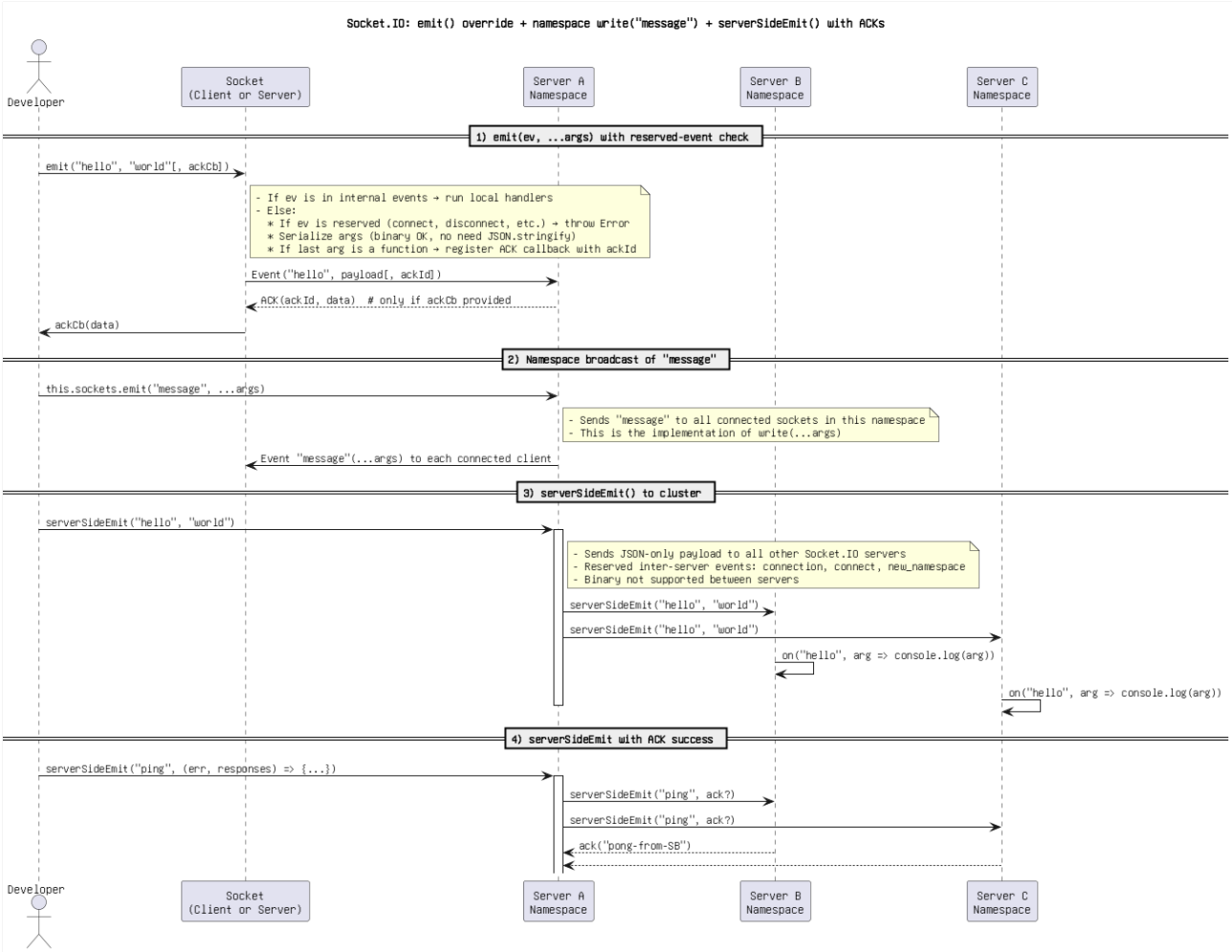


Figure 32: Socket.IO_ emit() override + namespace _message_ broadcast + serverSideEmit().png



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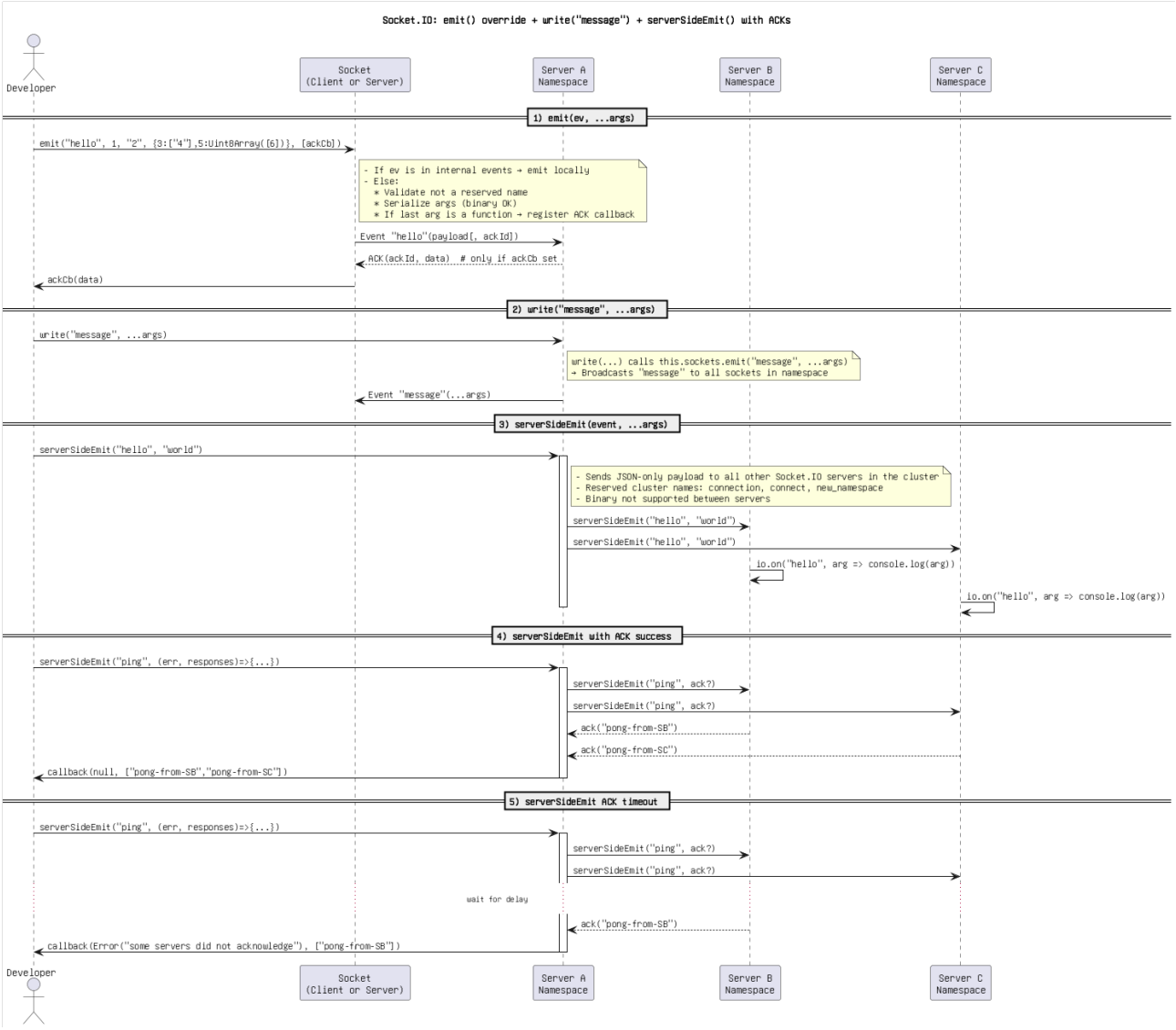

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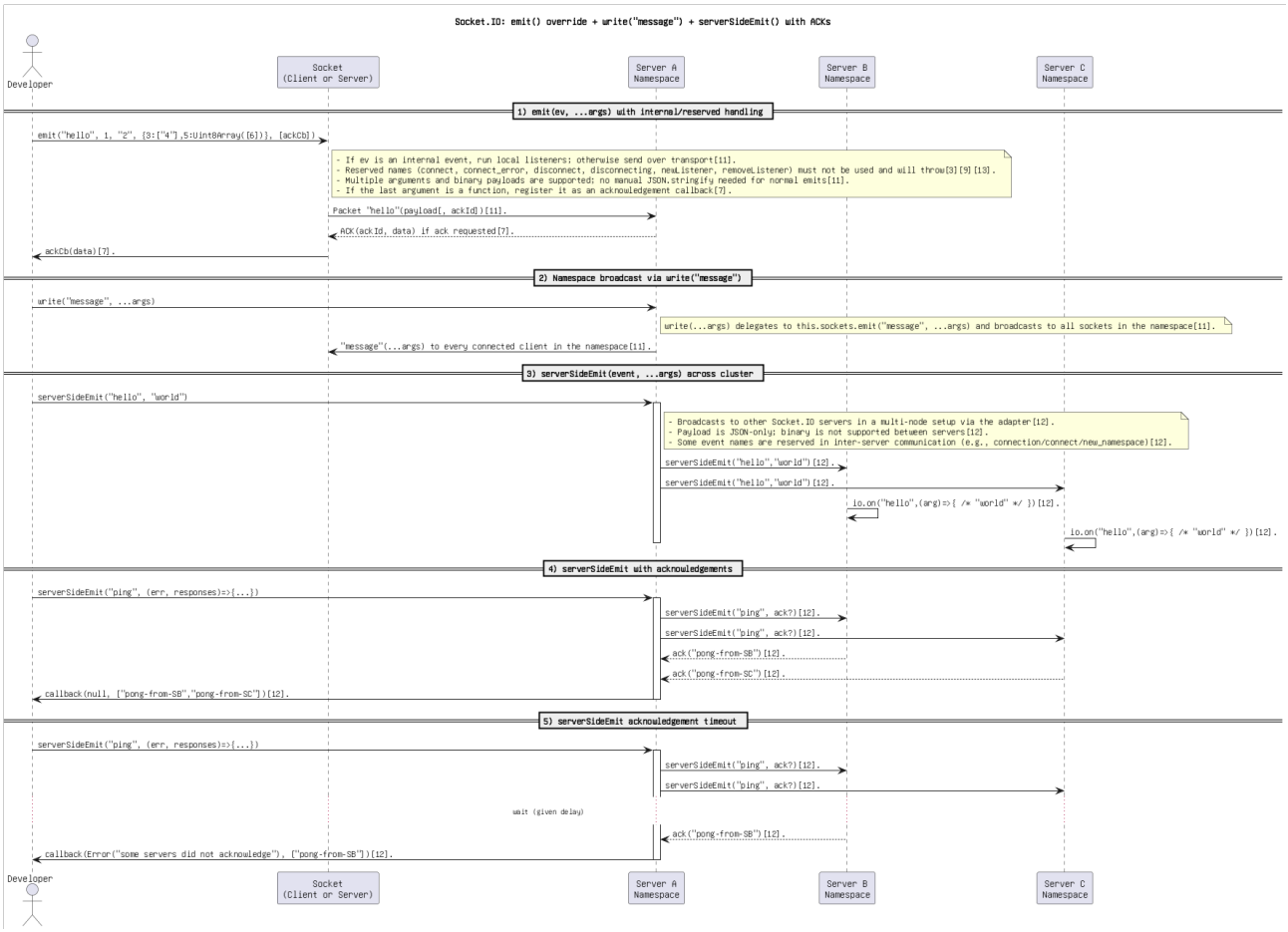

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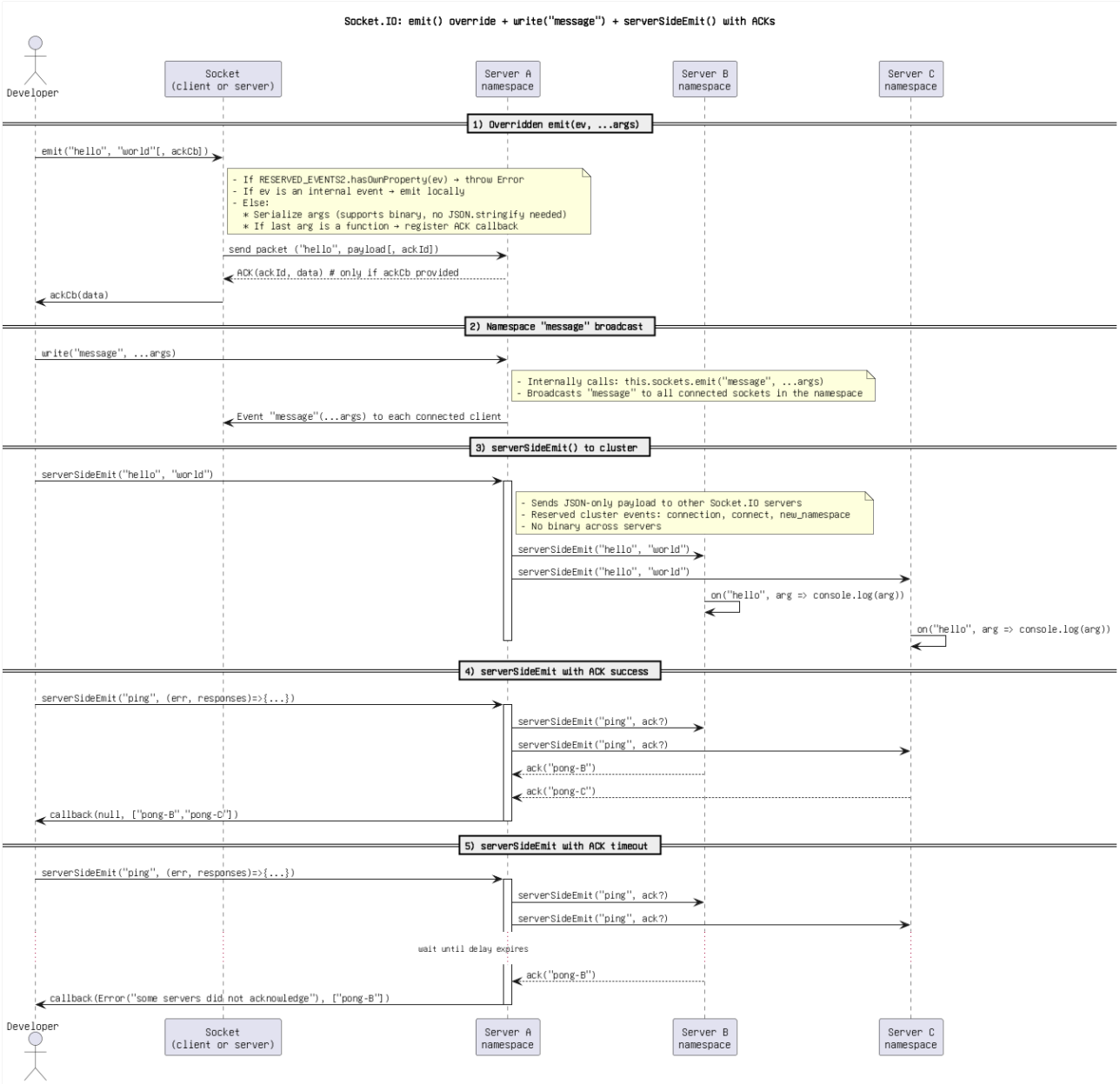

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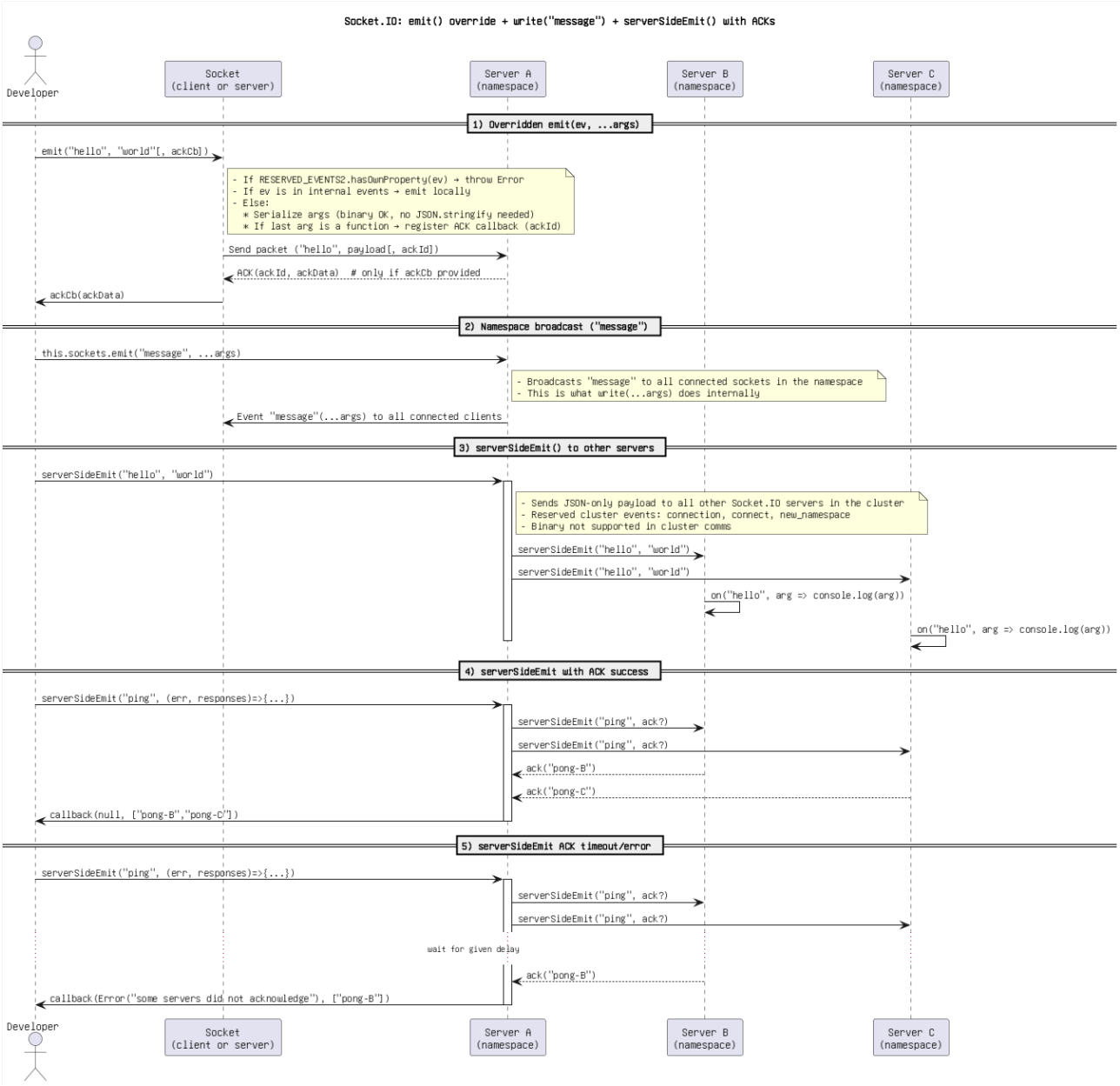

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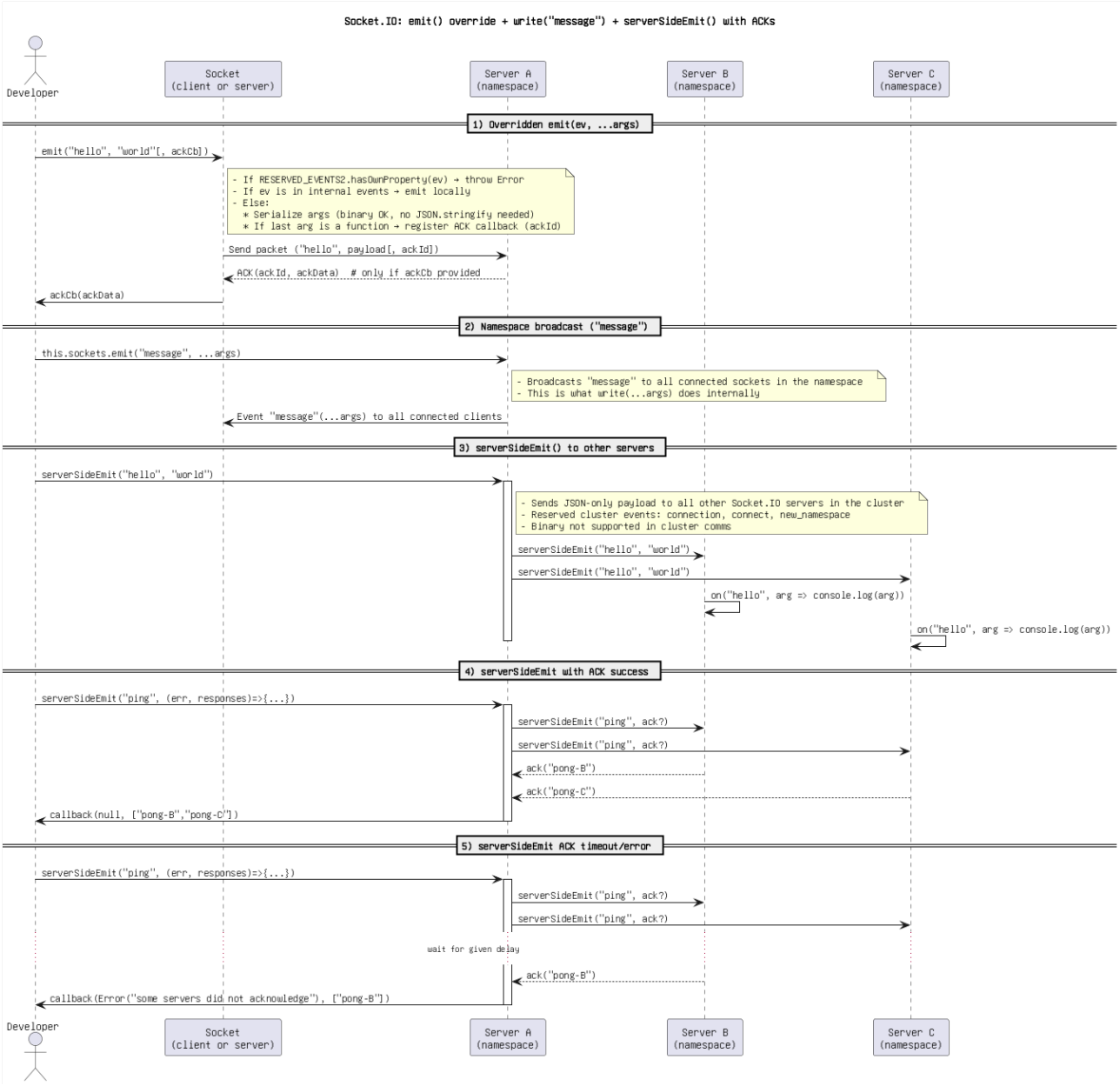


Figure 38: Socket.IO_ emit() override + write(_message_) + serverSideEmit() with ACKs(4).png

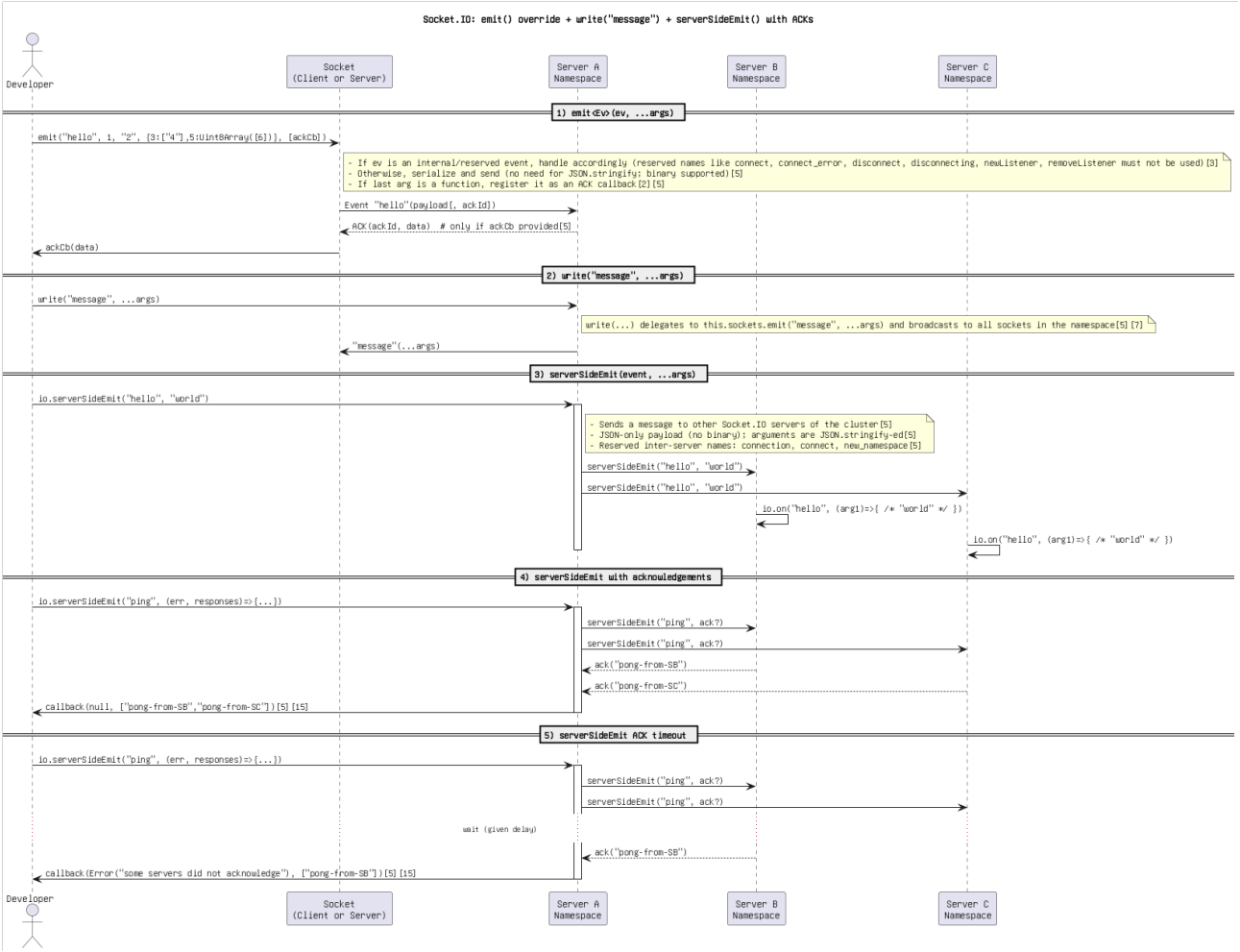


Figure 39: Socket.IO_ emit() override + write(_message_) + serverSideEmit() with ACKs..png

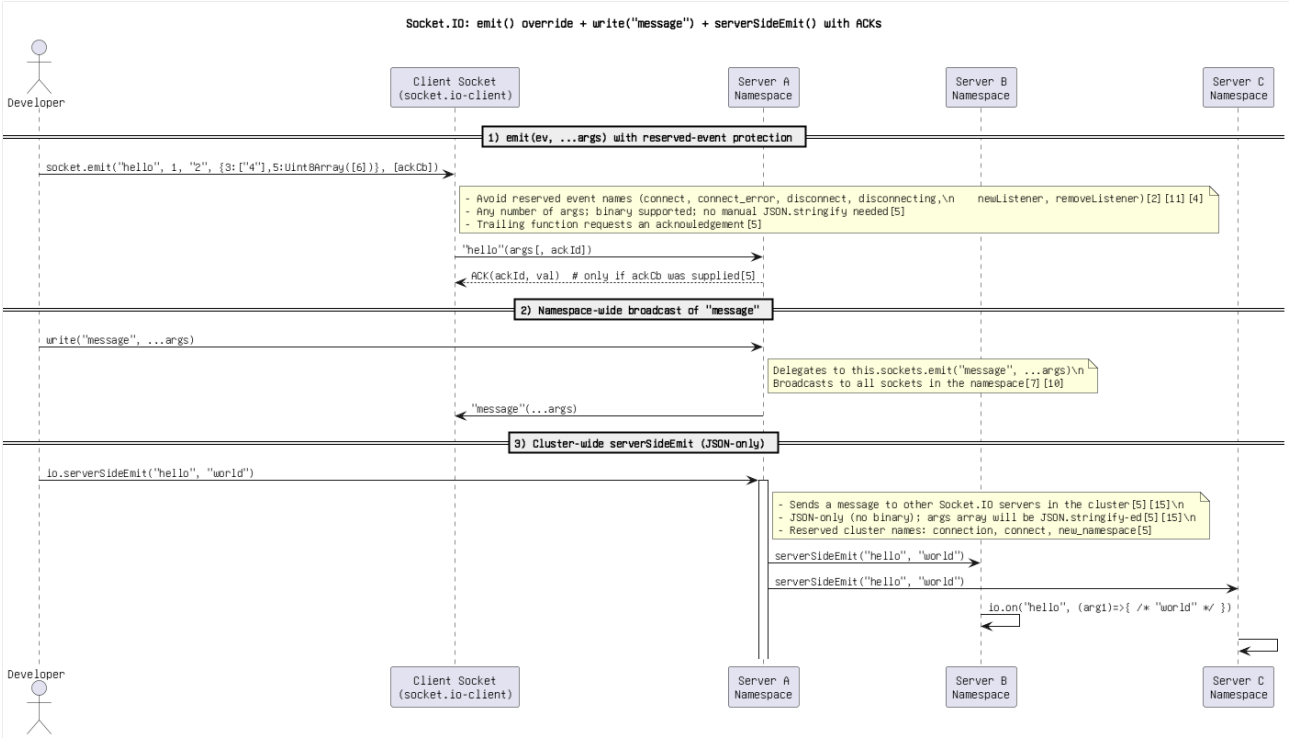


Figure 40: Socket.IO_ emit() override + write(_message_) + serverSideEmit() with ACKs.png

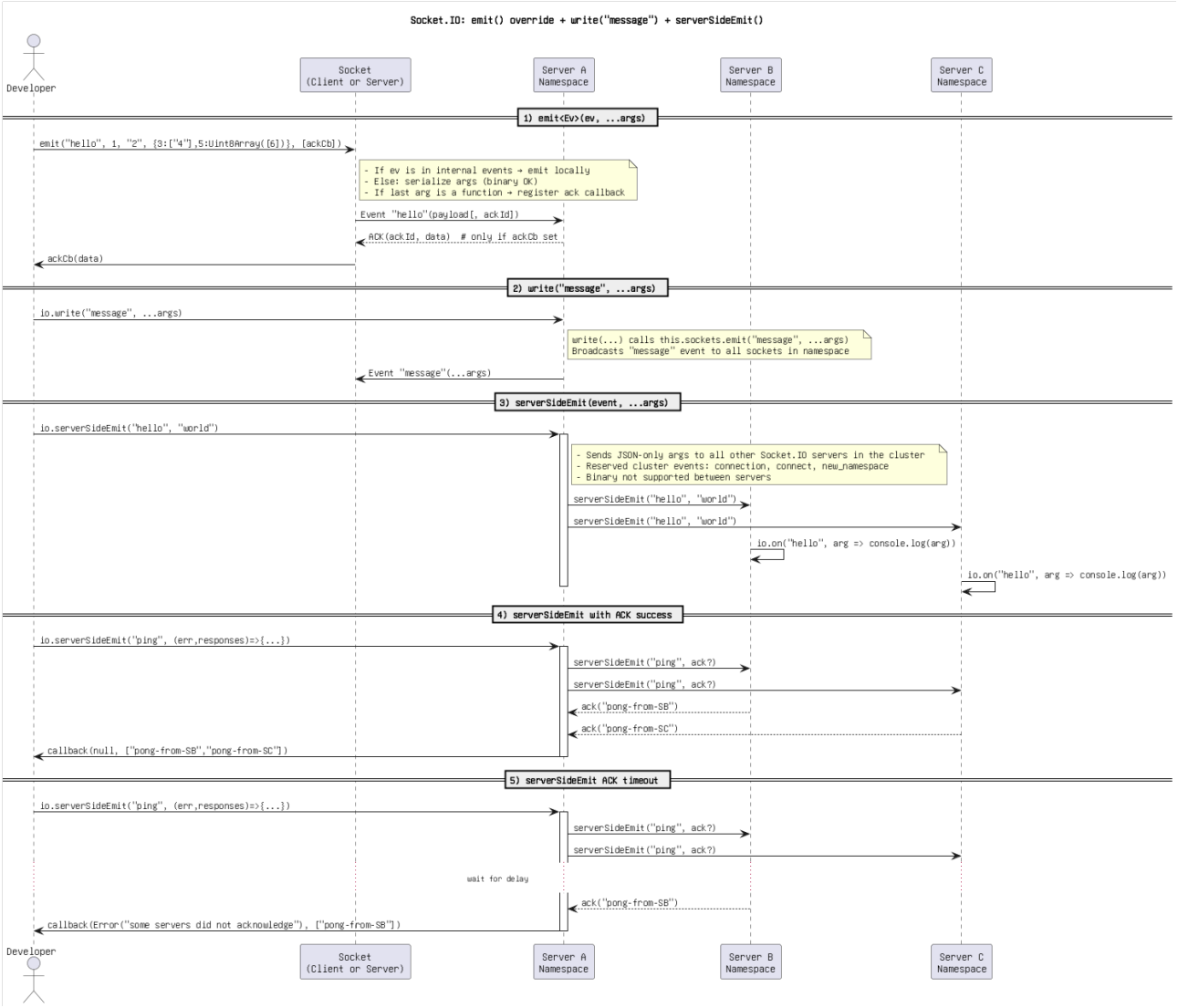


Figure 41: Socket.IO_ emit() override + write(_message_) + serverSideEmit()(1).png

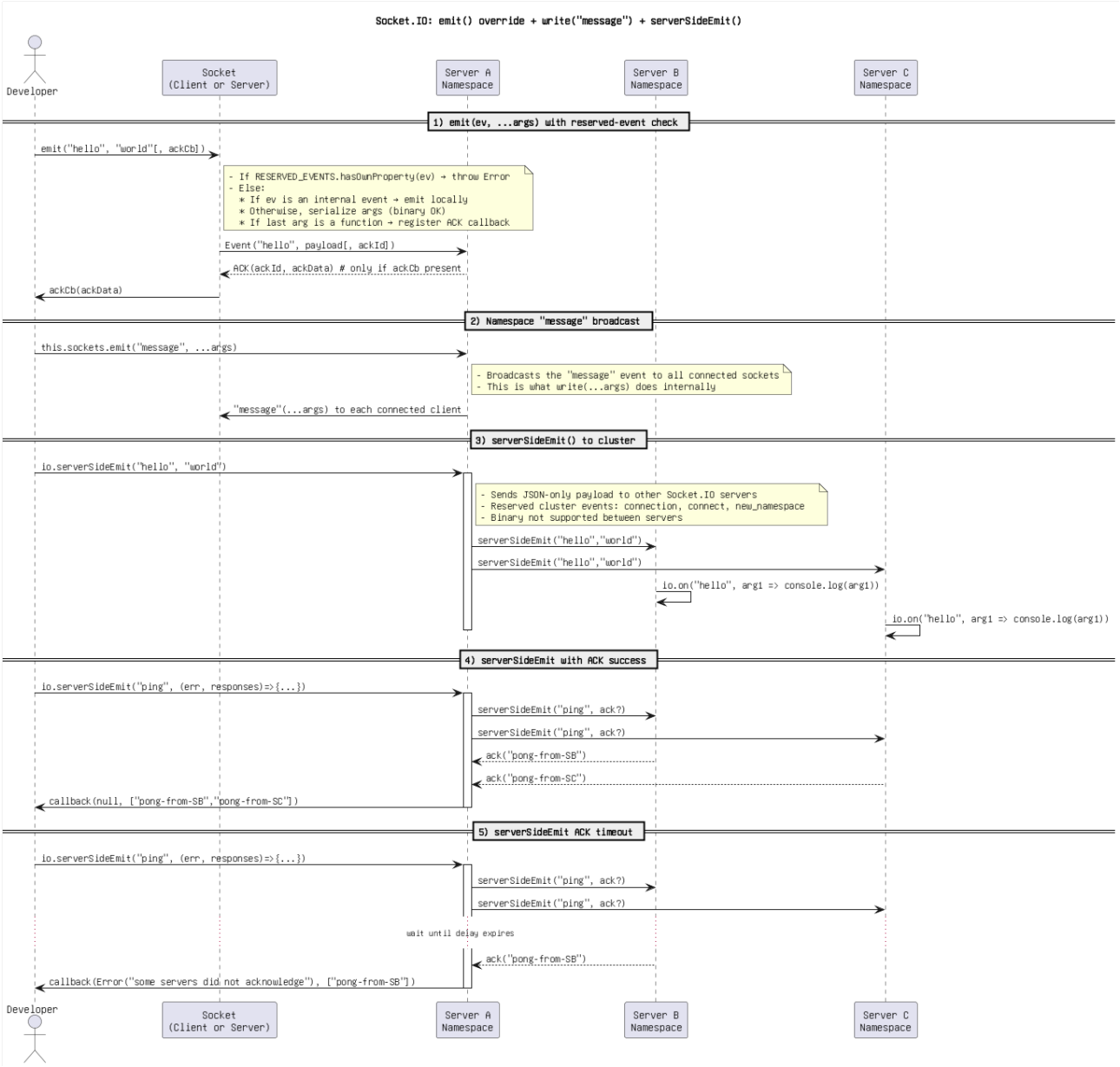


Figure 42: Socket.IO_ emit() override + write(_message_) + serverSideEmit()(2).png

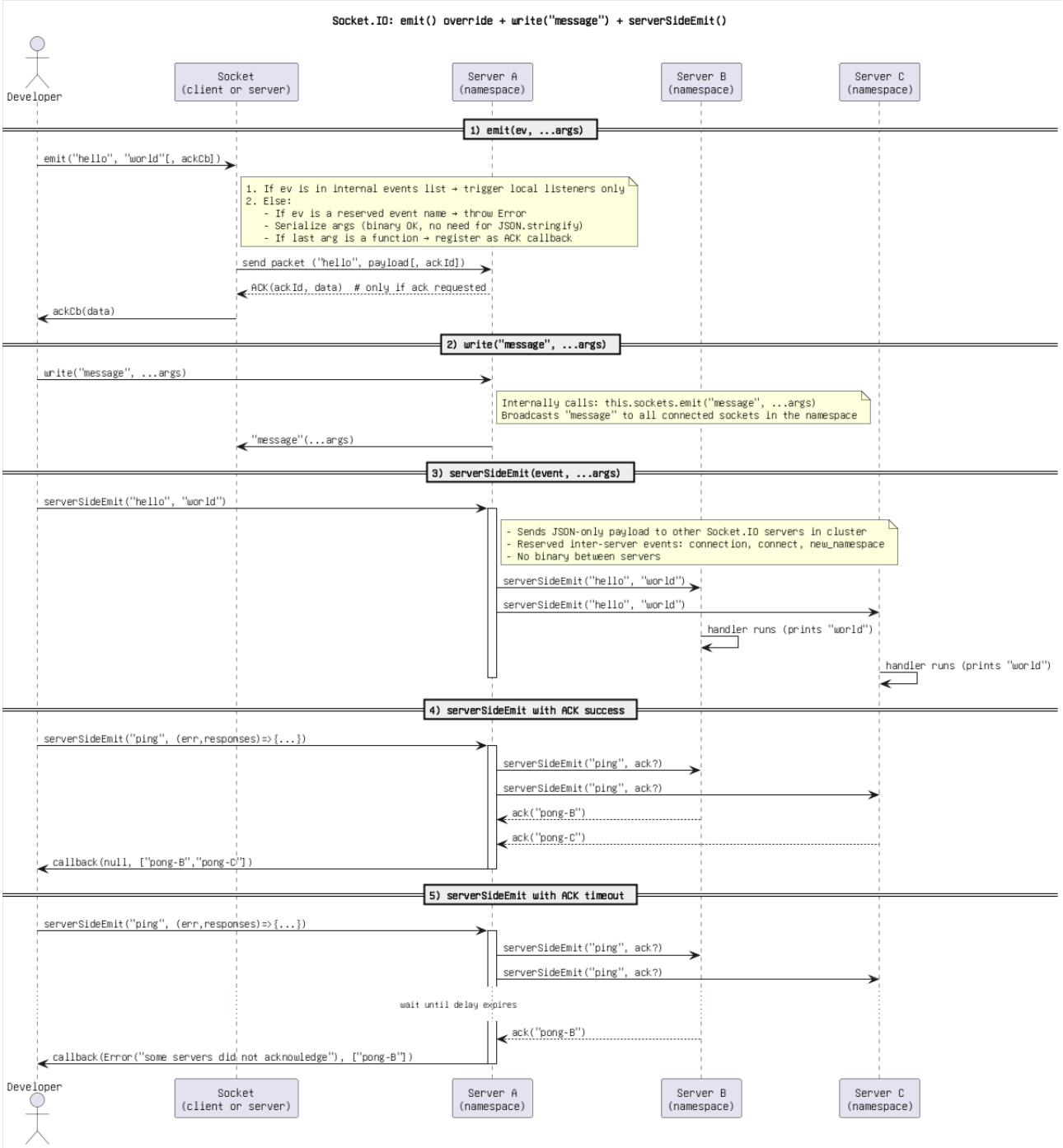


Figure 43: Socket.IO_ emit() override + write(_message_) + serverSideEmit()(3).png

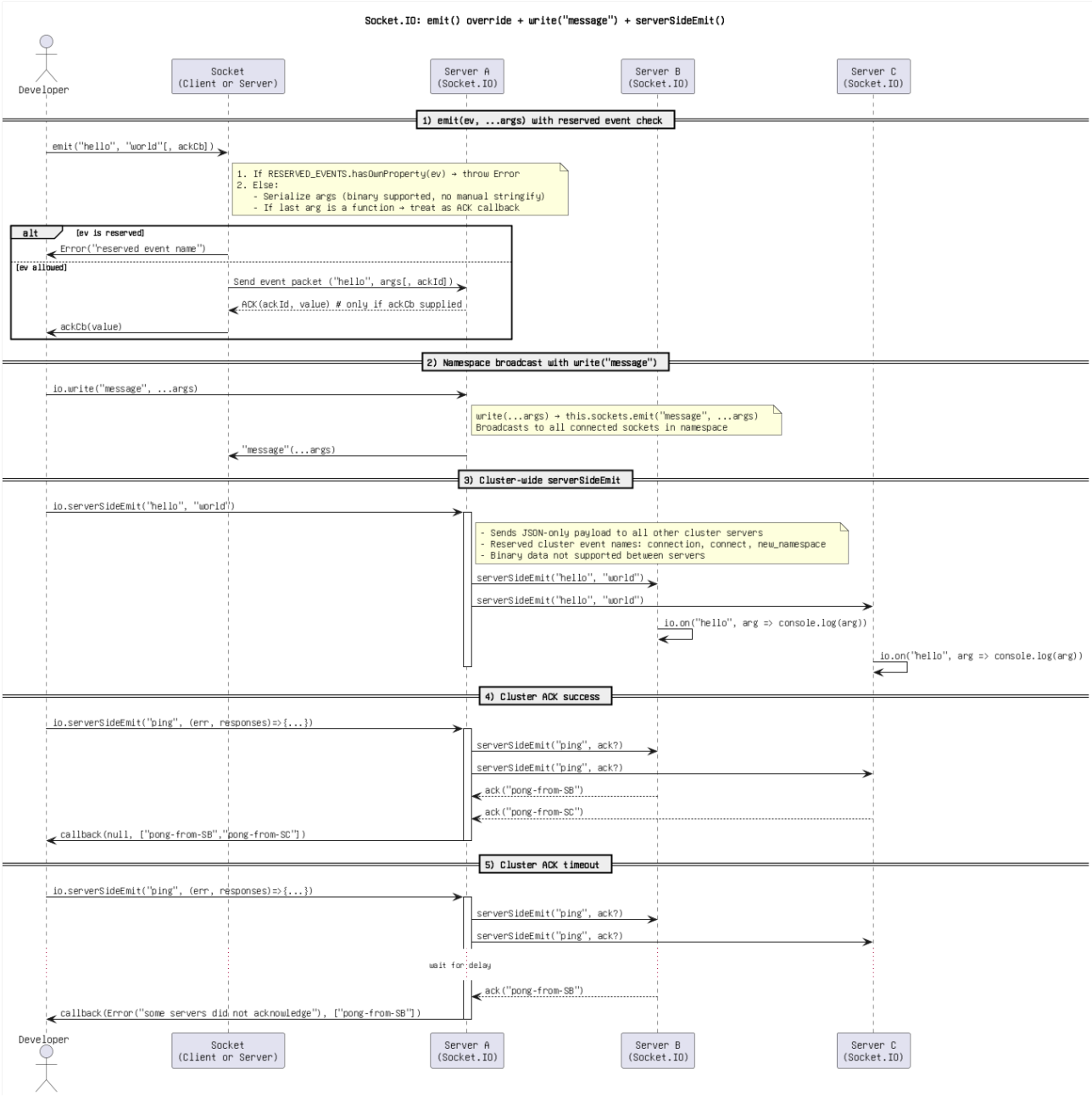


Figure 44: Socket.IO_ emit() override + write(_message_) + serverSideEmit().png

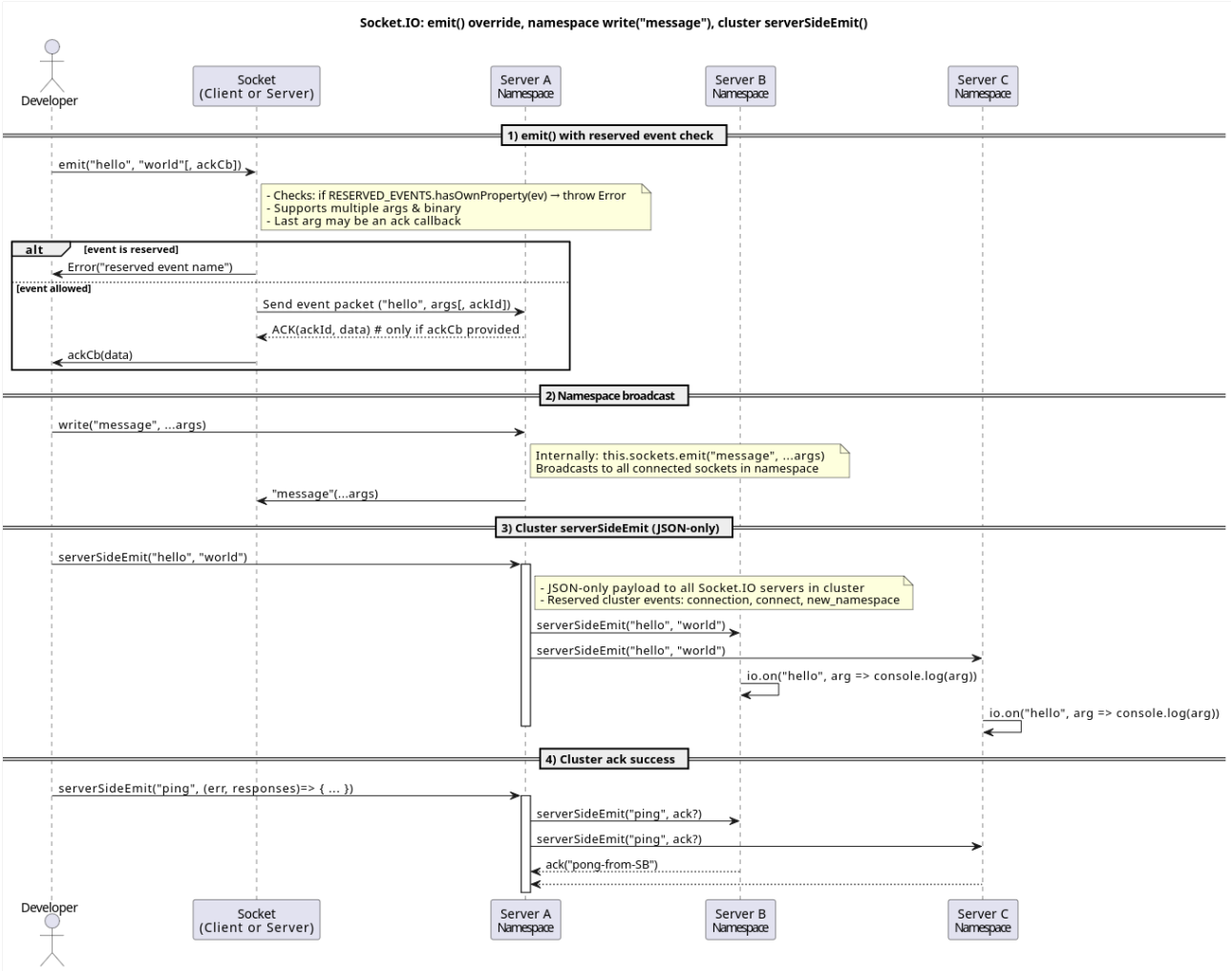


Figure 45: Socket.IO_ emit() override, namespace write(_message_), cluster serverSideEmit().png

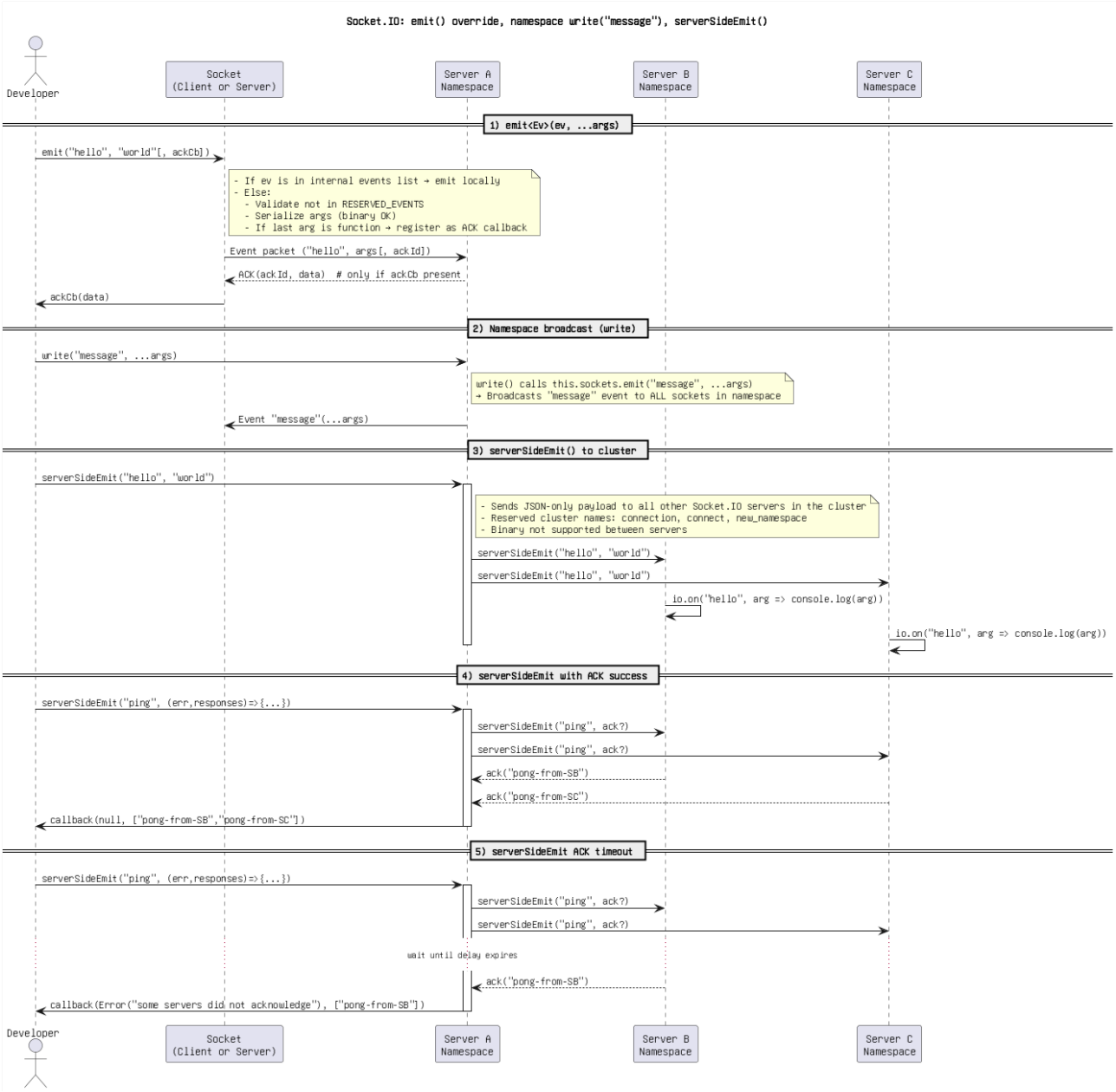


Figure 46: Socket.IO_ emit() override, namespace write(_message_), serverSideEmit().png

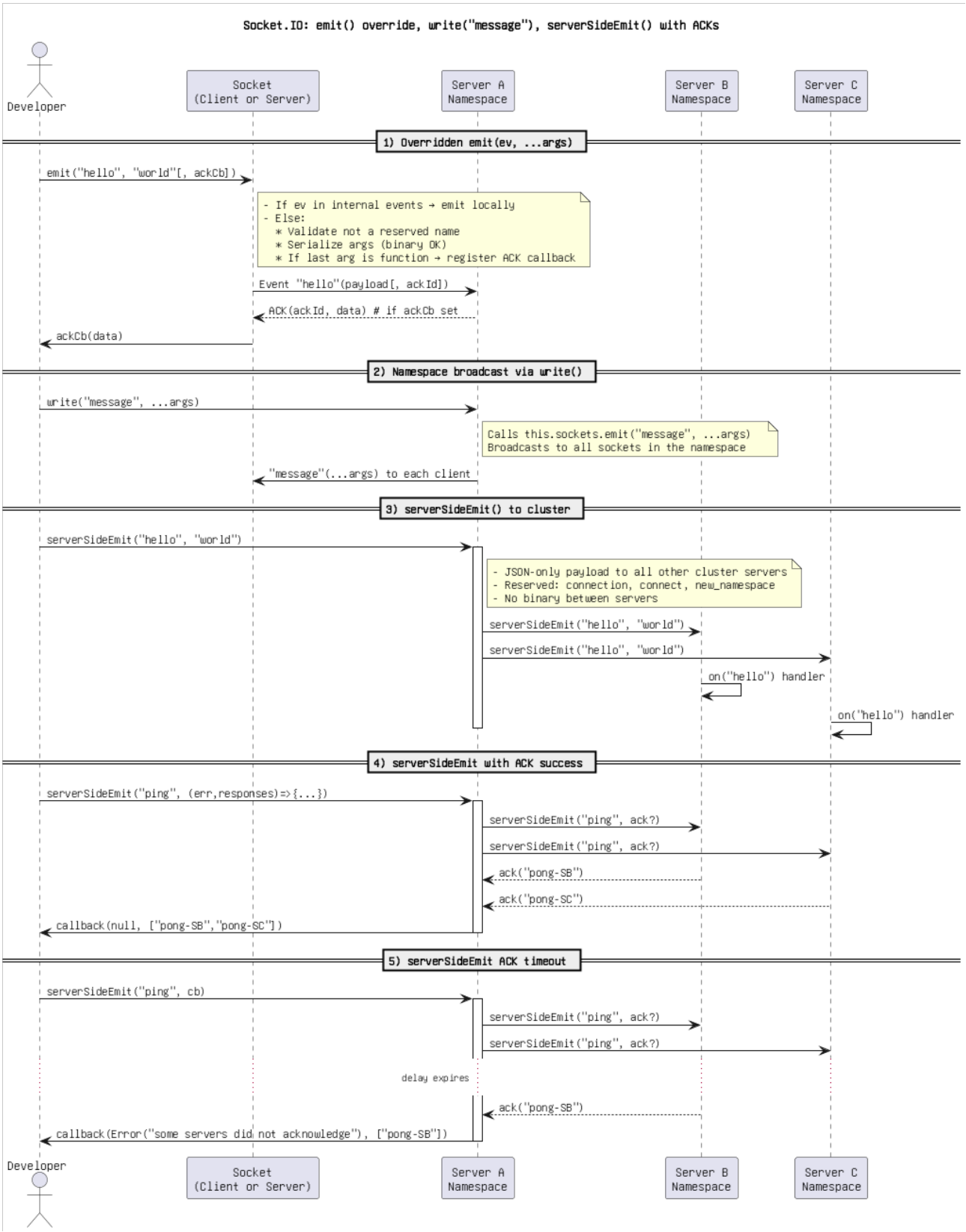


Figure 47: Socket.IO_ emit() override, write(_message_), serverSideEmit() with ACKs.png

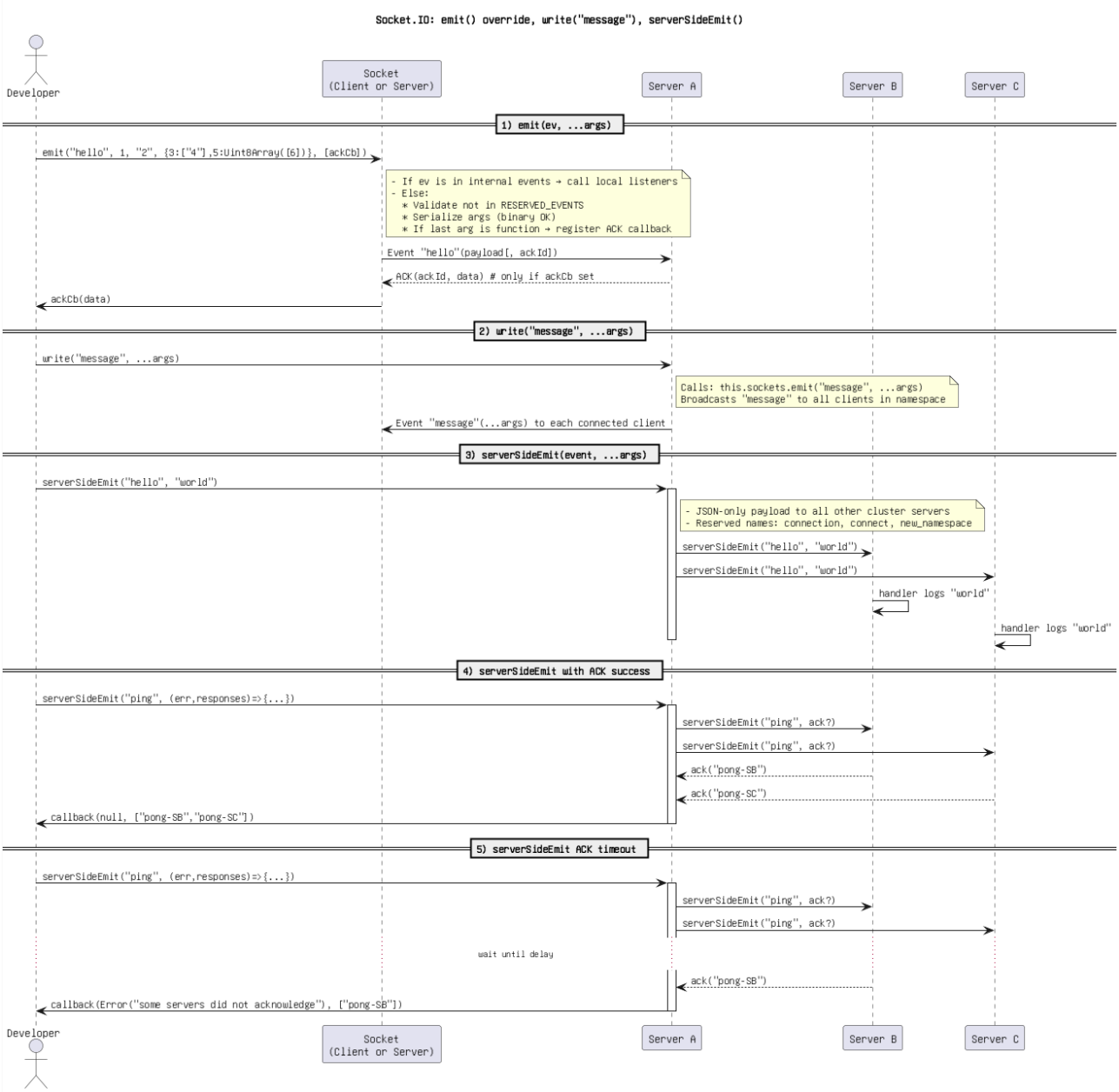


Figure 48: Socket.IO_ emit() override, write(_message_), serverSideEmit().png

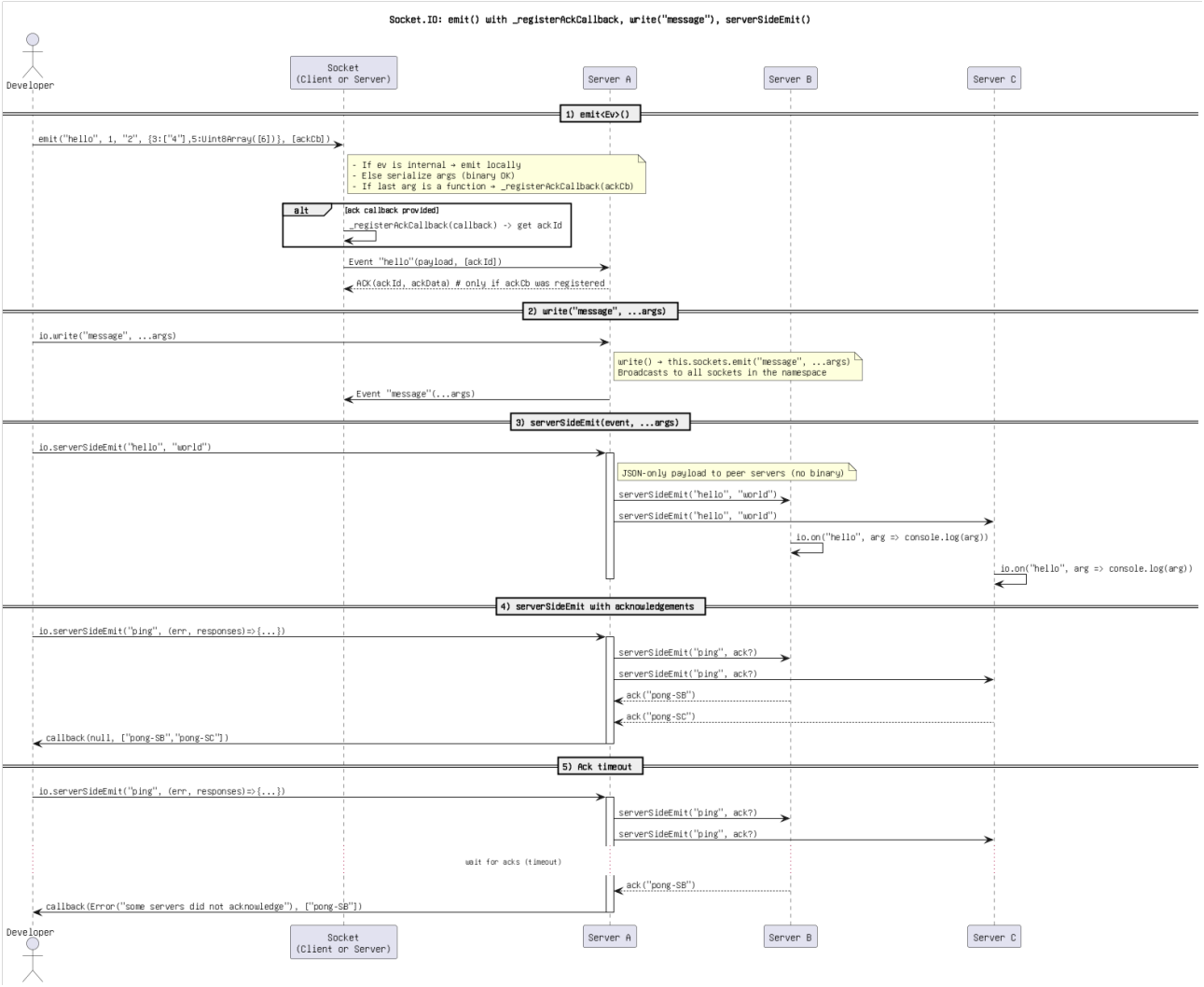


Figure 49: Socket.IO_ emit() with _registerAckCallback, write(_message_), serverSideEmit().png

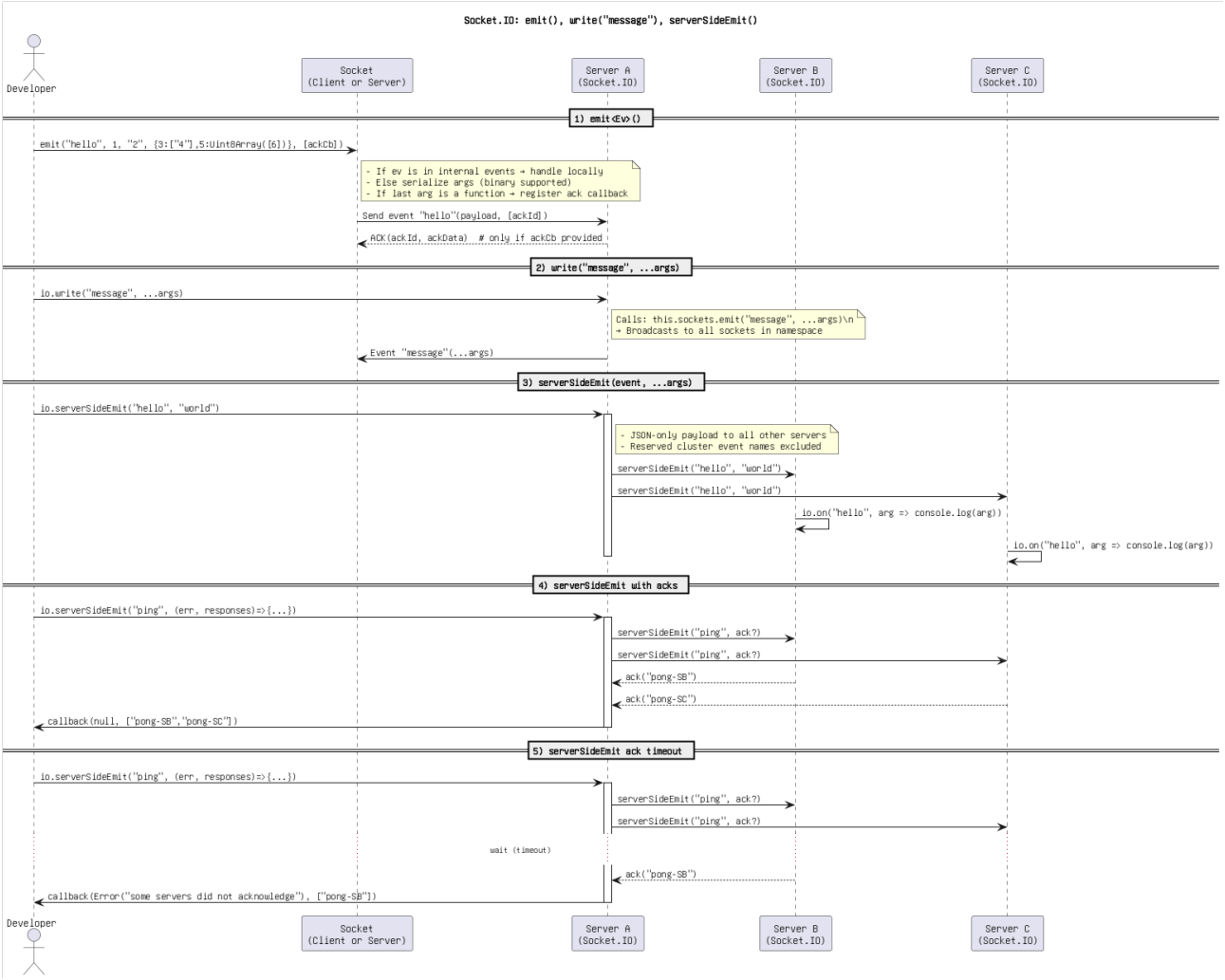


Figure 50: Socket.IO_ emit(), write(_message_), serverSideEmit().png

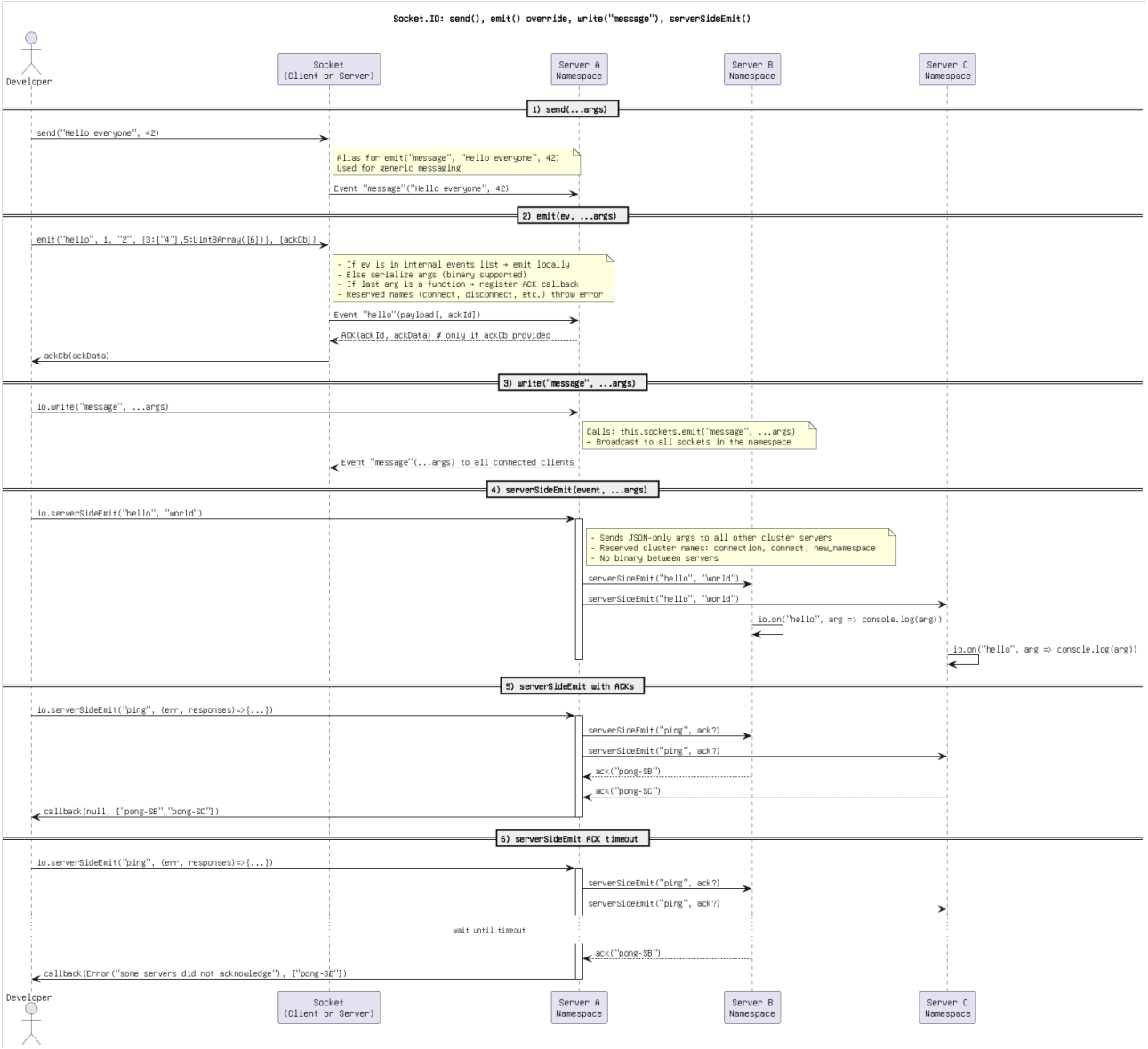


Figure 51: Socket.IO_ send(), emit() override, write(_message_), serverSideEmit().png

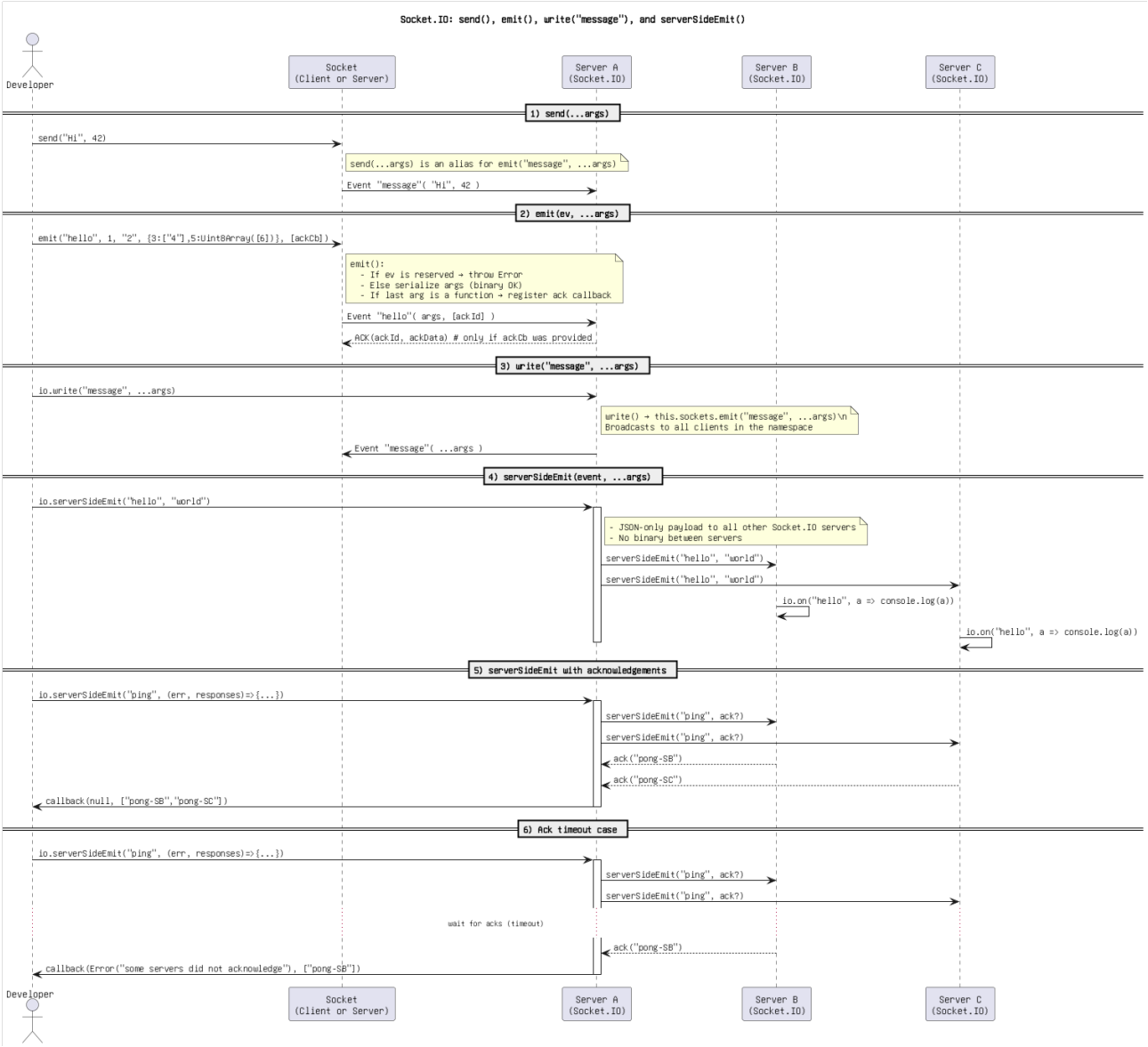


Figure 52: Socket.IO_ send(), emit(), write(_message_), and serverSideEmit().png

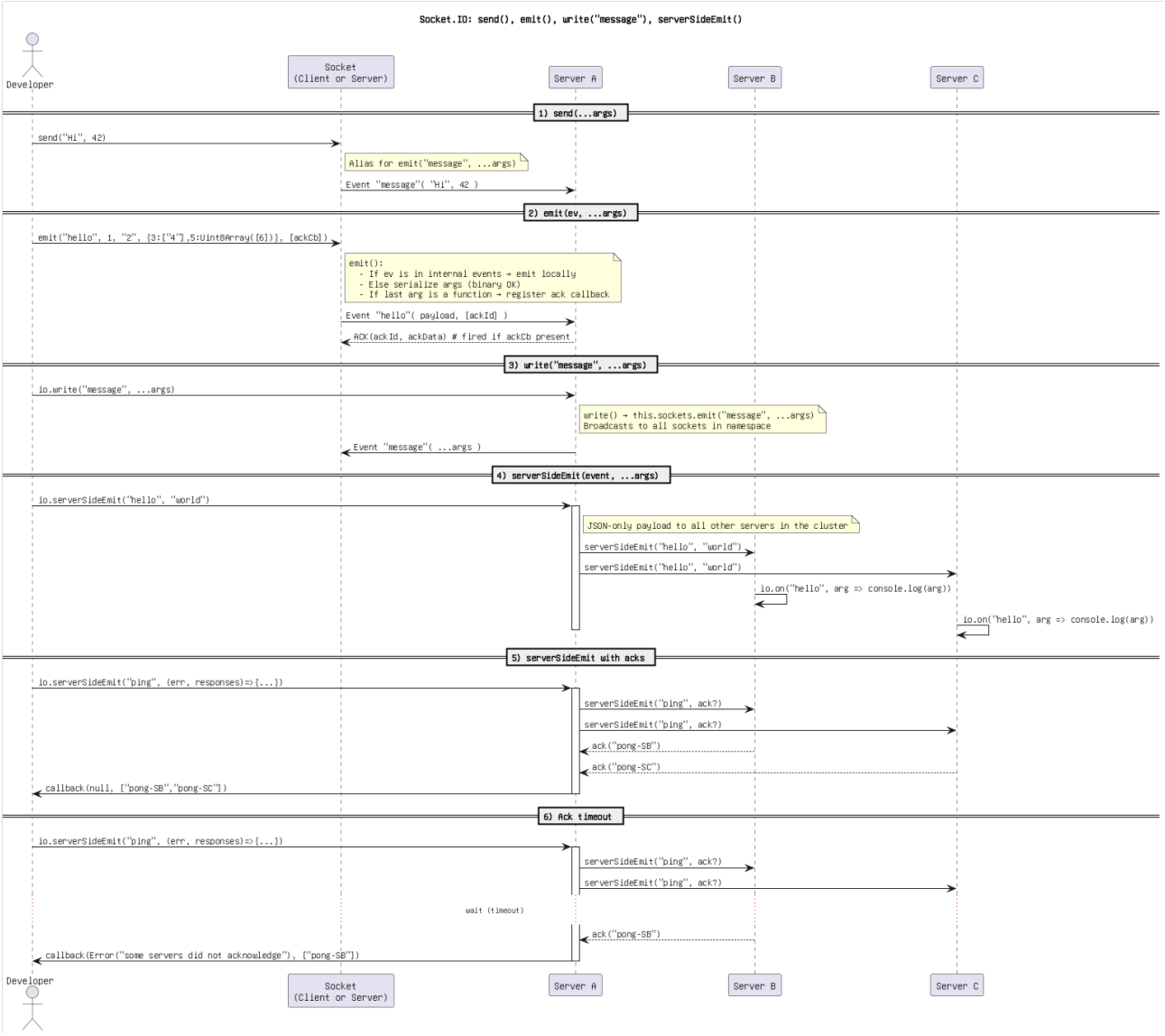


Figure 53: Socket.IO_ send(), emit(), write(_message_), serverSideEmit().png

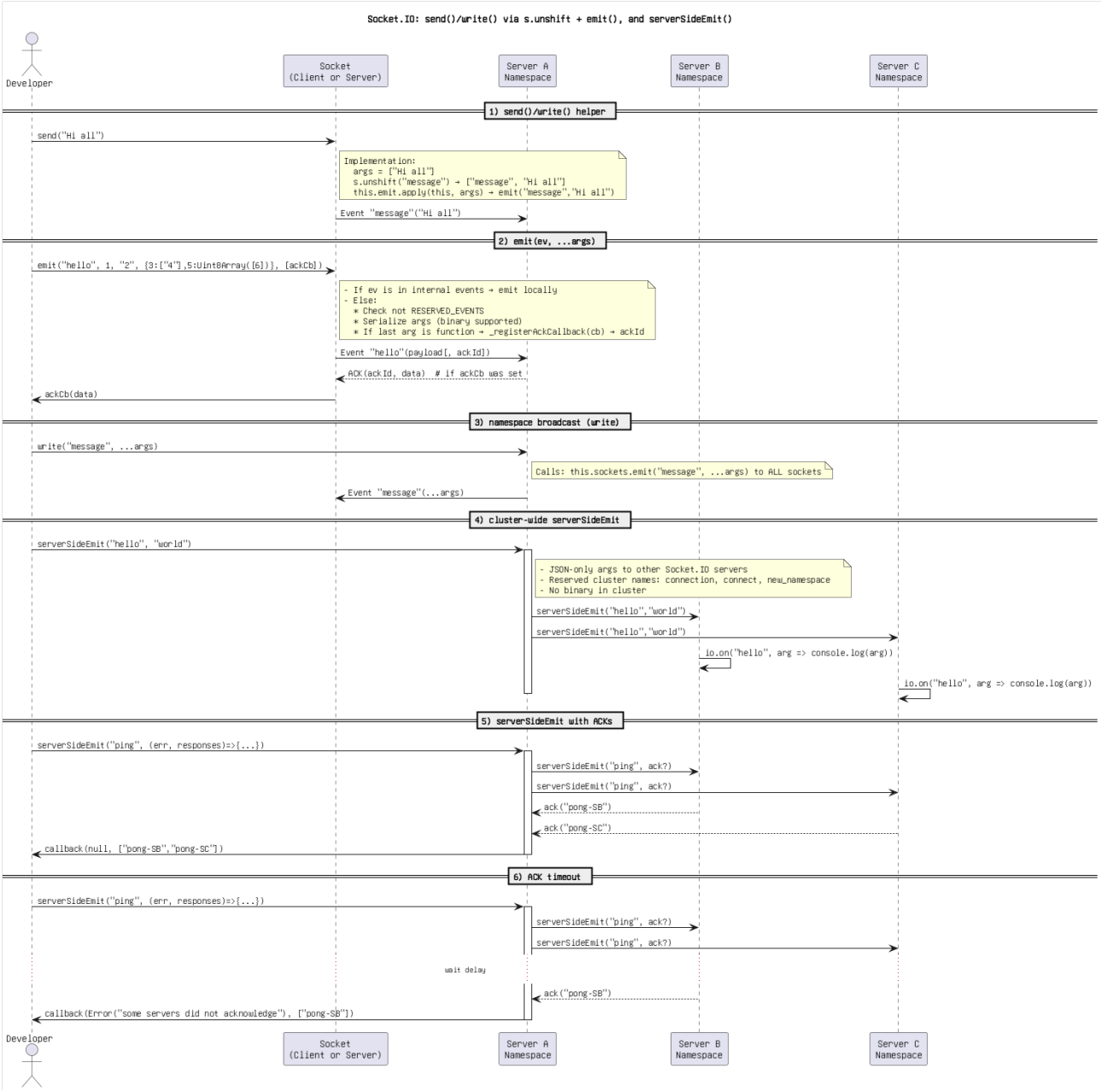
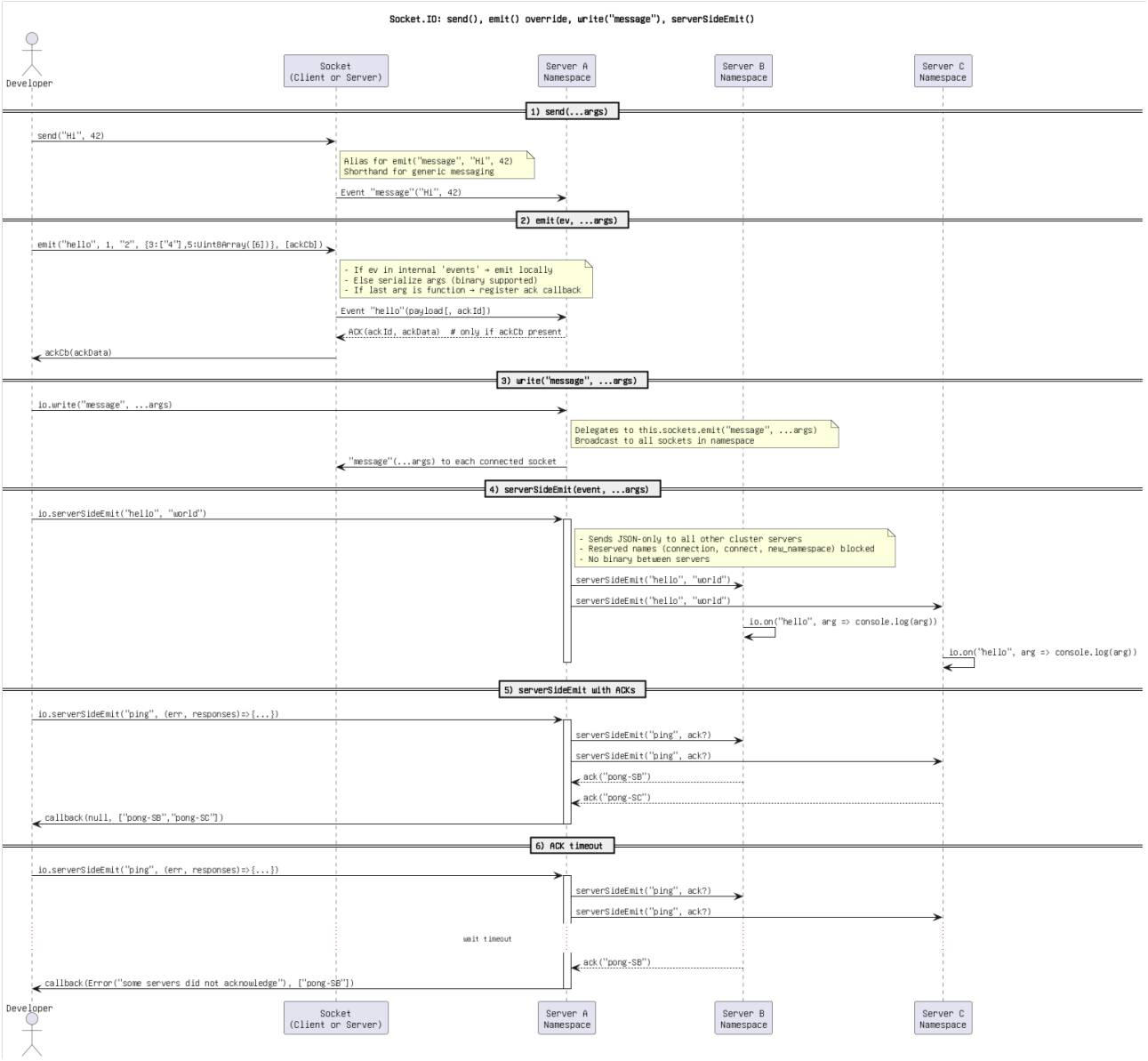


Figure 54: Socket.IO_ send()_write() via s.unshift + emit(), and serverSideEmit().png



gure 55: Untitled DiSocket.IO_ send(), emit() override, write(_message_), serverSideEmit()agram.pr

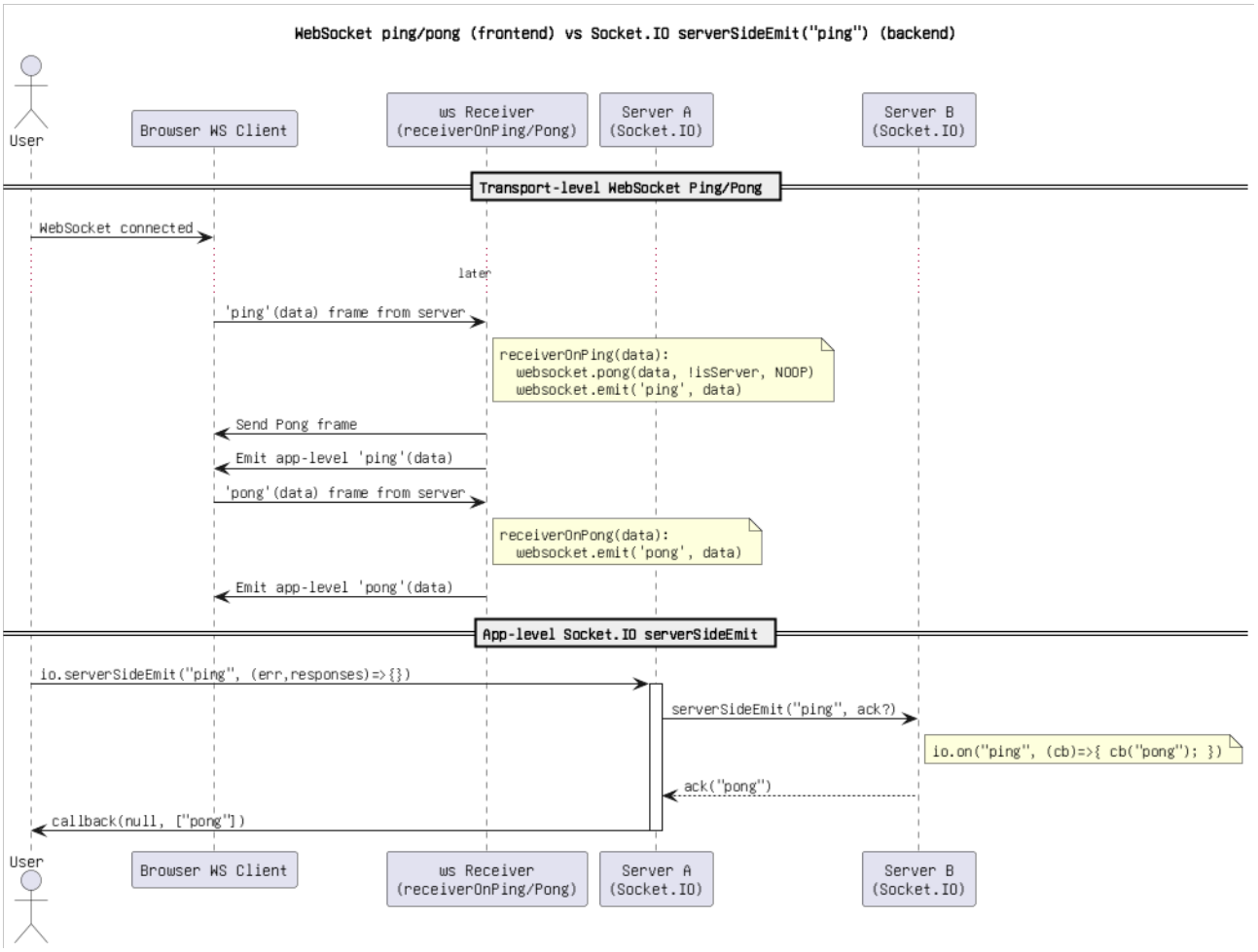
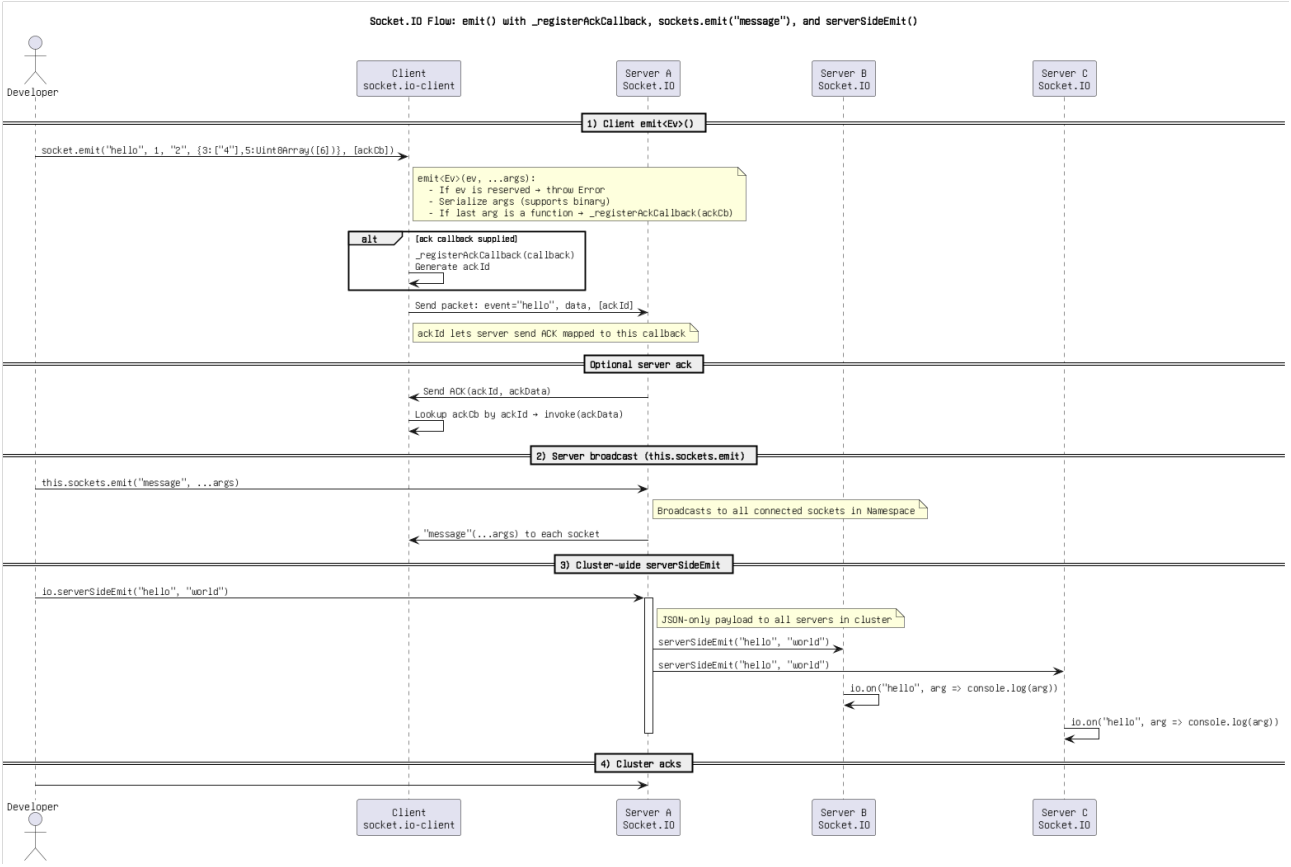
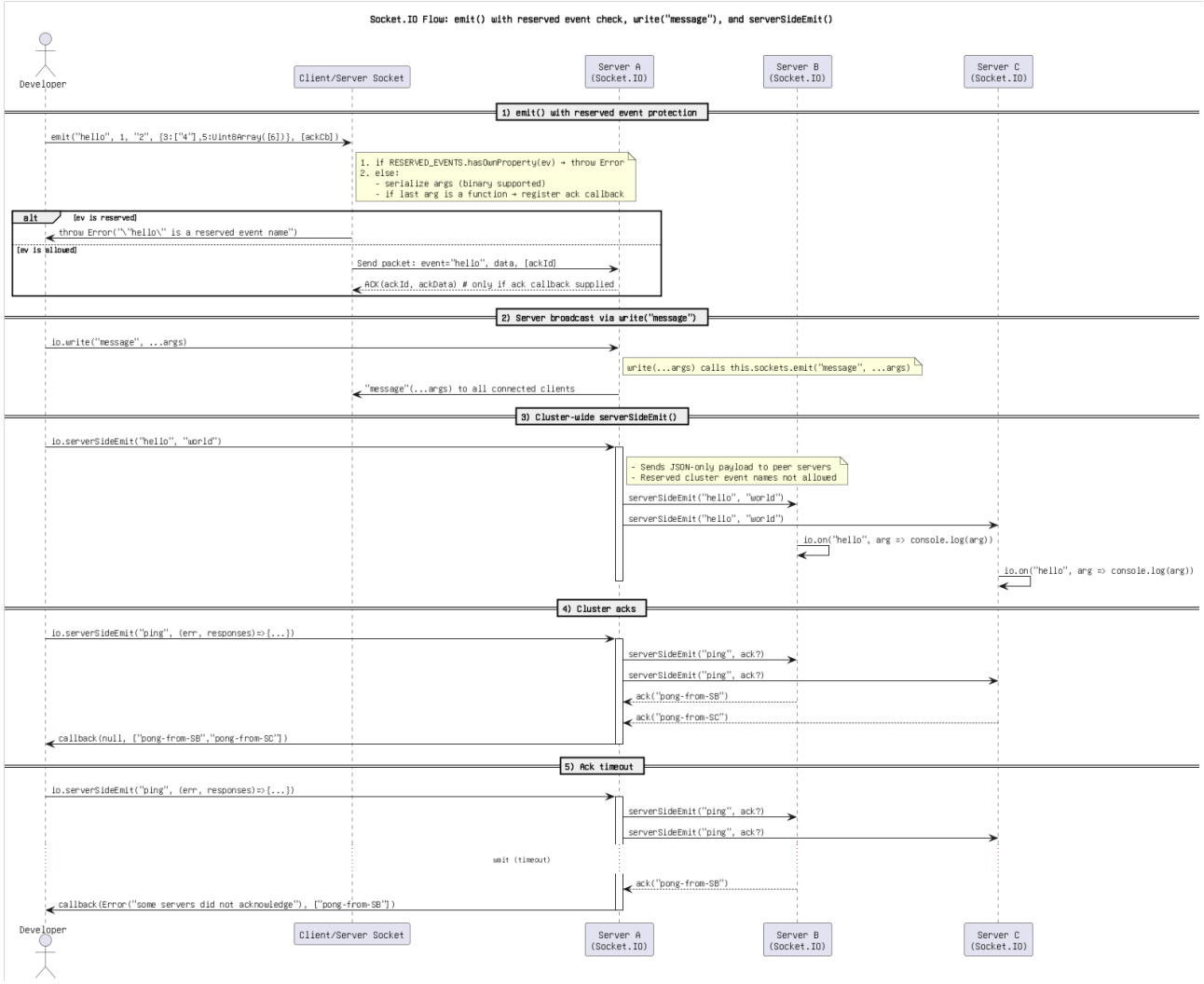


Figure 56: WebSocket ping_pong (frontend) vs Socket.IO serverSideEmit(_ping_) (backend).png



57: socket.IO Flow_ emit() with _registerAckCallback, sockets.emit(_message_), and serverSideEmi



ure 58: socket.IO Flow_ emit() with reserved event check, write(_message_), and serverSideEmit().p