UML: Sequence Diagrams

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GC29

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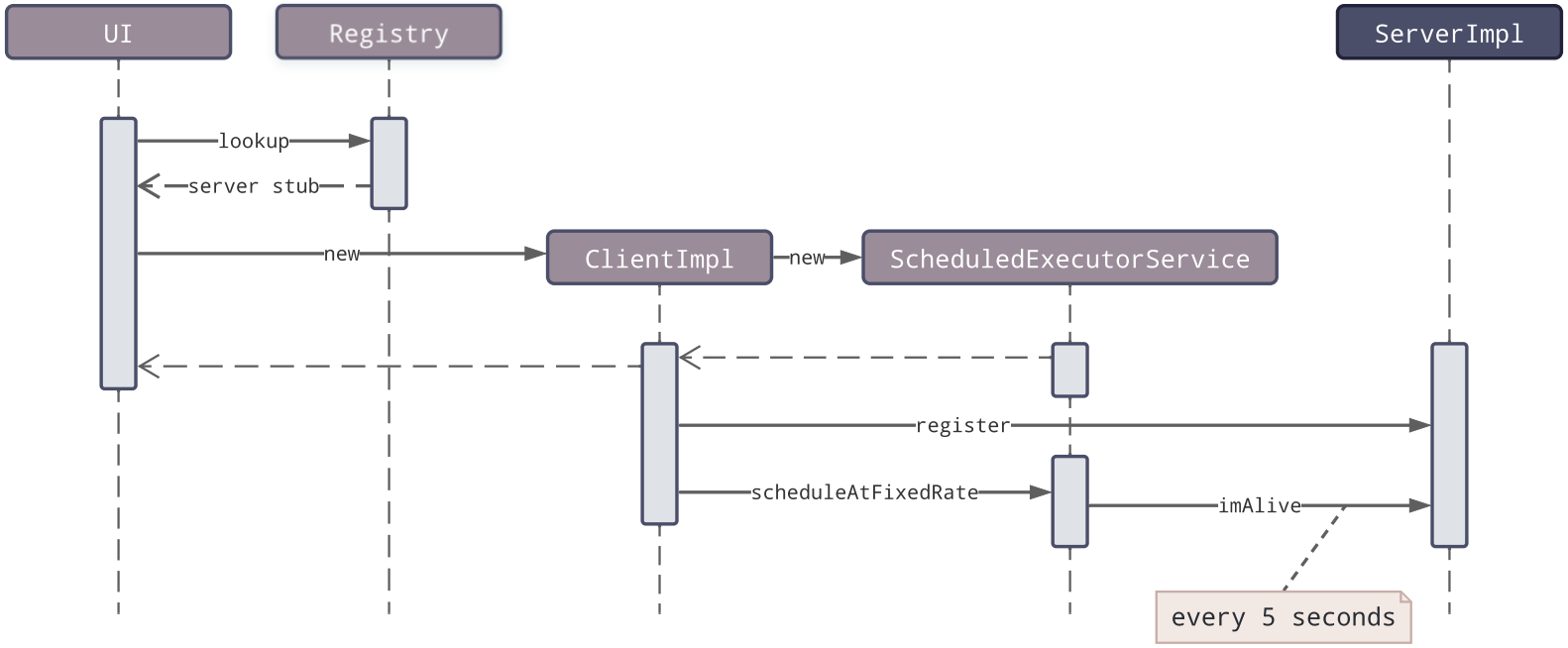
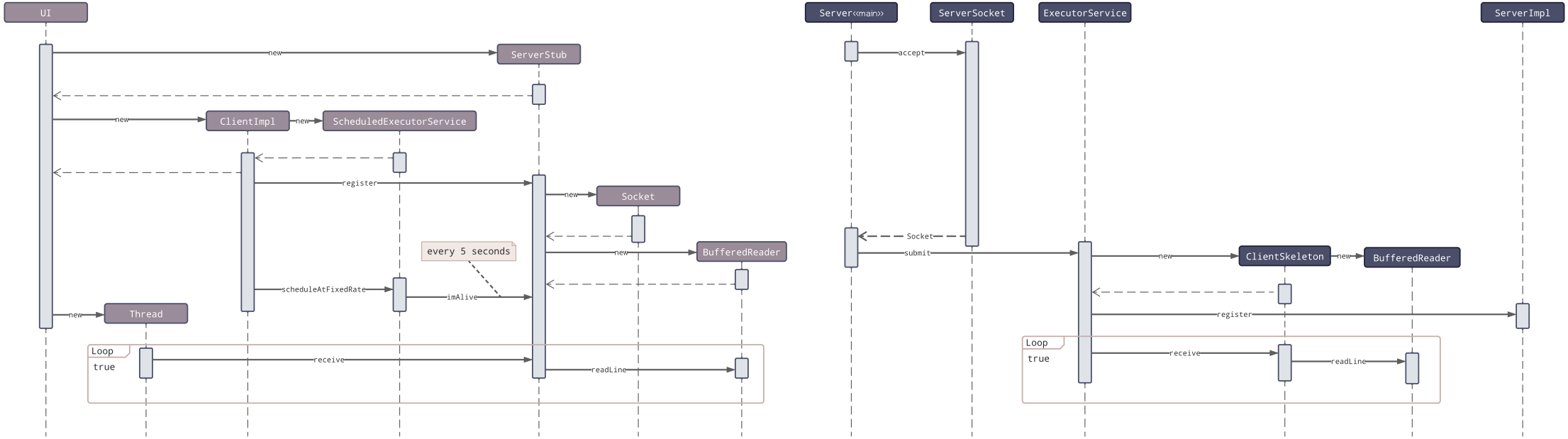
Server:
Middleware:
Client:

1 Creazione del Client

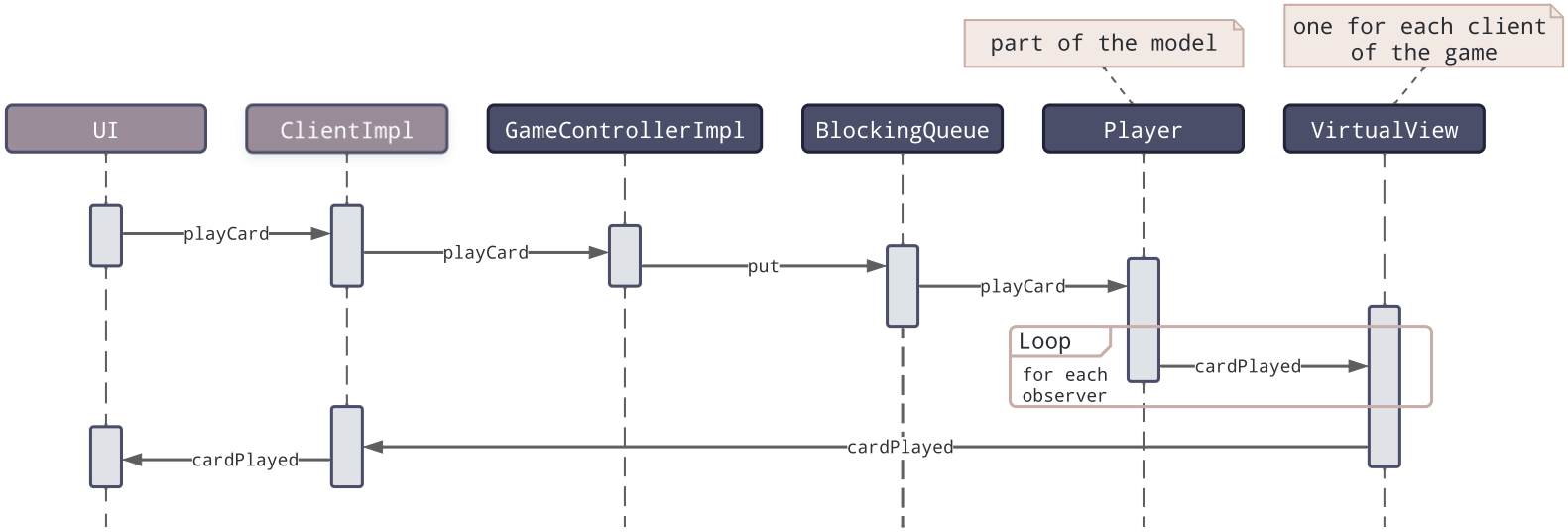


RMI

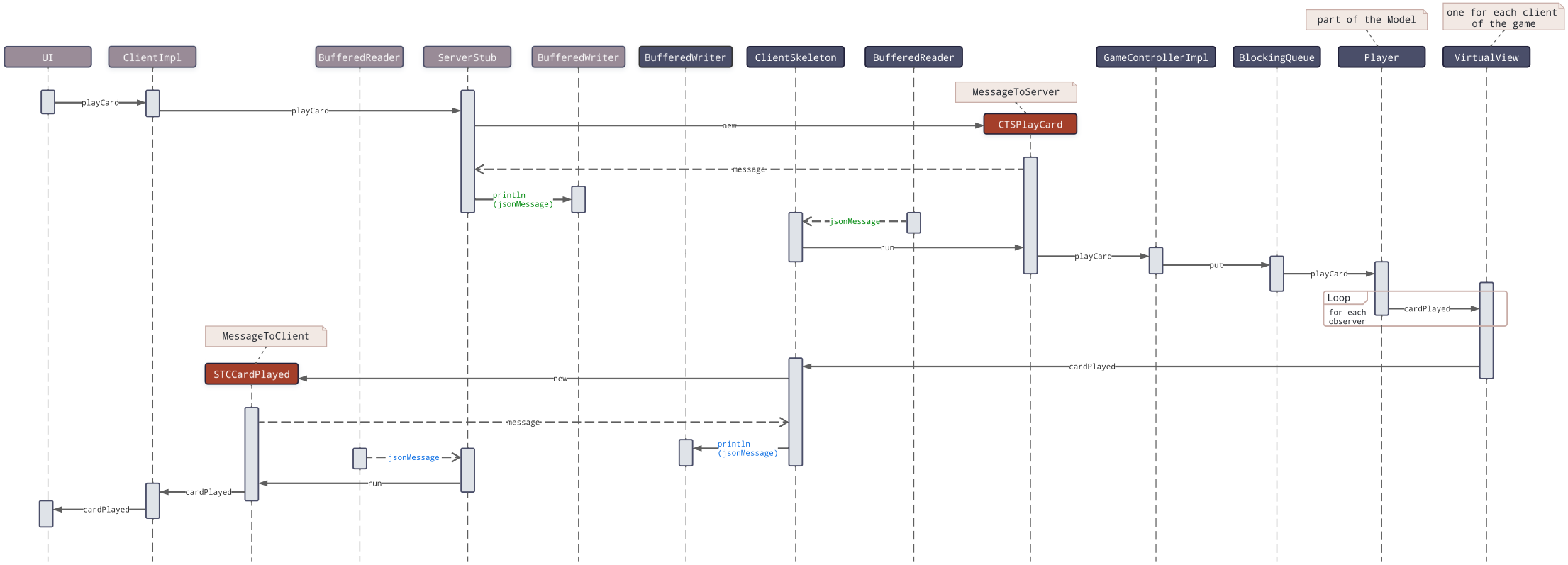

UI
new
ServerStub
new
ClientImpl
new
ScheduledExecutorService
register
new
Socket
every 5 seconds
new
BufferedReader
scheduleAtFixedRate
imAlive
new
Thread
Loop
true
receive
readLine
Server«main»
ServerSocket
ExecutorService
ServerImpl
accept
Socket
submit
new
ClientSkeleton
new
BufferedReader
register
Loop
true
receive
readLine

Socket

2 Use Case: Playing a card



RMI


part of the Model
one for each client of the game
UI
ClientImpl
BufferedReader
ServerStub
BufferedWriter
BufferedWriter
ClientSkeleton
BufferedReader
GameControllerImpl
BlockingQueue
Player
VirtualView
MessageToServer
CTSPlayCard
playCard
playCard
new
message
println
(jsonMessage)
jsonMessage
run
playCard
put
playCard
Loop
for each observer
cardPlayed
MessageToClient
STCCardPlayed
cardPlayed
new
message
jsonMessage
println
(jsonMessage)
run
cardPlayed
cardPlayed

Socket