

Descrição do mapeamento dos clientes/servidores

A solução distribuída do Game of Rope utiliza 4 máquinas que são servidores onde em cada se encontra uma região partilhada, e 3 máquinas que são clientes.

As máquinas clientes são uma para o refere, outra máquina para ambos os coaches e uma última máquina para os contestants.

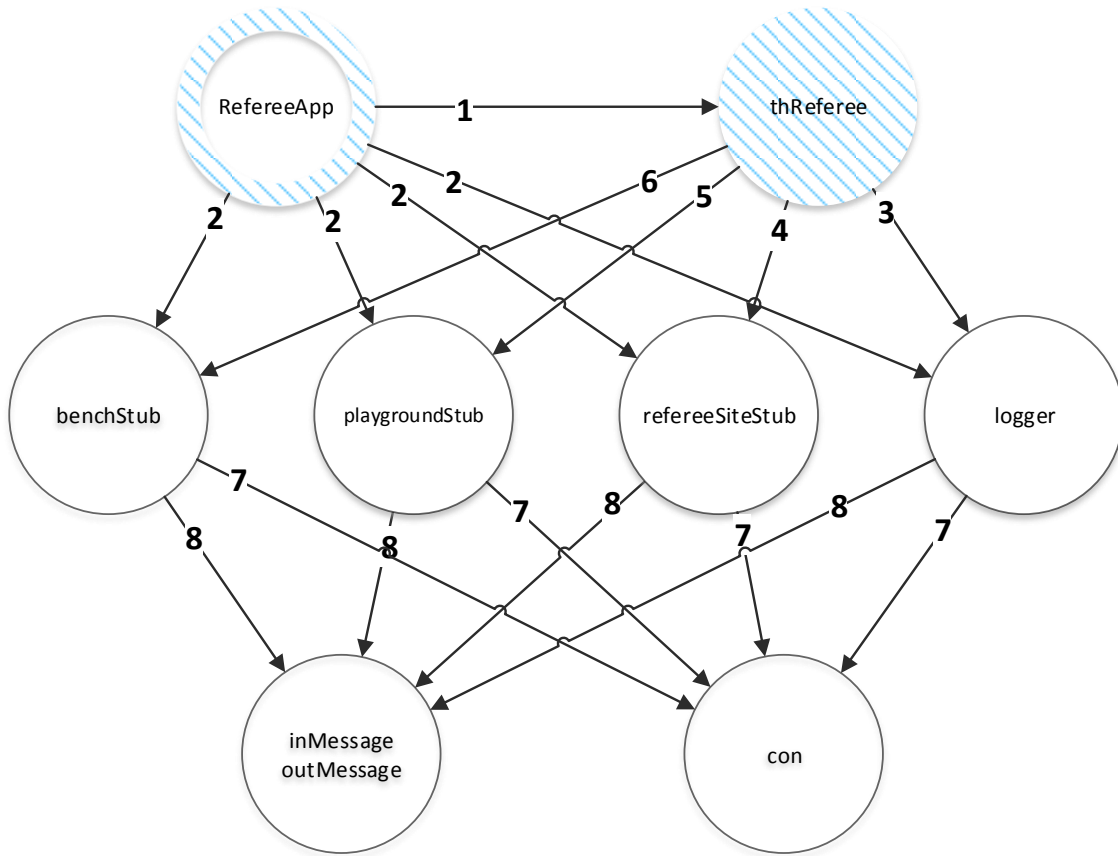
Os servidores estão localizados nas seguintes máquinas:

- Server Contestant Bench: l040101-ws01.ua.pt
- Server Referee Site: l040101-ws02.ua.pt
- Server Playground: l040101-ws03.ua.pt
- Server Repository: l040101-ws04.ua.pt

Os clientes estão nas máquinas:

- Referee: l040101-ws05.ua.pt
- Contestants: l040101-ws06.ua.pt
- Coaches: l040101-ws07.ua.pt

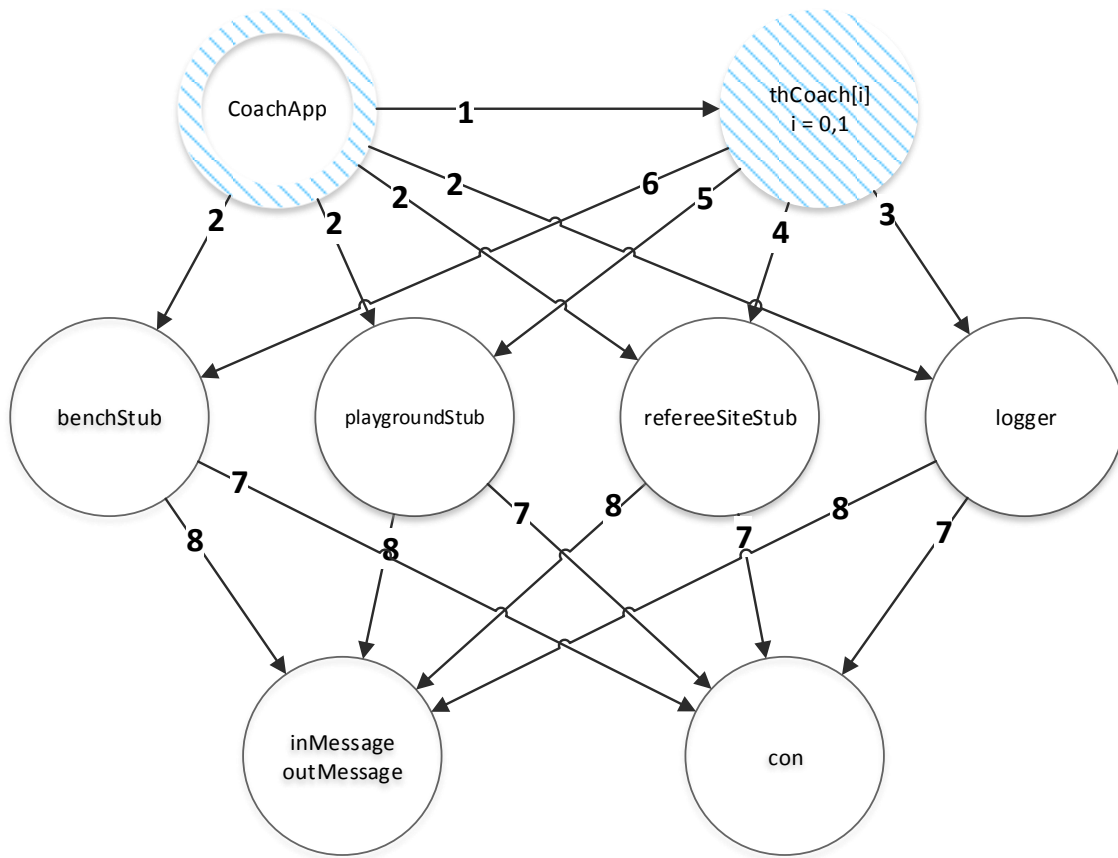
Diagrama de interação Referee



Legenda do diagrama de interações

1. Instanciar, start(), join()
2. Instanciar
3. endOfReferee()
4. declareGameWinner(), declareMatchWinner(), announceNewGame()
5. callTrial(),startTrial()
7. Instanciar, open(), writeObject(outMessage), readObject(), close();
8. Instanciar, getType(), getState(), toString();

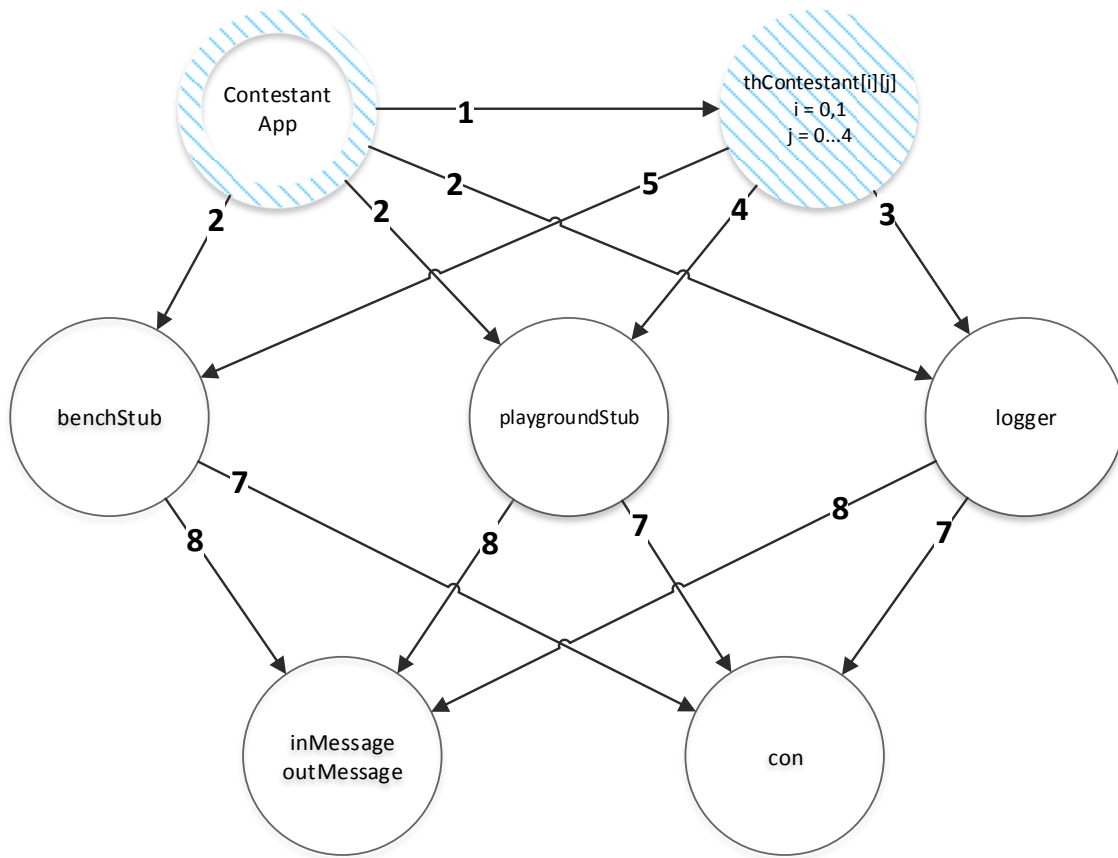
Diagrama de interação Coach



Legenda do diagrama de interações

1. Instanciar, start(), join()
2. Instanciar
3. endOfCoach()
4. informArrival()
5. informReferee()
6. callContestants(), reviewNotes()
7. Instanciar, open(), writeObject(outMessage), readObject(), close();
8. Instanciar, getType(), getState(), toString();

Diagrama de interação Contestant

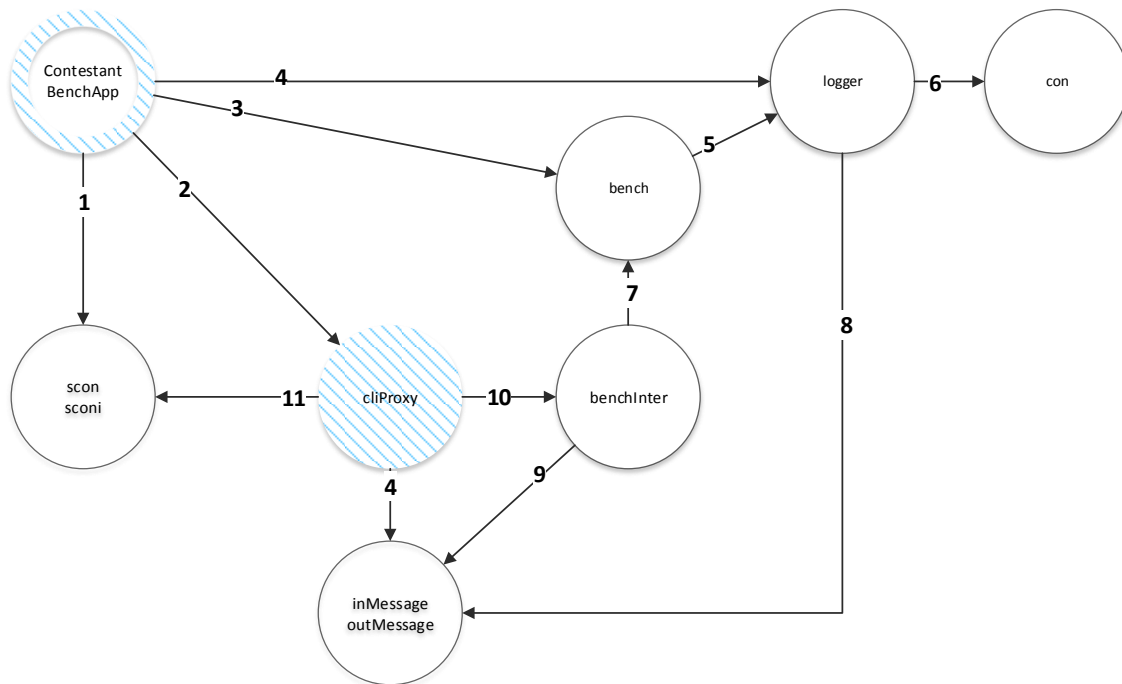


Legenda do diagrama de interações

1. Instanciar, start, join
2. Instanciar
3. endOfContestant
4. getReady, pullTheRope, amDone
5. seatDown, followCoachAdvice()
7. Instanciar, open, writeObject(outMessage), readObject(), close();
8. Instanciar, getType(), getState(), toString();

Diagrama de interação do servidor Contestant

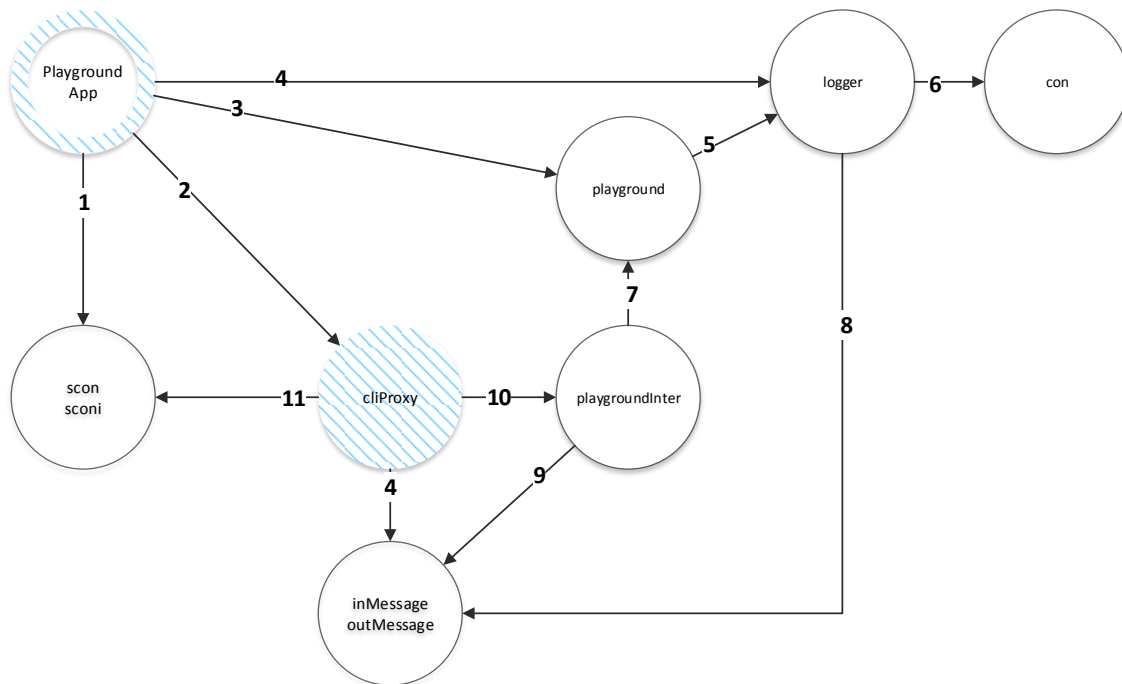
Bench



Legenda do diagrama de interações

1. Instanciar, start, accept
2. Instanciar, start
3. Instanciar
4. Instanciar
5. updateCoachState, updateRefereeState, updateContestantState
6. Instanciar, open, writeObject, readObject, close
7. callContestants, followCoachAdvice, seatDown, reviewNotes
8. Instanciar, getType, getState, toString
9. Instanciar, getType, getState, toString
10. processAndReply
11. readObject, writeObject, close

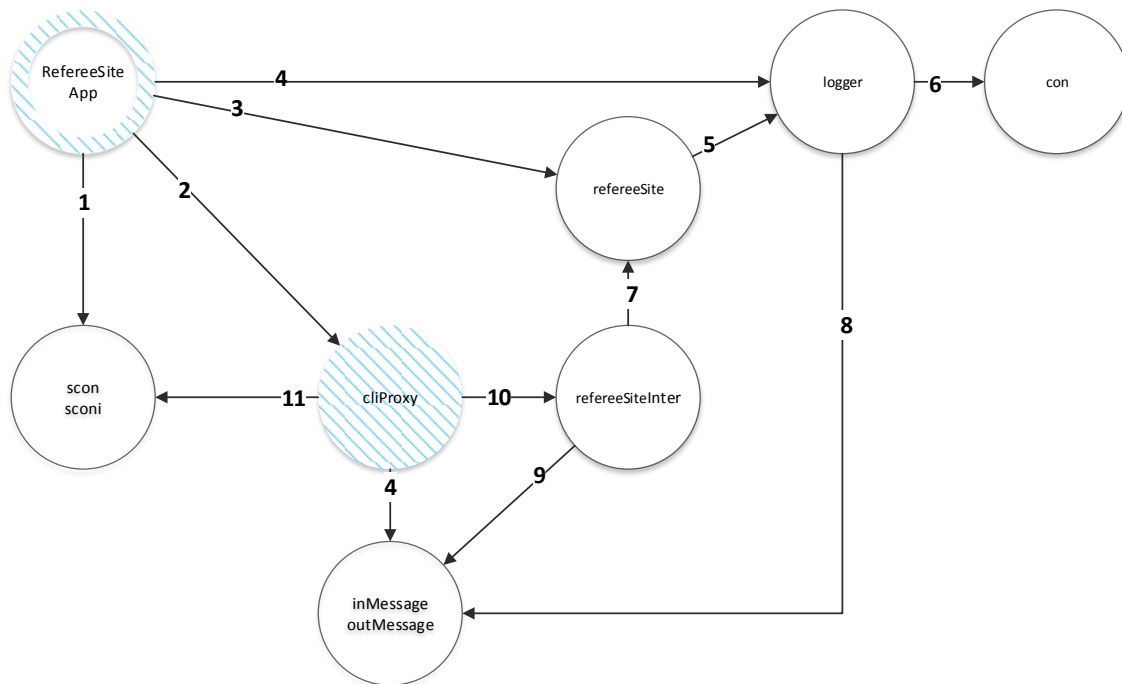
Diagrama de interação do servidor Playground



Legenda do diagrama de interações

1. Instanciar, start, accept
2. Instanciar, start
3. Instanciar
4. Instanciar
5. updateCoachState, updateRefereeState, updateContestantState
6. Instanciar, open, writeObject, readObject, close
7. callTrial, startTrial, assertTrialDecision, informReferee, getReady, pullTheRope, amDone
8. Instanciar, getType, getState, toString
9. Instanciar, getType, getState, toString
10. processAndReply
11. readObject, writeObject, close

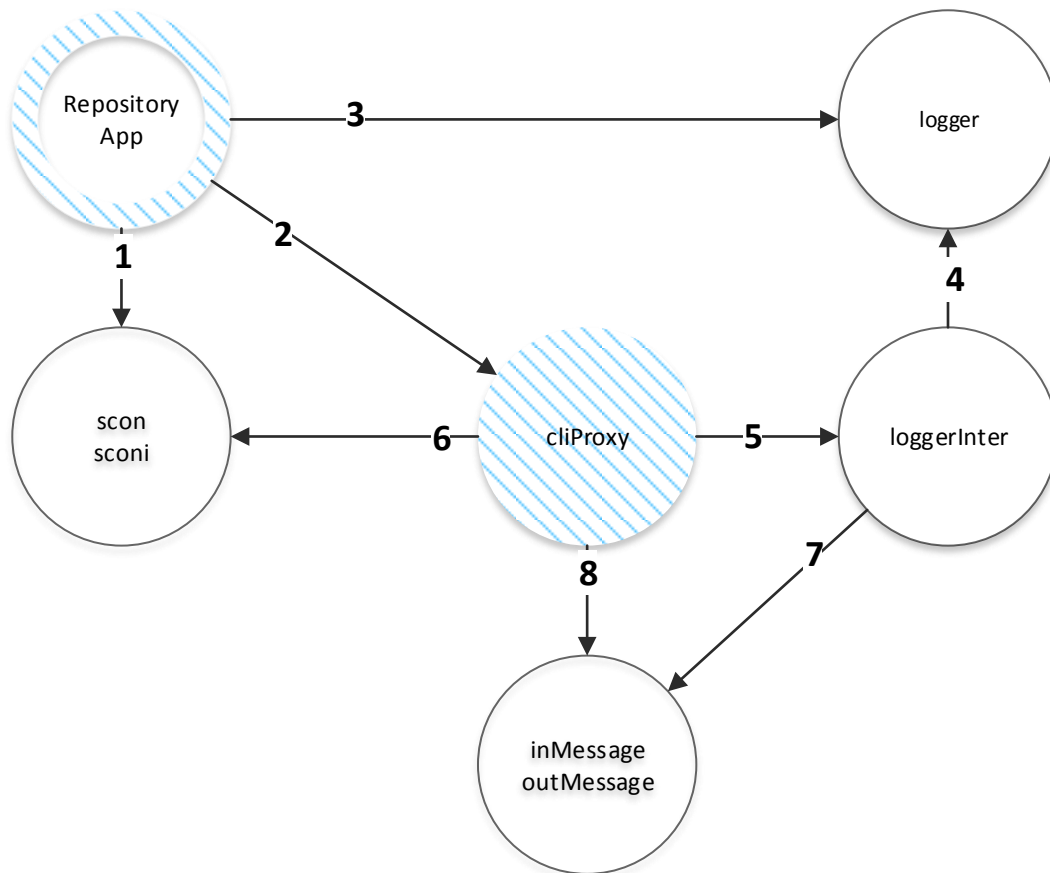
Diagrama de interação do servidor Referee Site



Legenda do diagrama de interações

1. Instanciar, start, accept
2. Instanciar, start
3. Instanciar
4. Instanciar
5. updateCoachState, updateRefereeState, updateContestantState
6. Instanciar, open, writeObject, readObject, close
7. announceNewGame, declareGameWinner, declareMatchWinner, informArrival
8. Instanciar, getType, getState, toString
9. Instanciar, getType, getState, toString
10. processAndReply
11. readObject, writeObject, close

Diagrama de interação do servidor Repository



Legenda do diagrama de interações

1. Instanciar, start, accept
2. Instanciar, start
3. Instanciar
4. updateRefereeState, updateCoachState, updateContestantState, endOfReferee, endOfCoach, endOfContestant, assertTrialDecision, getTeam, endOfGame
5. processAndReply
6. readObject, writeObject, close
7. Instanciar, getType, getState, toString
8. Instanciar