

Distributed Systems

July 2024

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# Introduction

This proposal outlines the guide for a Smart Cinema, trying to optimize the control of services and daily activities inside the desire environment. Seeking a better flux of the activities and time.

# Service 1: ScreenControl

With this service, the idea is to have the control of the screens. The client would be able to ask the screen status – if the screens are ON or OFF - and in both cases, the client would be able to turn the screen ON or OFF, changing the ScreenStatus. The most important feature of this service is the ALLScreenStop method when the client can ask for all the screens to be turned off in case an emergency is found or at the end of the day, instead of having to do it manually with each screen individually.

The attributes are:

- ScreenID;

- ScreenStatus (it can be on/off);

- ScreenON;

- ScreenOFF;

## Methods

### RPC Method 1 – ScreenStatus ()

Using a Unary RPC Method. The client makes a call to this service asking for the ScreenStatus, specifying the ScreenID in the call.

The service gets back telling the ScreenStatus returning the value in the real-time between the two options: ScreenON or ScreenOFF.

*rpc SayStatus ( ScreenStatus) returns ( ScreenON/ ScreenOFF) { }*

### RPC Method 2 – TurnScreenON ()

Using a Unary RPC Method. The client makes a call to the service asking to turn the ScreenStatus to ON, specifying the ScreenID in the call.

The service return ScreenON.

### RPC Method 3 – ALLScreenStop()

Similar with the Method 2, Using a Unary RPC Method. The client makes a call to the service asking to turn the ScreenStatus to OFF, selecting all ScreenIDs.

The service return ALLScreenStop.

# Service 2: StaffStatus

Whis this service, it would be able to keep a track on the StaffStatus. With the functions of ClockIn and ClockOut and keeping a track of the time for both functions.

It will also be able to keep a track of how many hours each Staff have done

The attributes are:

- StaffID;

- StaffStatus; (if the staff is “clock-in” or “clock-out”)

- time; (currently time for each activity)

- StaffHours; (the number of hours done by the day)

-StaffTotalHours (the number of hours done by the week)

## Methods

### RPC Method 1 – StaffStatus ()

Using a Unary RPC Method. The client makes a call to this service asking for the StaffStatus, specifying the StaffID in the call.

The service gets back telling the StaffStatus returning the value in the real-time between the two options: StaffIn or StaffOut.

### RPC Method 2 - StaffHours ()

Using a Server streaming, the client makes a call to the server asking for StaffHours, specifying the StaffID.

The services get back telling the number of hours done by the staff in the day, calculating by the difference of time from the Clock-outa and Clock-in.

# Service 3: DoorLocker

With this service, it will be possible to have a control of the access for different parts of the cinema, controlling the doors locks. Each door would have a DoorID that will have different styles of controls, depending on the StaffLevel and the DoorLevel, keeping the access restrict for different areas and also been able to lock or unlock any door remotely.

The attributes are:

- DoorID;

- DoorLevel; (will keep the control for each staff and who can get access to)

- StaffID;

- DoorStatus;

- DoorOpen;

- DoorClose; (even close, anyone can open)

- DoorLock; (only the staff with the right level/authorization can open)

## RPC Method 1 – DoorHistory ()

Using a Server streaming, the client makes a call to the server asking for the DoorHistory, specifying the DoorID in the call.

The serves get back telling all the access that the specify door has in the certain amount of time, including the last one, showing the DoorLevel and the StaffIDs.

### RPC Method 2 – DoorStatus ()

Using a Unary RPC Method. The client makes a call to this service asking for the DoorStatus, specifying the DoorID in the call.

The service gets back telling the DoorStatus returning the value in the real-time between the two options: DoorOpen, DoorClose or DoorLock.