

PingPongSystem24Distributed

Projects ping24, pong24, ppgreferee

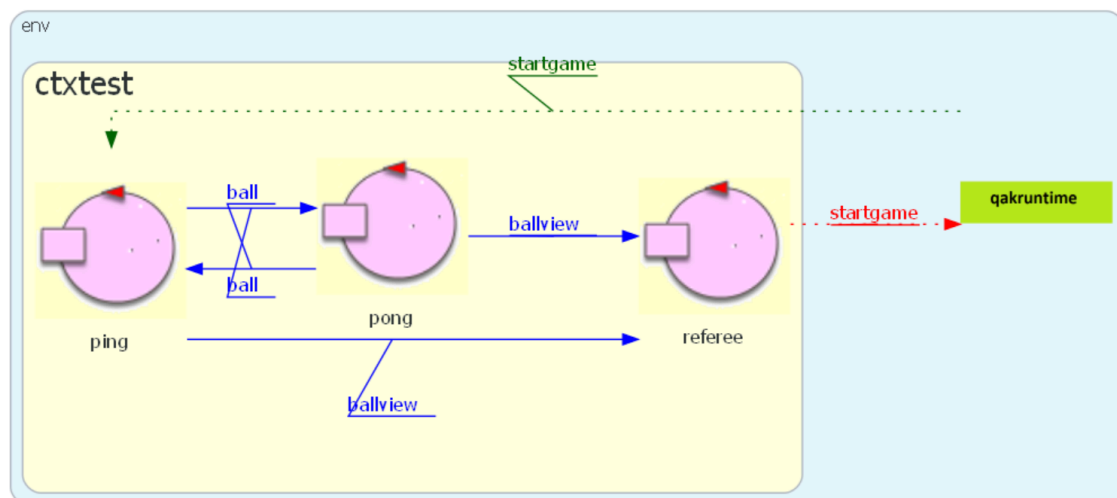
PREVIOUS: [PingPongSystem24](#)

Introduction-distributed

Design and development of a system that simulates the exchange of information in a **ping-pong** style.

Since we have already developed the system in a single context ([PingPongSystem24](#)), we can now distribute the system in a network of nodes. Let us call as **PPSD** (*PingPongSystemDistributed*) the distributed version of the system.

Our starting point here is the final [PPS0-Project](#) that has produced the following system architecture:

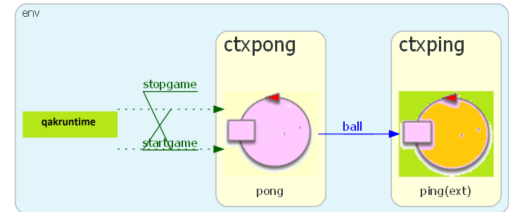
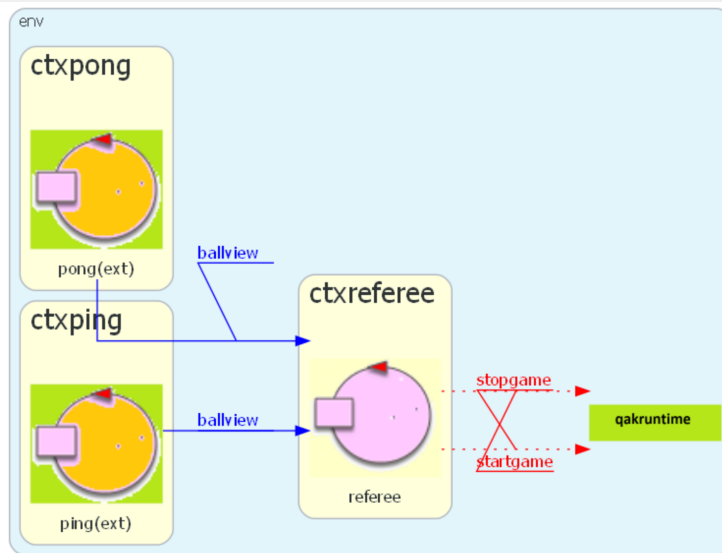


The goal now is to distribute the system in a network of nodes, each one running a different component of the system.

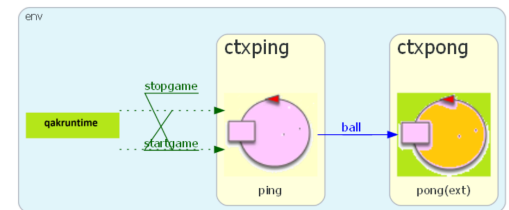
PPSD-Logical architecture

View of the system from the perspective of the **referee** (model [ppgreferee.qak](#)).

Perspective of **ping** ([ping24Distributed.qak](#))



Perspective of **pong**
([pong24Distributed.qak](#))



ballView is the information made visible by the players.

PPSD-Execution

Execute

1. Create distribution for ping ([ping24Distributed.qak](#)) and open in **C:/DidacticRun**
2. Create distribution for pong ([pong24Distributed.qak](#)) and open in **C:/DidacticRun**
3. Create distribution for ppgreferee ([ppgreferee.qak](#)) and open in in **C:/DidacticRun**

Now:

- Launch [TestPingPong24Distributed](#)

or:

- Open one WindowsTerninal (that shows ANSI colors) for each distribution
- Launch ping, pong e ppgreferee