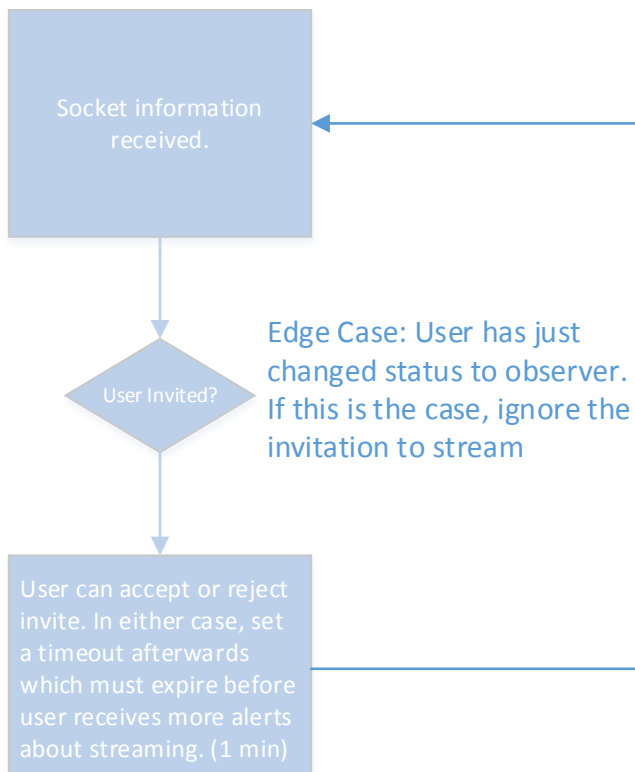


Invite Users To Stream & Handle Response



Request received from State Machine. Select N eligible users to stream.

Choose N users from response. Change status to invited. Write instructions into SM input file.

Socket event received. Send out socket info, including invitation list.

Invitation Response: Accept or Reject. Update DB. Write instructions into SM input file.

Select M users with 'stream status' eligible.

Even if no users are to be added, still send handshake message back

Accept - Update status to queued. Reject - Update status to eligible.

Space available in streaming. Allow new. Calculate number of free votes. Send request and don't request again until timeout or message received.

Receive and perform instructions from server. Add users to invite list. Trigger socket event.

Receive and perform instructions from server. Remove user from invitation list. Add to queue or do nothing else.

User Leaves Queue or Changes Status to Non-Streamer

User Changes Stream Status to Observer, or chooses option to leave their place in the queue.

Check User Status. If invited/queued, write instructions to SM input file. Update status in DB depending on user action.

Not interested/Queued?

Write instructions to SM input file. Update status in DB.

Request User Status: Invited/Queued/Eligible?

Update User Status: Eligible/Observer

Receive and perform instructions from server. Remove user from invitation list or queue.

Remove Timed-Out Invitations

Update DB to set timed-out response users back to eligible streaming status IFF their current status is invited or queued.

Send request handshake back to StateMachine

Transfer will have an array of users to remove from the invitation list. The format will be user IDs separated by underscores

Update user status to eligible IF status was queued or invited

User Invitation Response Time Out. Remove user from invitation list. Send request to Server with ALL timed out users.

Receive Request Confirmation

User Submits Vote

User submits a positive or negative vote.

Vote Status

Is this user logged in? If so, has this user already voted?

User hasn't voted

User already voted, new vote is different than previous, but vote is NOT null

User's vote is nullified, or user submitted same vote as is already in DB. Don't do anything.

Get user's voting status for current stream

Insert users vote

Update vote to null

Receive instruction to increment up/down votes

Socket I/O

Clients Receive Socket Information

Receive request from State Machine. Read socket file. Broadcast socket information. Send handshake to StateMachine

Socket I/O Update. Update local file. Send request to Server to read/send socket information.

Receive handshake from server. Wait for handshake before sending another socket request.

Streaming