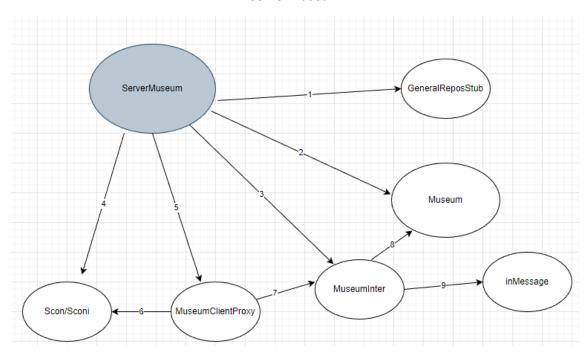
Mestrado em Engenharia de Computadores e Telemática

SD Assigment 2

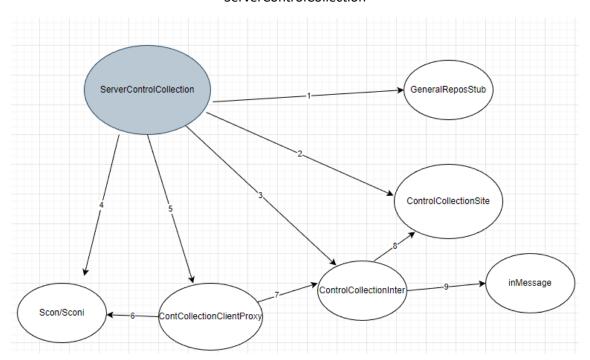
Diogo Torrinhas nº98440, João Torrinhas nº98435

ServerMuseum



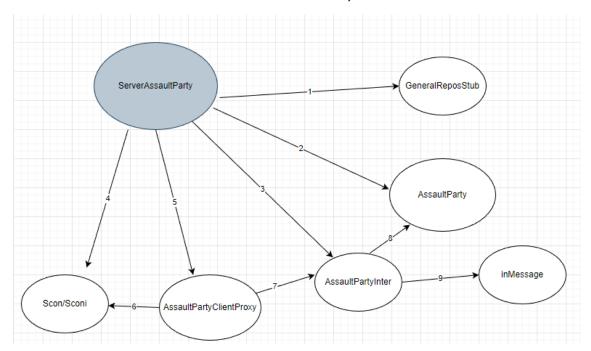
- 1- instantiate
- 2- instantiate
- 3- instantiate
- 4- instantiate, start, accept
- 5- instantiate, start
- 6-ReadObject, WriteObject, Close
- 7- ProcessAndReply
- 8- RollACanvas
- 9-Instatiate, getMsgType

ServerControlCollection



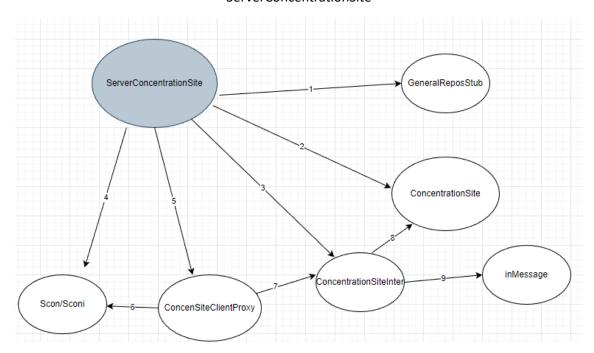
- 1- instantiate
- 2- instantiate
- 3- instantiate
- 4- instantiate, start, accept
- 5- instantiate, start
- 6- ReadObject, WriteObject, Close
- 7- ProcessAndReply
- 8- startOperations, takeARest, CollectACanvas, getRoomIdx, HandACanvas
- 9- Instatiate, getMsgType

${\sf ServerAssaultParty}$



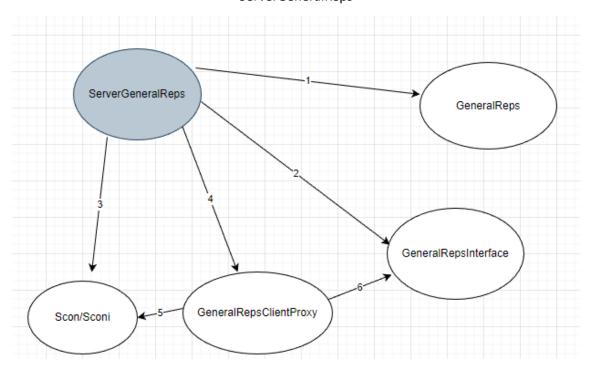
- 1- instantiate
- 2- instantiate
- 3- instantiate
- 4- instantiate, start, accept
- 5- instantiate, start
- 6- ReadObject, WriteObject, Close
- 7- ProcessAndReply
- 8- AssignAMember, ReverseDirection, CrawlIn. CrawlOut, SendAssaultParty, GetRoom
- 9- Instatiate, getMsgType

ServerConcentrationSite



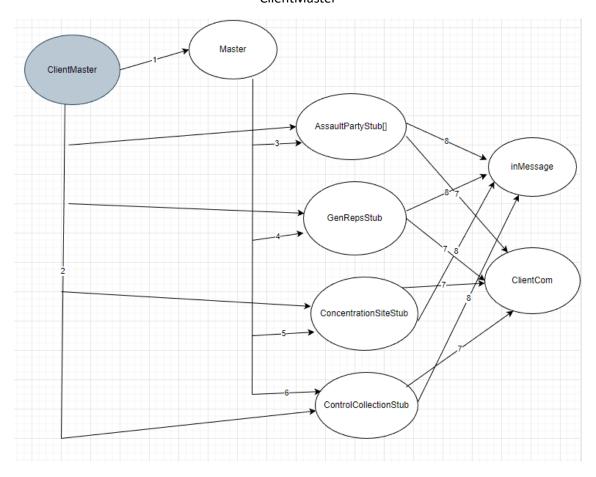
- 1- instantiate
- 2- instantiate
- 3- instantiate
- 4- instantiate, start, accept
- 5- instantiate, start
- 6- ReadObject, WriteObject, Close
- 7- ProcessAndReply
- 8-PrepareExcursion, AmINeeded, PrepareAssaultParty, SumUpResults, GetAssaultParty, AppraiseSit, EndOperations
- 9- Instatiate, getMsgType

Server General Reps



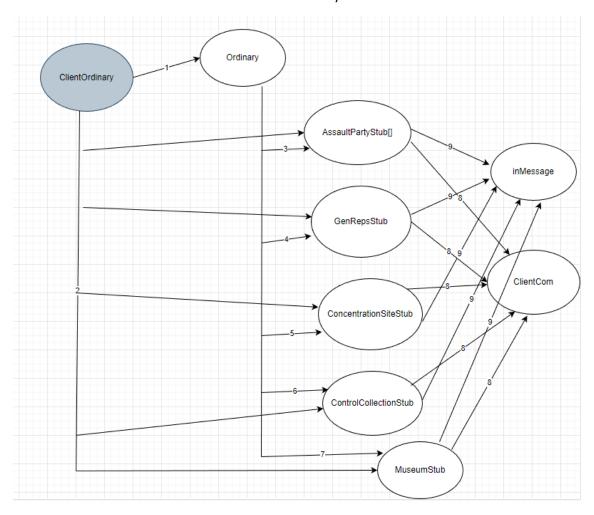
- 1- Instantiate
- 2- Instantiate
- 3- Instatiate, start, accept
- 4- Instatiate, start,
- 5- ReadObject, WriteObject, Close
- 6- ProcessAndReply

ClientMaster



- 1-Instantiate, start
- 2-Instantiate
- 3-Instantiate, SendAssaultParty
- 4-Instantiate
- 5- AppraiseSit, PrepareAssaultParty, SumUpResults, GetRoom, GetAssaultParty
- 6-TakeARest, CollectACanvas, StartOperations
- 7-Instantiate, Open, ReadObject, WriteObject, Close
- 8-Instantiate, getMsgType

ClientOrdinary



- 1- Instantiate, start
- 2- Instantiate
- 3- Instantiate, ReverseDirection, CrawlIn, CrawlOut, getRoom
- 4-Instantiate, getOrdinaryMd
- 5-AmINeeded, PrepareExcursion
- 6-HandACanvas
- 7-RollACanvas
- 8- Instantiate, Open, ReadObject, WriteObject, Close
- 9- Instantiate, getMsgType