General Repository Server
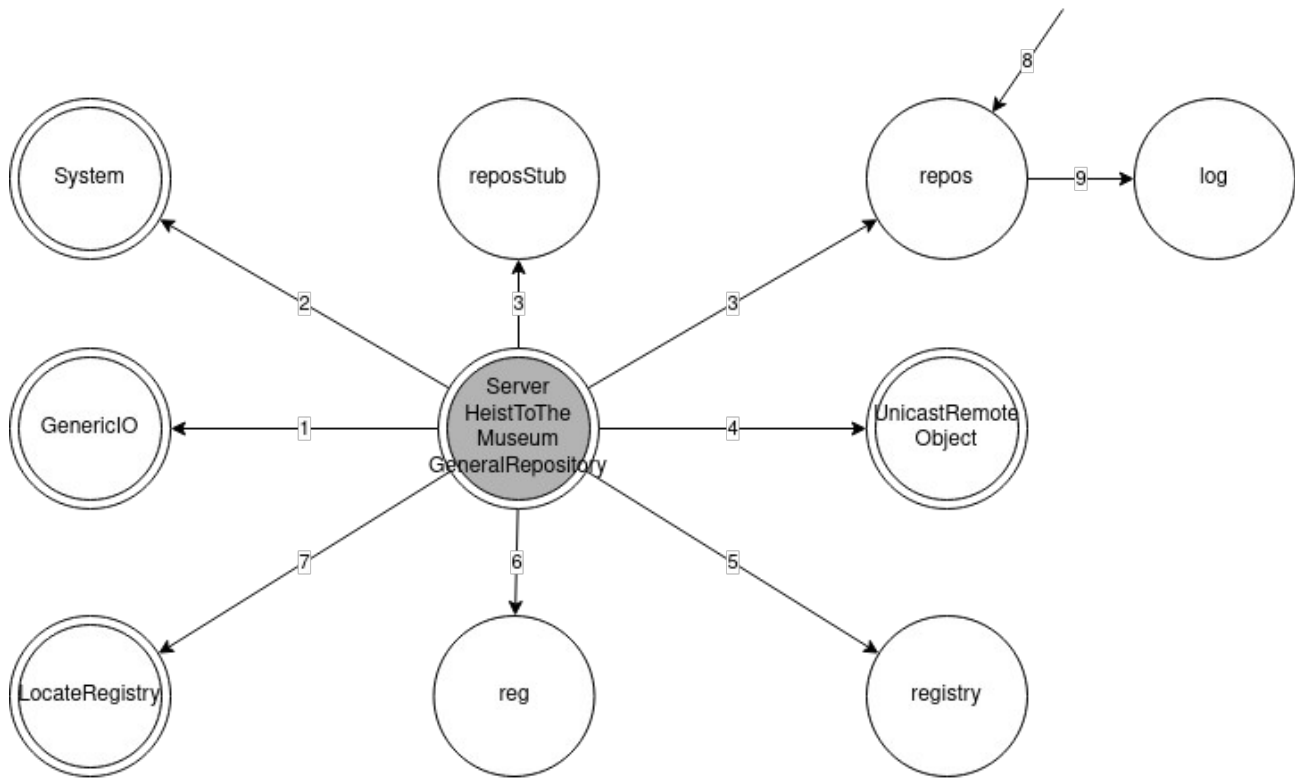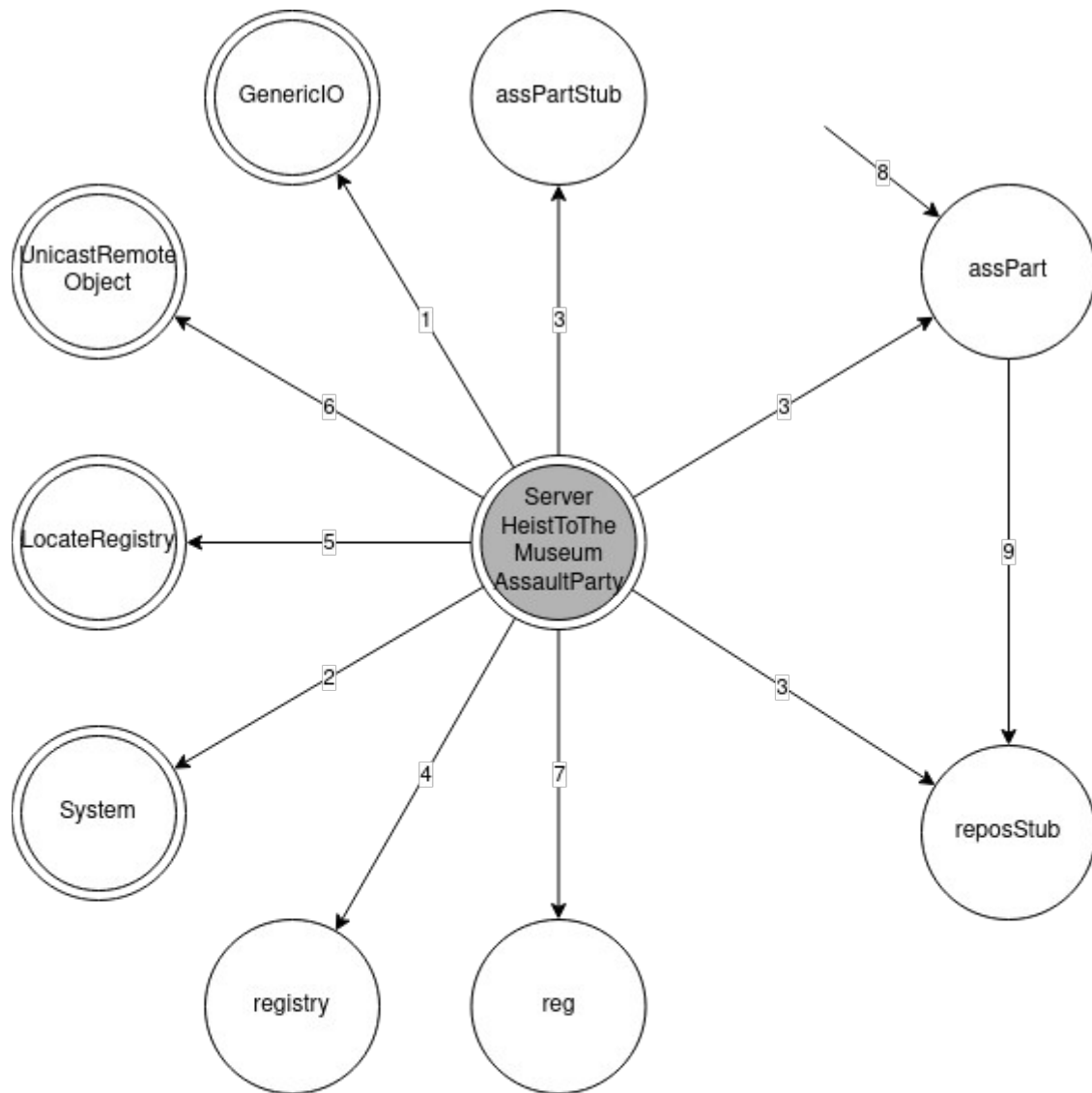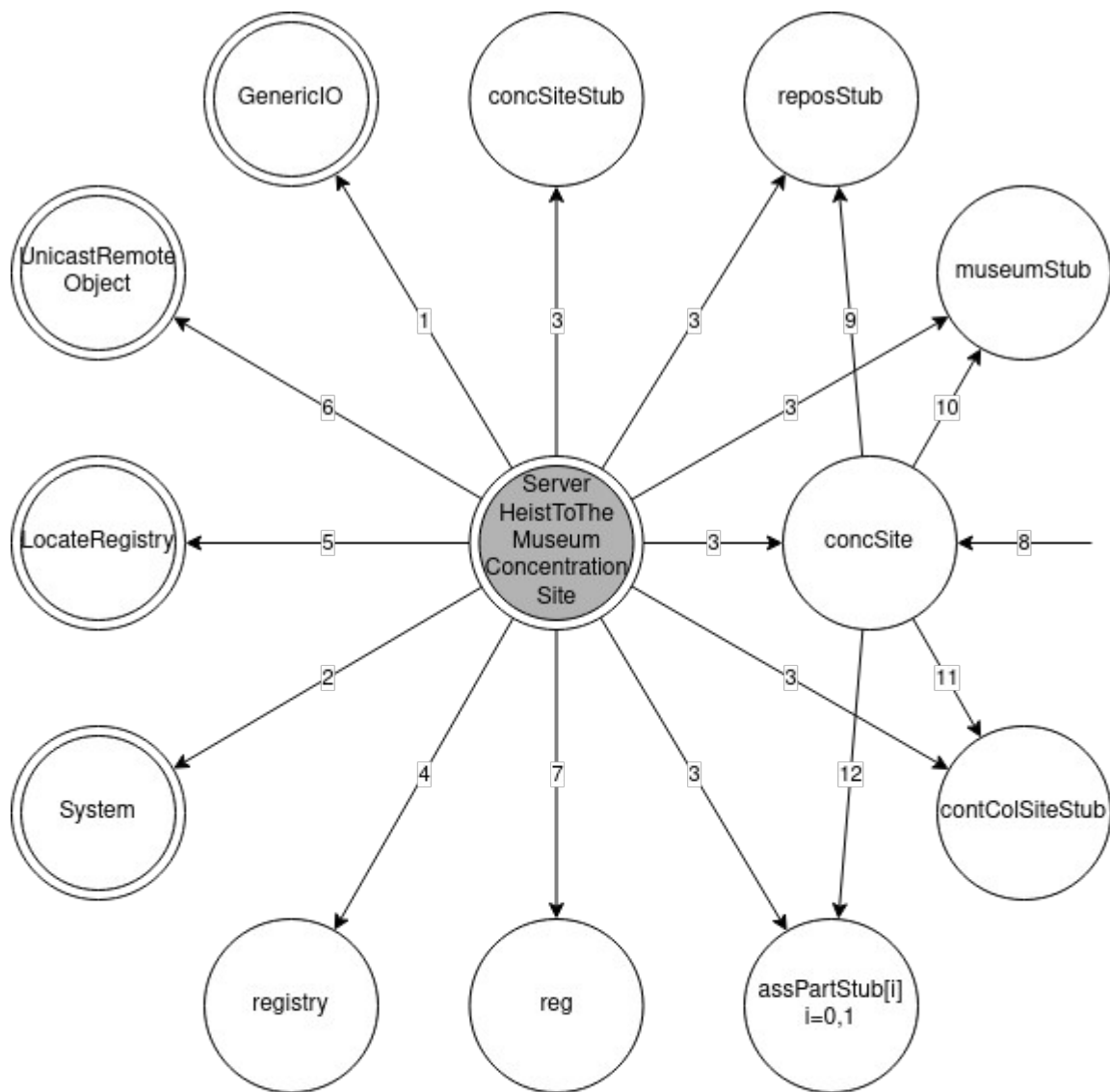

1. writeInString
2. getSecurityManager, setSecurityManager
3. instantiate
4. exportObject, unexportObject
5. instantiate, lookup
6. instantiate, bind
7. getRegistry
8. setMasterThiefState, setOrdinaryThiefState, setAssaultPartyRoomId, setAssaultPartyElementId, setAssaultPartyElementPosition, setAssaultPartyElementCanvas, endAssaultPartyElementMission, initSimul, shutdown
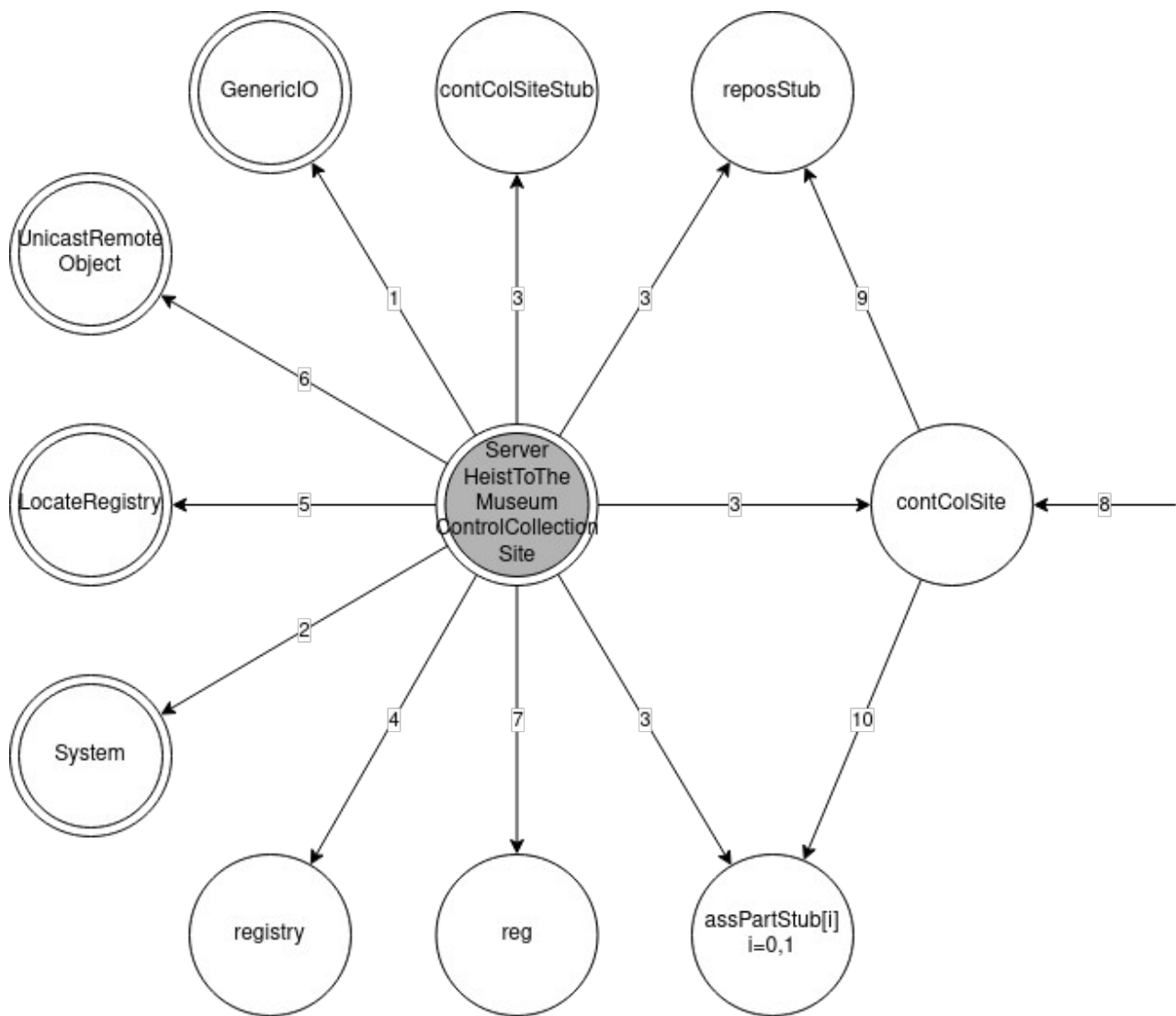9. instantiate, openForWriting,writeInString,close,openForAppending

Assault Party Server

1. writeInString
2. getSecurityManager, setSecurityManager
3. instantiate
4. instantiate, lookup
5. getRegistry
6. exportObject, unexportObject
7. instantiate, bind, unbind
8. sendAssaultParty, crawlIn, reverseDirection, crawlOut, setTargetRoom, getTargetRoom, setTargetRoomDistance, isAvailable, isFull, joinAssaultParty, quitAssaultParty, setHoldingCanvas, isHoldingCanvas, getThiefElement, shutdown
9. setMasterThiefState, setAssaultPartyElementPosition, setOrdinaryThiefState

Concentration Site Server

1. writeInString
2. getSecurityManager, setSecurityManager
3. instantiate
4. instantiate, lookup
5. getRegistry
6. exportObject, unexportObject
7. instantiate, bind, unbind
8. amINeeded, prepareAssaultParty, prepareExcursion, sumUpResults, shutdown
9. setOrdinaryThiefState, setMasterThiefState, setAssaultPartyRoomId, setAssaultPartyElementId
10. getRoomDistance
11. setThiefToParty
12. getTargetRoom, setHoldingCanvas, getThiefElement

Control Collection Site Server

GenericIO

contColSiteStub

reposStub

UnicastRemote Object

Server HeistToThe Museum ControlCollection Site

LocateRegistry

contColSite

System
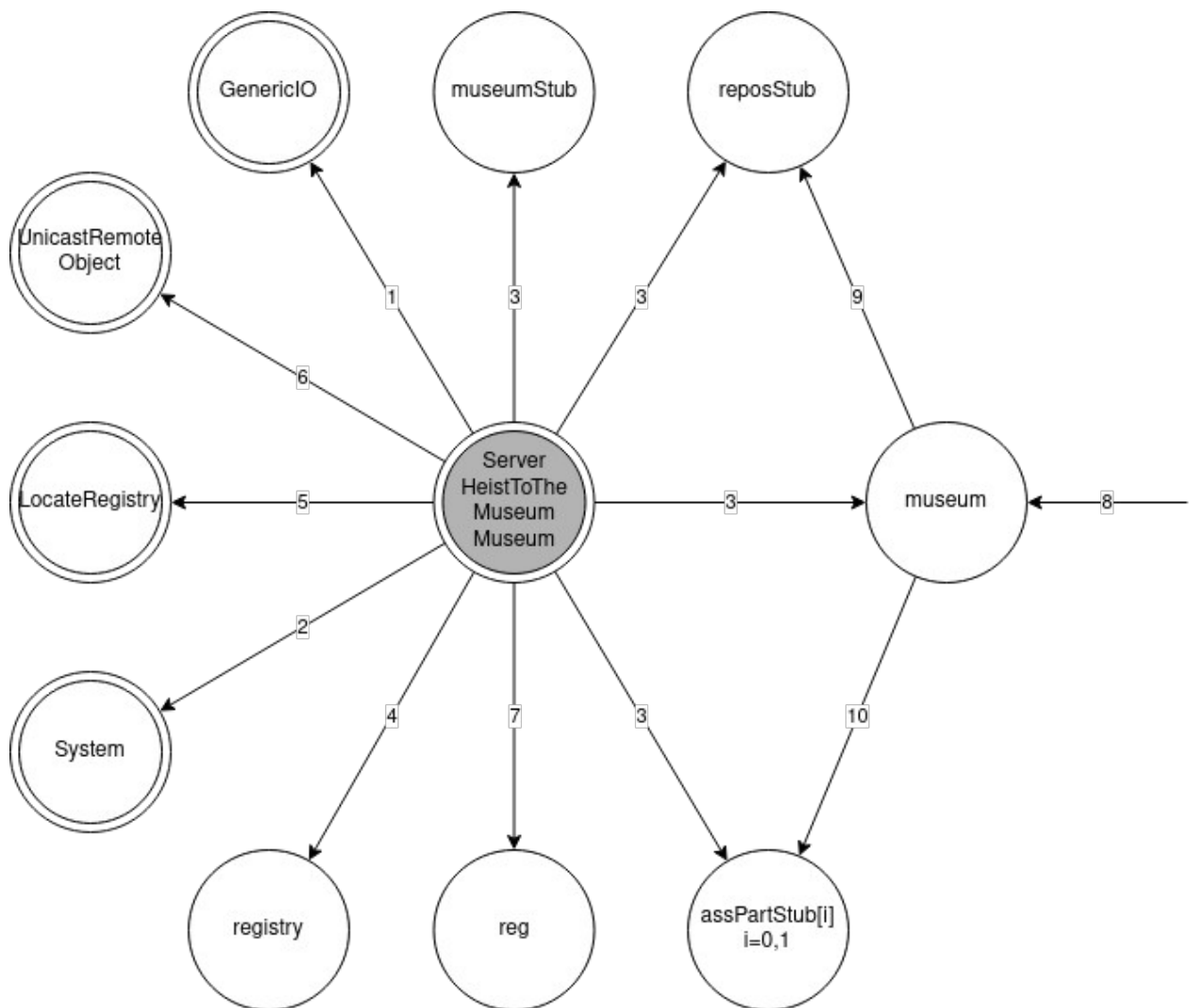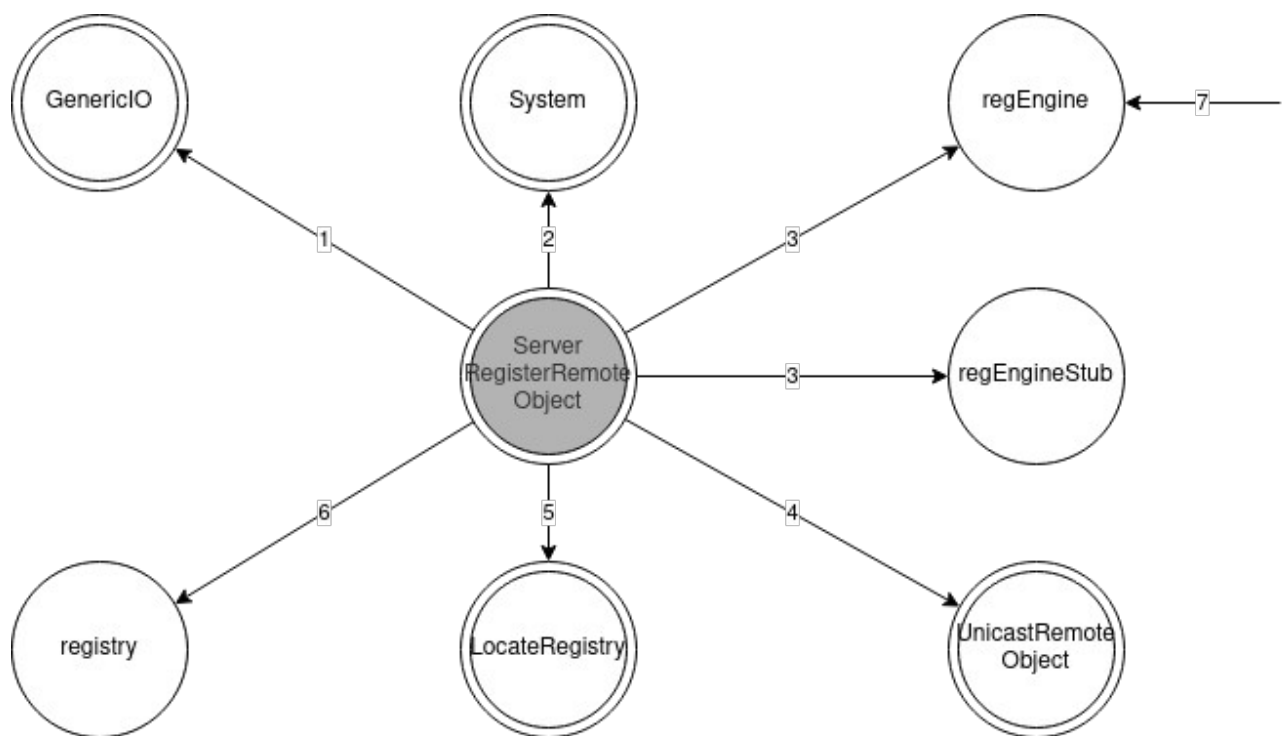
registry

reg

assPartStub[i] i=0,1

1. writeInString
2. getSecurityManager, setSecurityManager
3. instantiate
4. instantiate, lookup
5. getRegistry
6. exportObject, unexportObject
7. instantiate, bind, unbind
8. startOperations, appraiseSit, takeARest, handACanvas, collectACanvas, getAvailableAssaultParty, getAvailableRoom, setThiefToParty, shutdown
9. setMasterThiefState, endAssaultPartyElementMission
10. getTargetRoom, isHoldingCanvas, getThiefElement, quitAssaultParty, isAvailable

Museum Server

1. writeInString
2. getSecurityManager, setSecurityManager
3. instantiate
4. instantiate, lookup
5. getRegistry
6. exportObject, unexportObject
7. instantiate, bind, unbind
8. rollACanvas, getRoomDistance, setRoomInfo, shutdown
9. setAssaultPartyElementCanvas
10. getTargetRoom, setHoldingCanvas, getThiefElement

Register Remote Object Server

GenericIO

System

regEngine

Server RegisterRemote Object

regEngineStub

registry

LocateRegistry

UnicastRemote Object

1. writeInString
2. getSecurityManager, setSecurityManager
3. instantiate
4. exportObject
5. getRegistry
6. instantiate, rebind
7. bind, unbind, rebind

Client
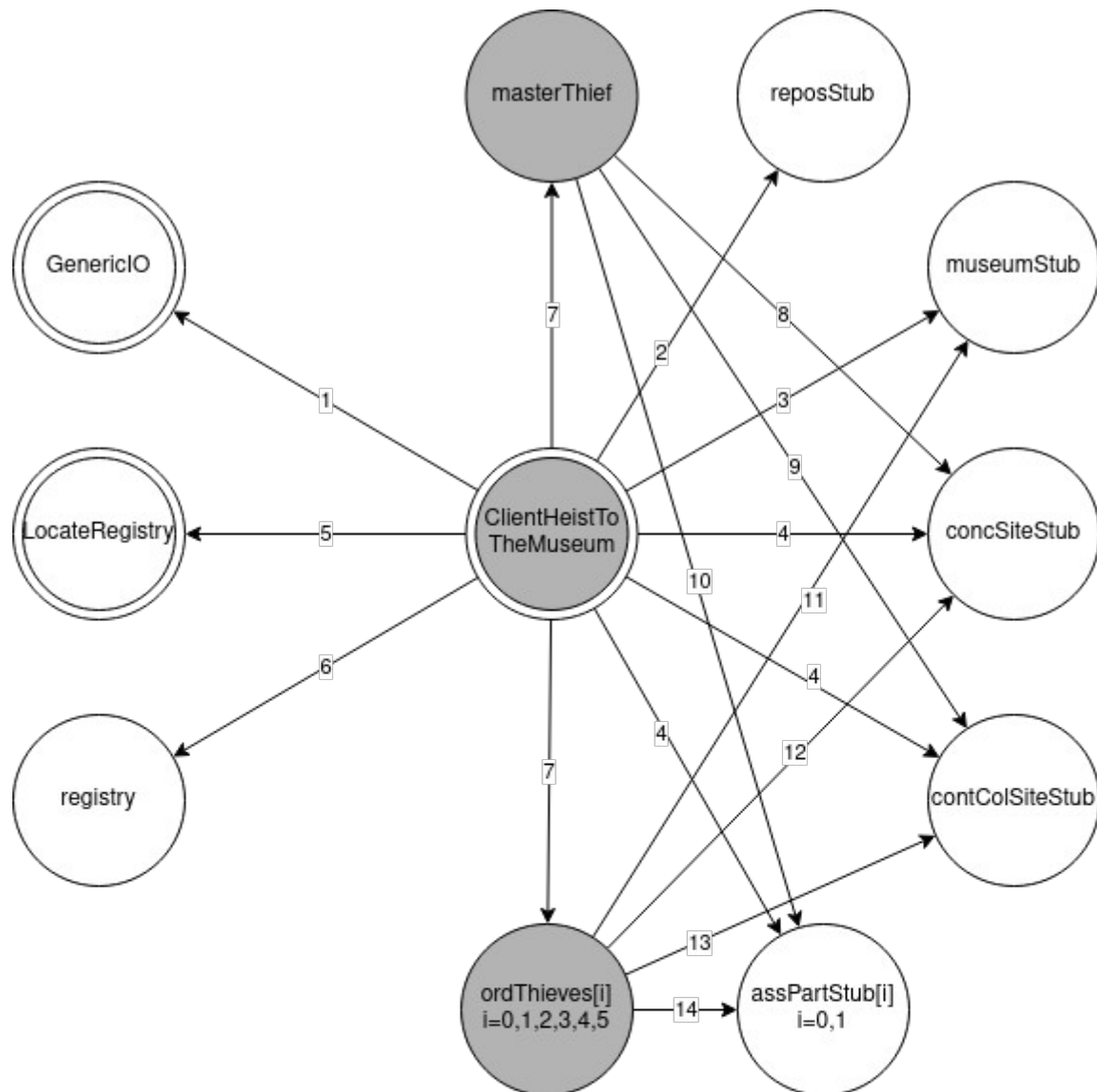
1. writeInString
2. instantiate, initSimul, shutdown
3. instantiate, setRoomInfo, shutdown
4. instantiate, shutdown
5. getRegistry
6. instantiate, lookup
7. instantiate, start, join
8. prepareAssaultParty, sumUpResults
9. startOperations, appraiseSit, getAvailableAssaultParty, getAvailableRoom, takeARest, collectACanvas
10. sendAssaultParty
11. rollACanvas
12. amINeeded, prepareExcursion
13. handACanvas
14. crawlIn, reverseDirection, crawlOut