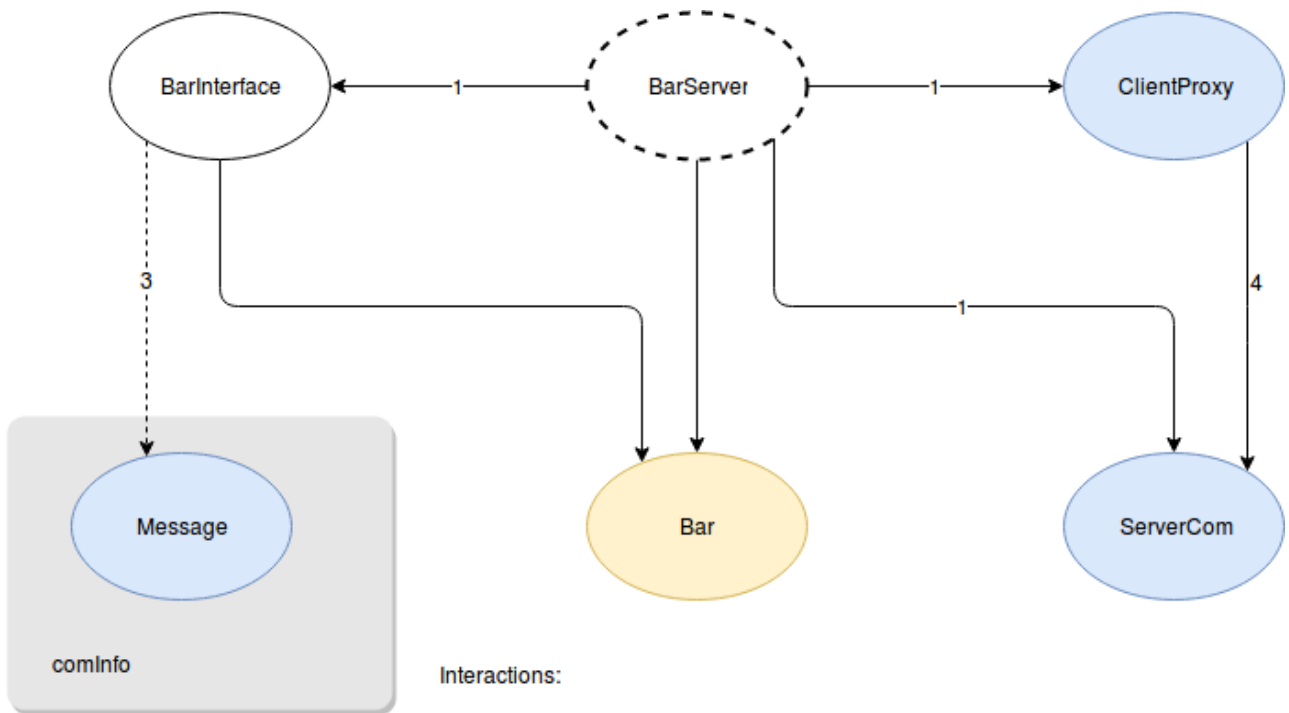


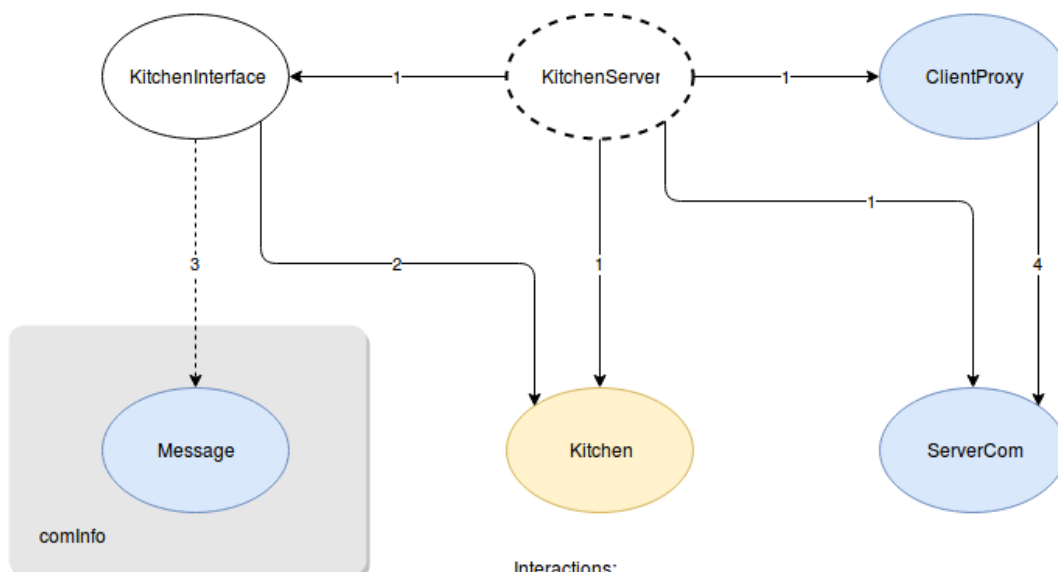
Bar Diagram



Interactions:

- 1 - BarServer instantiates the barInterface, ClientProxy, ServerCom and Bar;
- 2 - BarInterface instantiates Bar and uses Message;
- 3 - BarInterface uses in its methods the class Message;
- 4 - ClientProxy instantiates ServerCom.

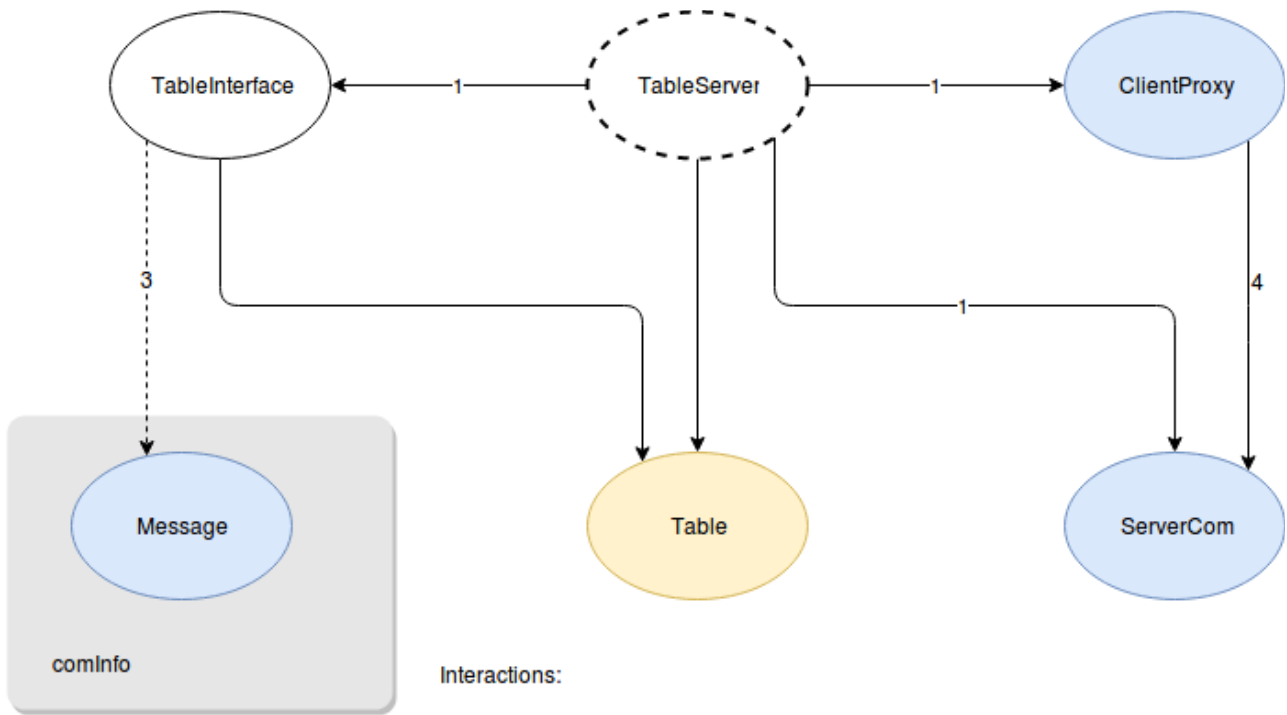
Kitchen Diagram



Interactions:

- 1 - KitchenServer instantiates the KitchenInterface, ClientProxy, ServerCom and Kitchen;
- 2 - KitchenInterface instantiates Kitchen and uses Message;
- 3 - KitchenInterface uses in its method the Message class;
- 4 - ClientProxy instantiates ServerCom;

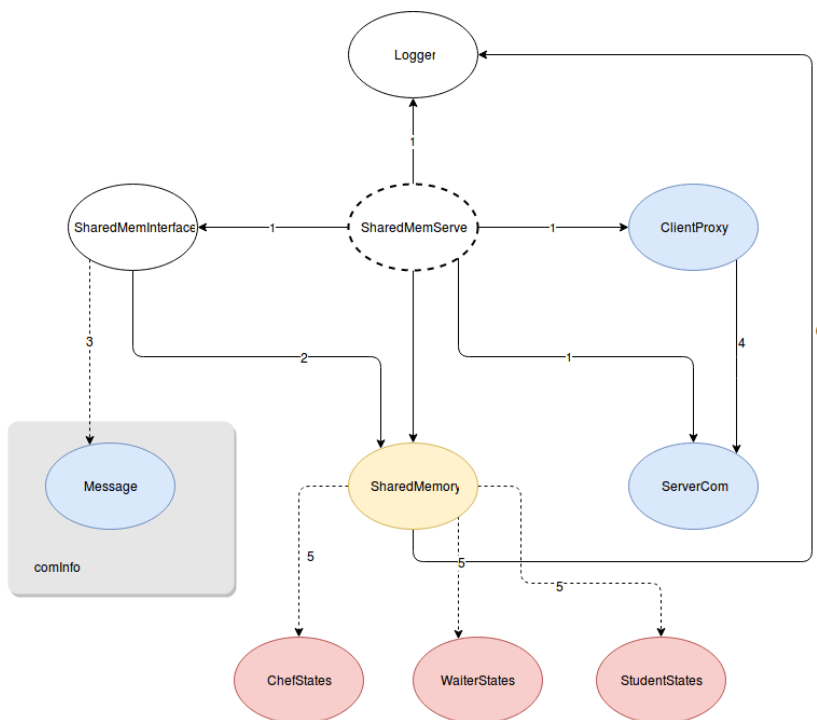
Table Diagram



Interactions:

- 1 - BarServer instantiates the barInterface, ClientProxy, ServerCom and Bar;
- 2 - BarInterface instantiates Bar and uses Message;
- 3 - BarInterface uses in it's methods the class Message;
- 4 - ClientProxy instantiates ServerCom.

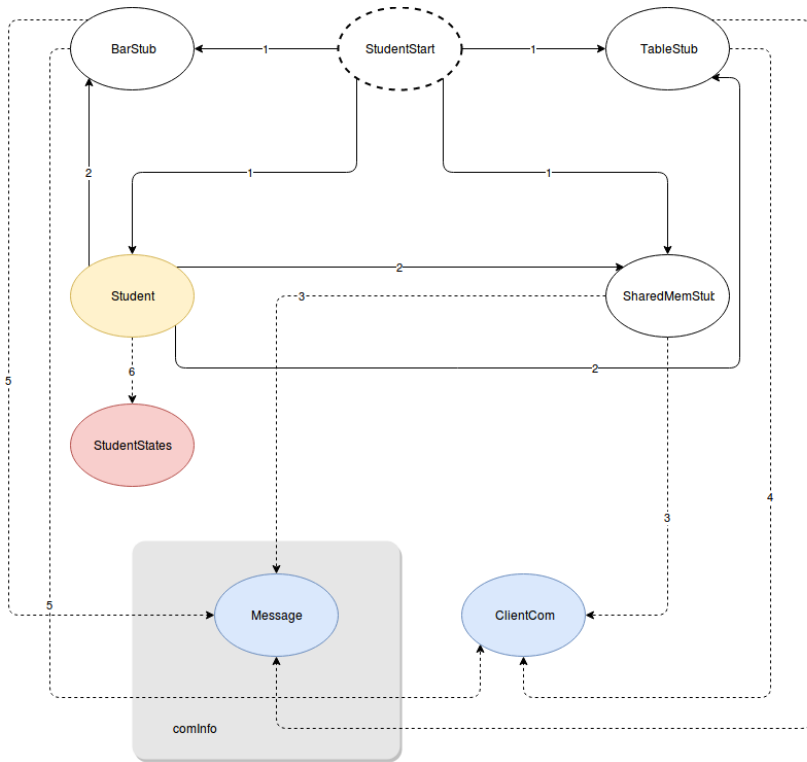
Shared Memory Diagram



Interactions:

- 1 - SharedMemServer instantiates the sharedMemInterface, ClientProxy, ServerCom, Bar and Logger;
- 2 - SharedMemInterface instantiates SharedMemory and uses Message;
- 3 - SharedMemInterface uses in it's methods the class Message;
- 4 - ClientProxy instantiates ServerCom.
- 5 - SharedMemory saves the states that are referenced in ChefStates, StudentStates and WaiterStates.
- 6 - Shared Memory logs the states with class Logger.

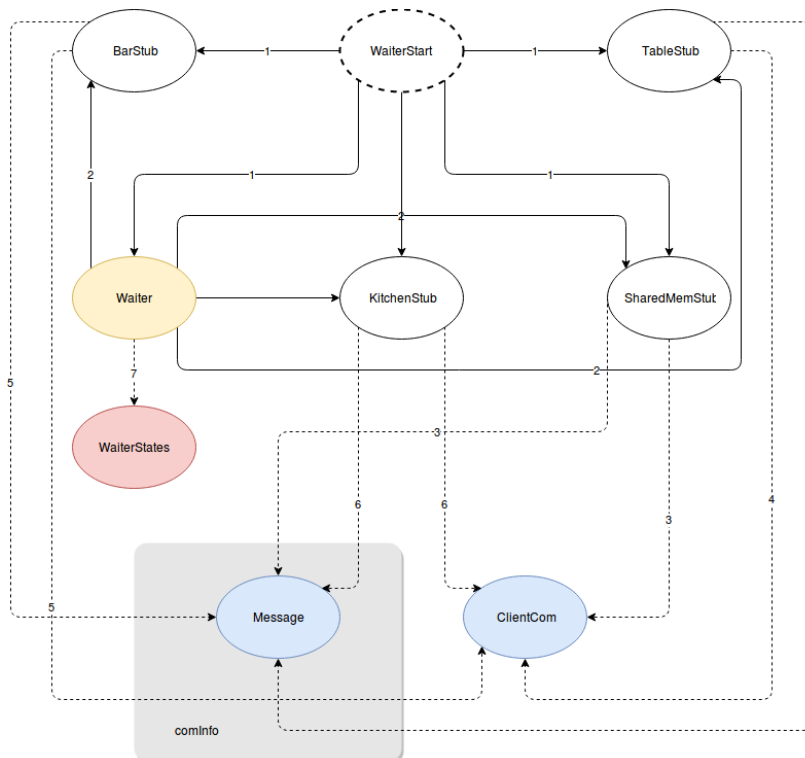
Student Diagram



Interactions:

- 1 - StudentStart instances the BarStub, TableStub and SharedMemStub;
- 2 - Student instances the BarStub, TableStub and SharedMemStub;
- 3 - SharedMemStub uses in its method the ClientCom and Message;
- 4 - TableStub uses in its method the ClientCom and Message;
- 5 - BarStub uses in its method the ClientCom and Message;

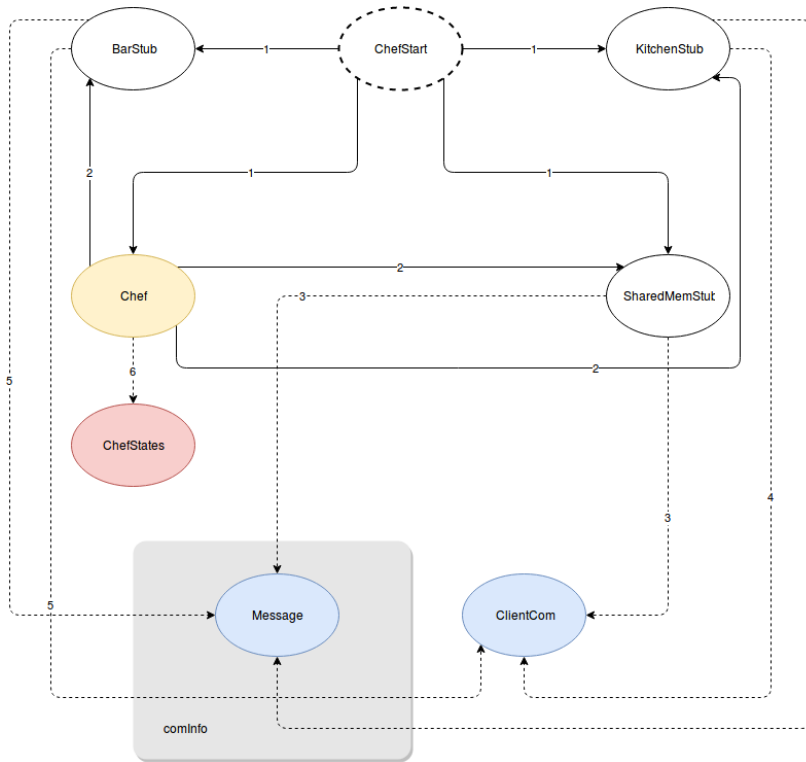
Waiter Diagram



Interactions:

- 1 - StudentStart instances the BarStub, TableStub and SharedMemStub;
- 2 - Student instances the BarStub, TableStub and SharedMemStub;
- 3 - SharedMemStub uses in its method the ClientCom and Message;
- 4 - TableStub uses in its method the ClientCom and Message;
- 5 - BarStub uses in its method the ClientCom and Message;
- 6 - KitchenStub uses in its method the ClientCom and Message;
- 7 - Waiter instance a WaiterStates;

Chef Diagram



Interactions:

- 1 - ChefStart instances the BarStub, KitchenStub and SharedMemStub;
- 2 - Chef instances the BarStub, KitchenStub and SharedMemStub;
- 3 - SharedMemStub uses in its method the ClientCom and Message;
- 4 - KitchenStub uses in its method the ClientCom and Message;
- 5 - BarStub uses in its method the ClientCom and Message;