Diagrama de Iteração: Lounge

Legendas:

Tipo de dados não instanciado. Entidade ativa.

Tipo de dados instanciado. Entidade ativa.

Tipo de dados instanciado. Entidade passiva.
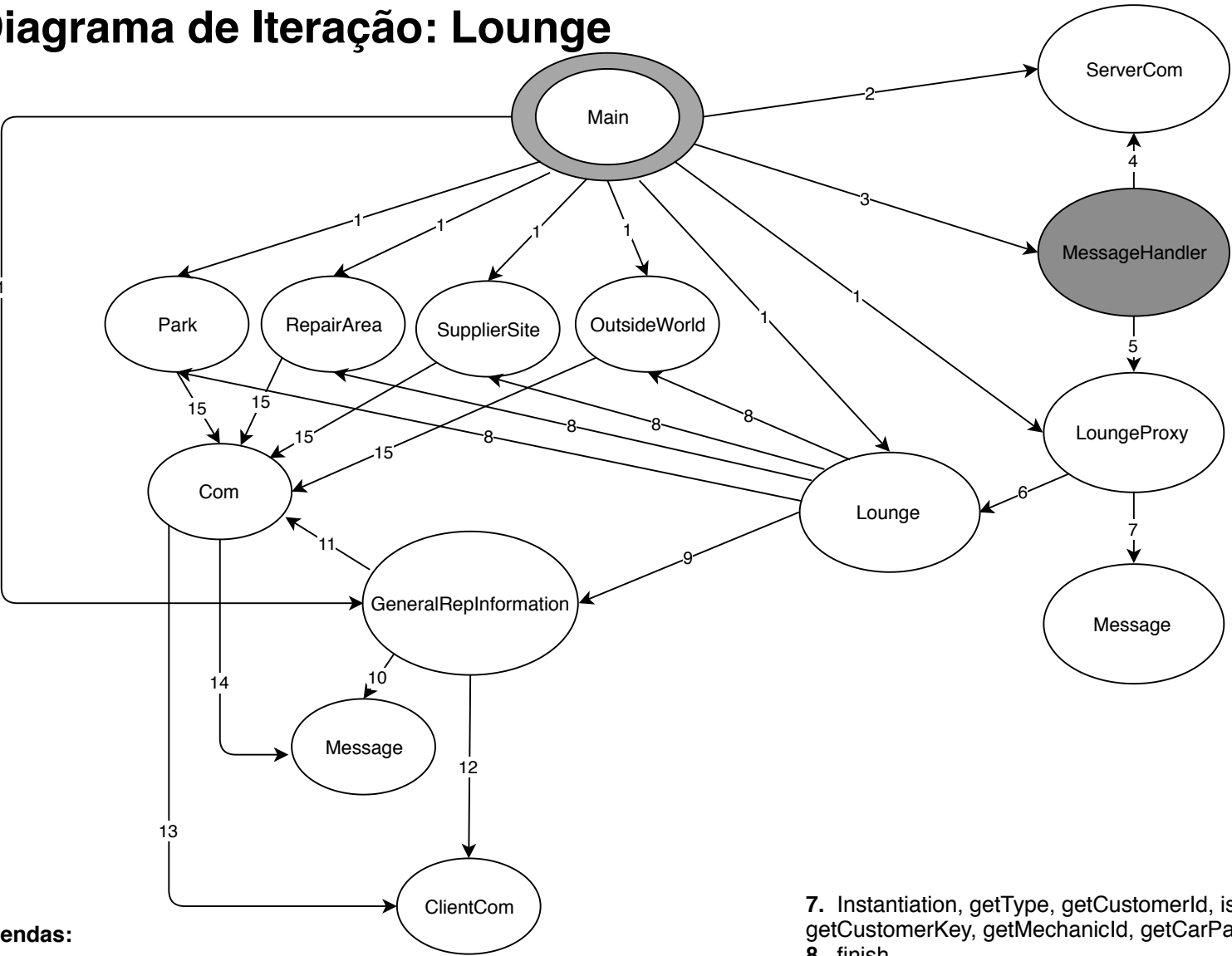
Legendas:

1. Instantiation.
2. Instantiation, start, accept.
3. Instantiation, start.
4. readObject, writeObject, close.
5. processMessage.
6. enterCustomerQueue, attendCustomer, getReplacementCarKey, returnReplacementCarKey, exitLounge, giveManagerCarKey, payForTheService, getCarToRepairKey, requestPart, registerStockRefill, checksPartsRequest, alertManagerRepairDone, readyToDeliverKey, requestedNumberPart, allDone, getCustomerFromKey, isCustomerFixedCarKeysEmpty, getFixedCarKey, finish.

7. Instantiation, getType, getCustomerId, isPayment, getReplacementCarKey, getCustomerKey, getMechanicId, getCarPart, getNumPart.
8. finish.
9. setStateManager, setStateCustomer, setStateMechanic, setCustomerNeedsReplacement, addCustomersQueue, removeCustomerQueue, addCustomersReplacementQueue, removeCustomersReplacementQueue, setNumReplacementParked, setNumCarWaitingPart, setFlagMissingPart, finish
10. Instantiation
11. openChannel, expectMessageType.
12. writeObject
13. Instantiation, open, close, readObject
14. Instantiation, getType.
15. finish