

Protocols : TCP

send instructions to the agent

Copmleted flight informations

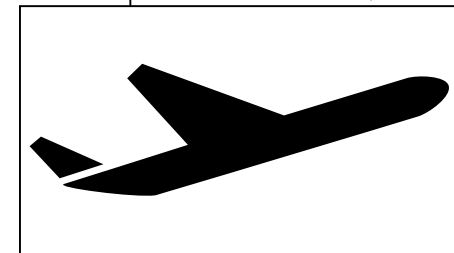
as a serializable Object

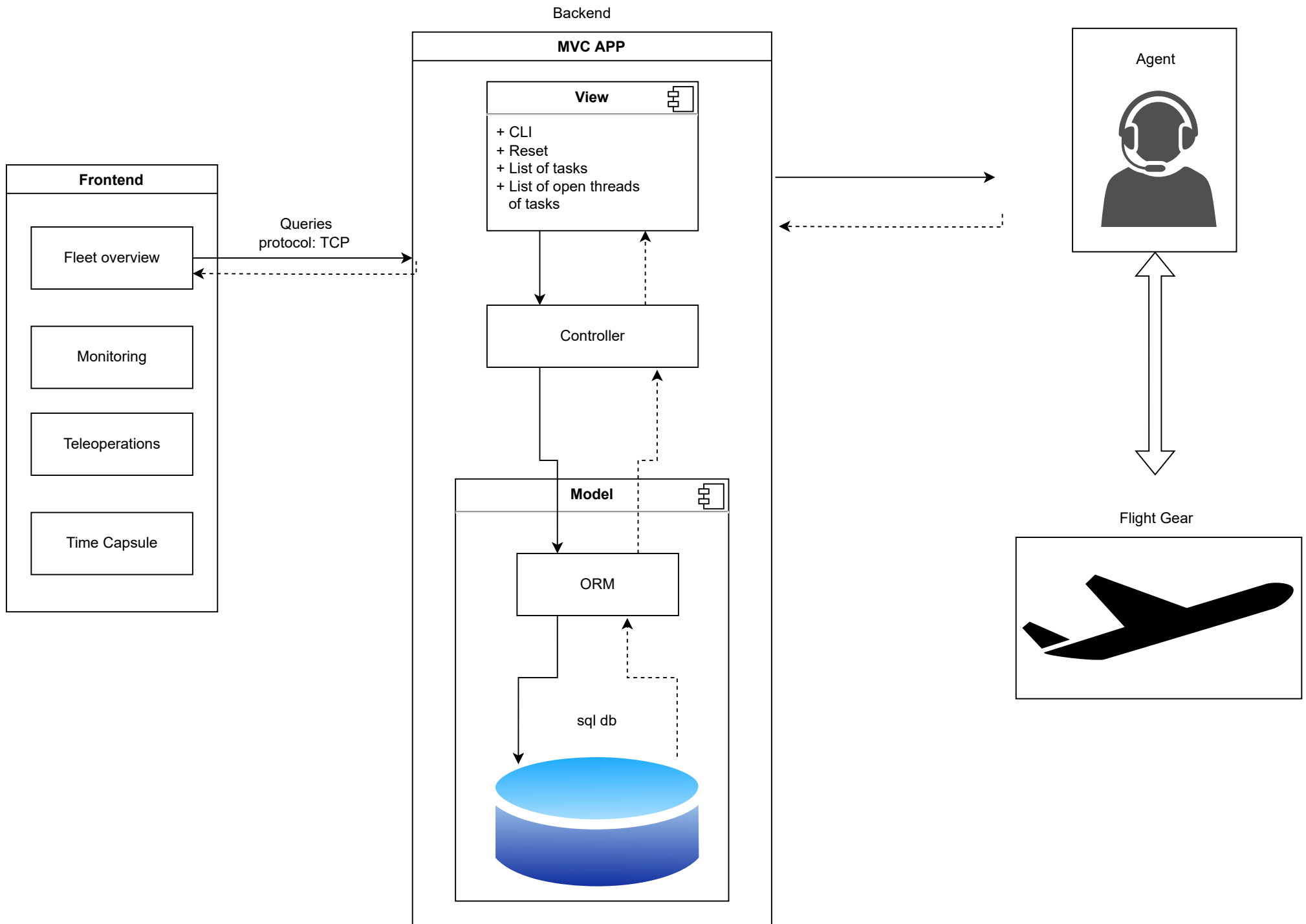


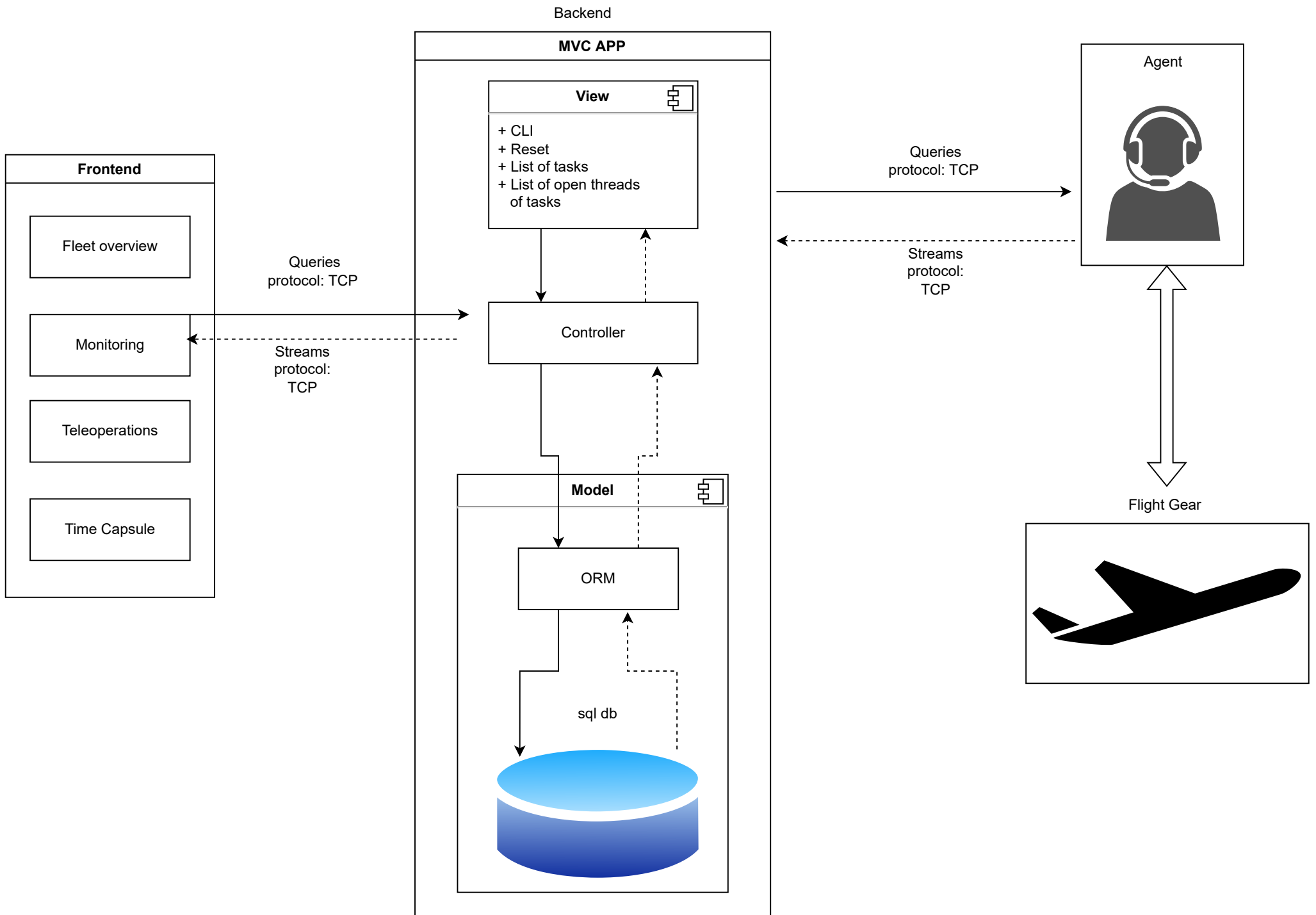
flight data

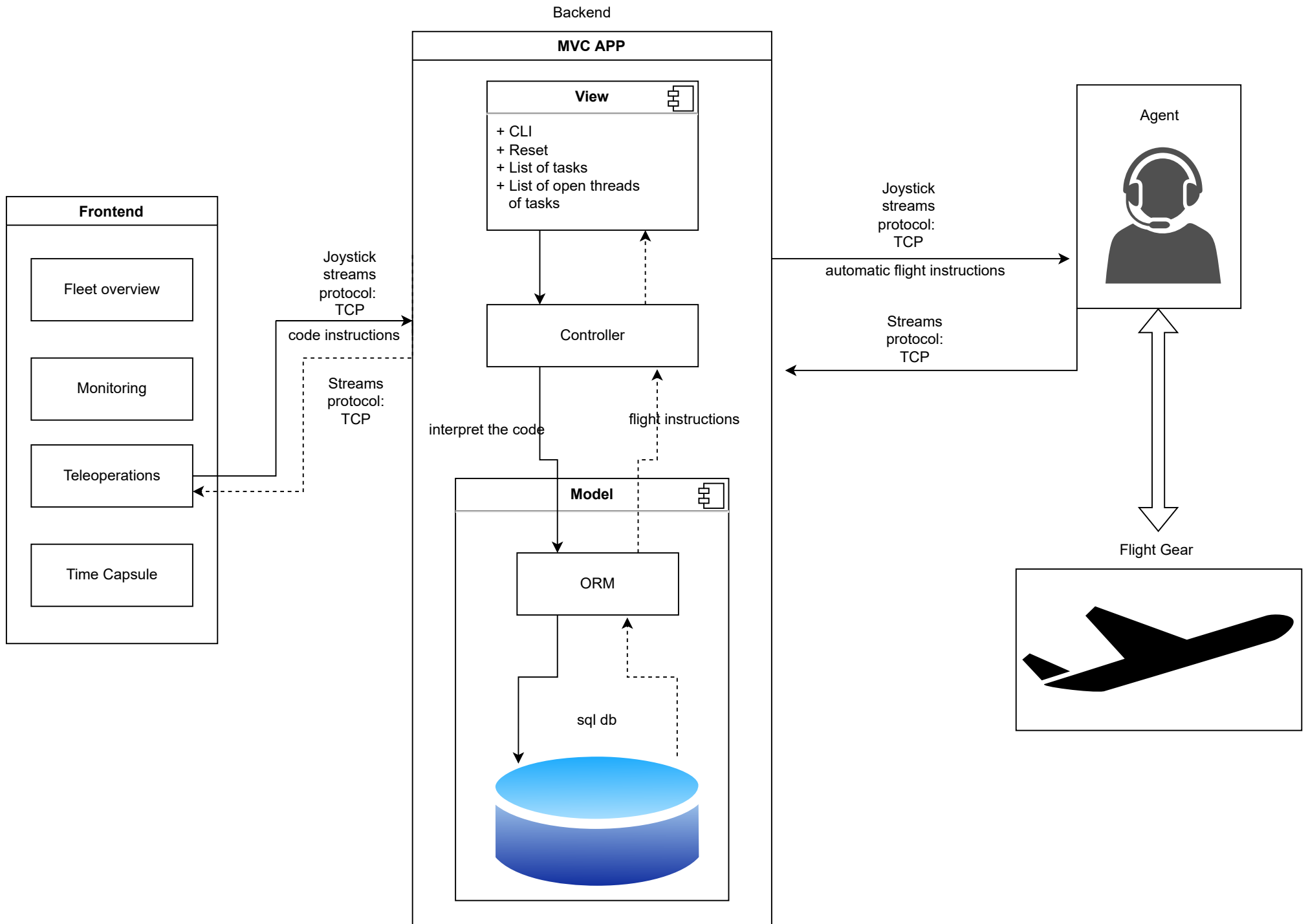
instructions

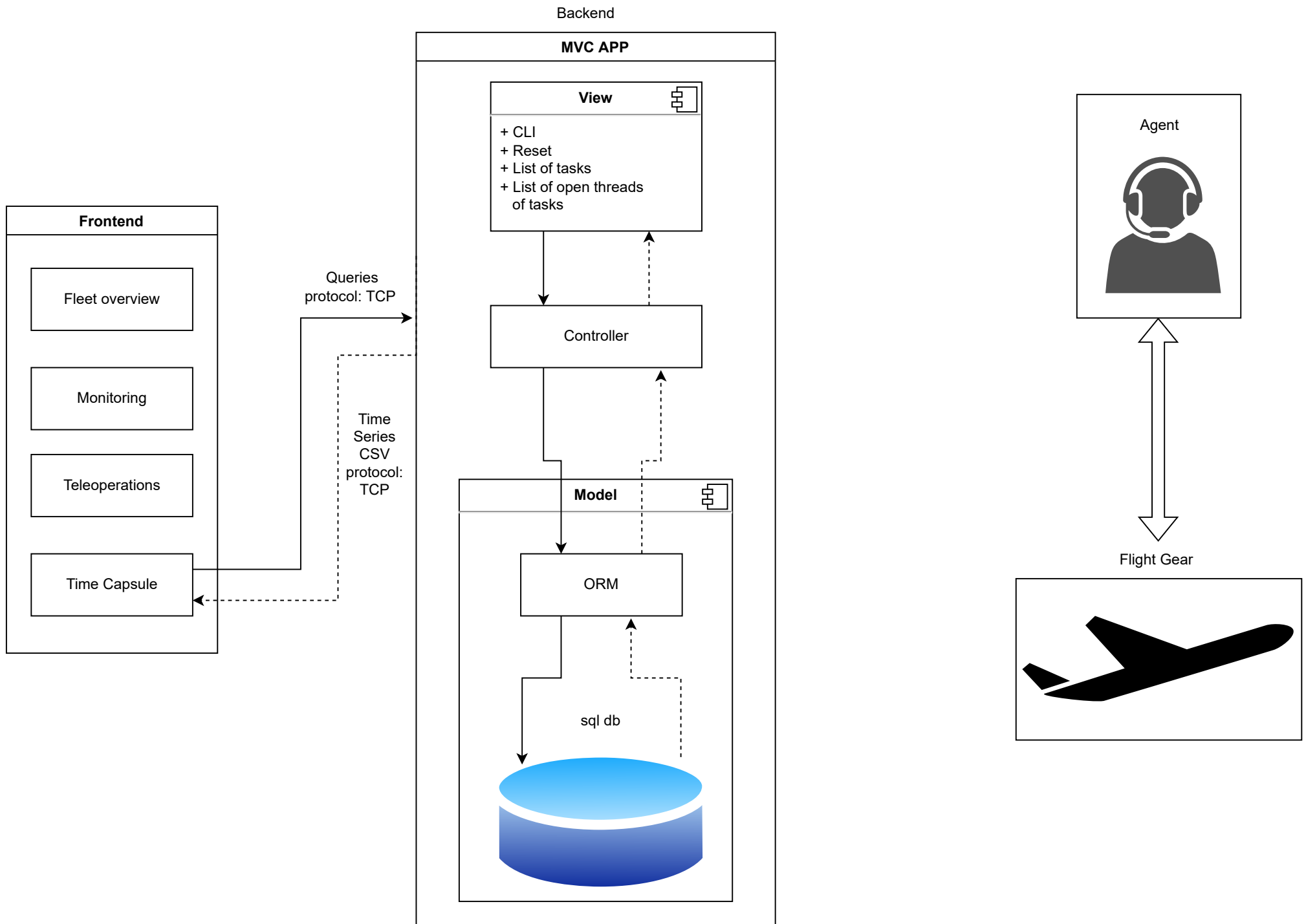
Flight Gear











# Communication protocols

the communication protocols between the different applications implemented by us, we developed our own communication protocol in order to sync our different applications (frontend, backend and agent)

get methods:

if we want to get some parameter in our system we just need to send a get request, a get request pattern is: get [parameter]

set methods:

if we want to change the value of some parameter in our system, we will use a set request, request pattern: set [parameter] [value]

start/end flight methods: when we want to start a flight, we will send a start flight request, this will tell the agent that he can start to collect information about the plane and to send different commands to operate the flight

when we want to end the flight we will send a end flight request, in that moment the agent will stop to collect data from the plane and will close the flight data information object so he will be ready to be sent to the backend.