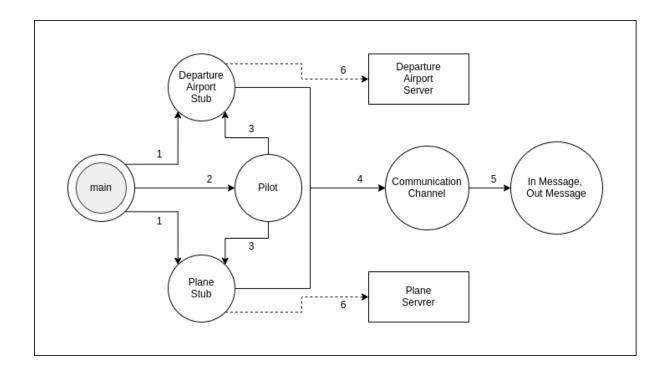
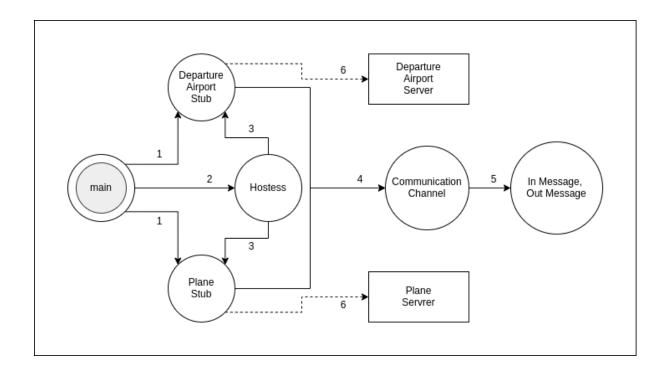
Interaction Diagram of Pilot



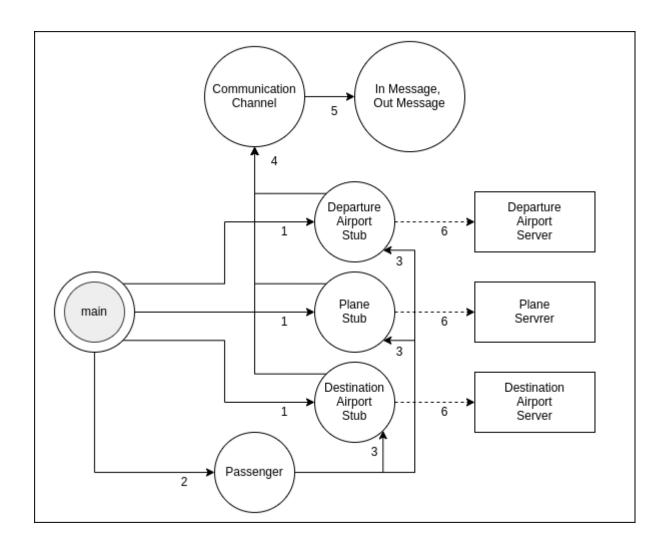
- 1. instantiate, start, join
- 2. instantiate, possible parameter communication for initialization, shutdown
- 3. send actions to shared regions and receive reply
- 4. instantiate, open, close, writeObject, readObject
- 5. instantiate, get message
- 6. send and receive messages by socket

Interaction Diagram of Hostess



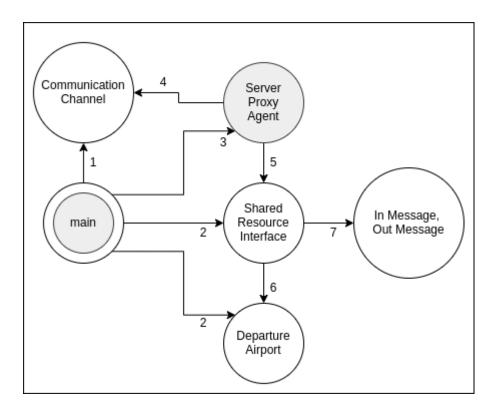
- 1. instantiate, start, join
- 2. instantiate, possible parameter communication for initialization, shutdown
- 3. send actions to shared regions and receive reply
- 4. instantiate, open, close, writeObject, readObject
- 5. instantiate, get message
- 6. send and receive messages by socket

Interaction Diagram of Passenger



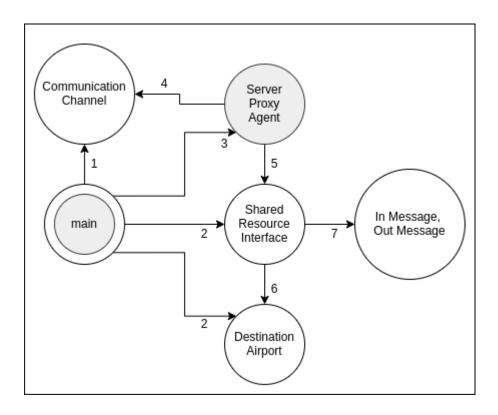
- 1. instantiate, start, join
- 2. instantiate, possible parameter communication for initialization, shutdown
- 3. send actions to shared regions and receive reply
- 4. instantiate, open, close, writeObject, readObject
- 5. instantiate, get message
- 6. send and receive messages by socket

Interaction Diagram of Departure Airport



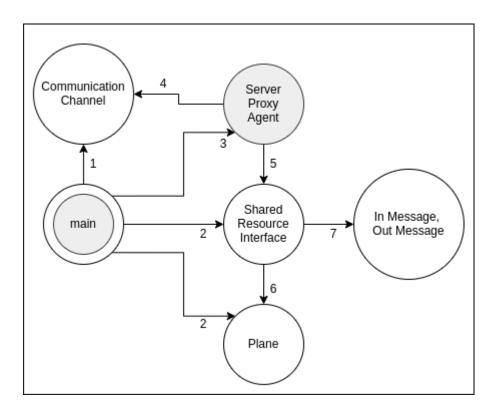
- 1. instantiate, start, end, accept
- 2. instantiate
- 3. instantiate, start
- 4. readObject, writeObject, close
- 5. process and reply the messages
- 6. call shared region methods
- 7. instantiate, get message

Interaction Diagram of Destination Airport



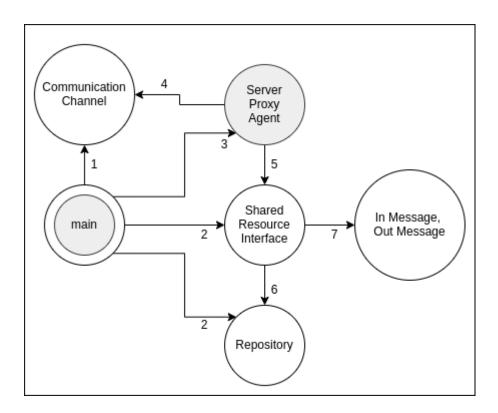
- 1. instantiate, start, end, accept
- 2. instantiate
- 3. instantiate, start
- 4. readObject, writeObject, close
- 5. process and reply the messages
- 6. call shared region methods
- 7. instantiate, get message

Interaction Diagram of Plane



- 1. instantiate, start, end, accept
- 2. instantiate
- 3. instantiate, start
- 4. readObject, writeObject, close
- 5. process and reply the messages
- 6. call shared region methods
- 7. instantiate, get message

Interaction Diagram of Repository



- 1. instantiate, start, end, accept
- 2. instantiate
- 3. instantiate, start
- 4. readObject, writeObject, close
- 5. process and reply the messages
- 6. call shared region methods
- 7. instantiate, get message