

# Simple Cloud to Device Message Design

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## 1 Design

### 1.1 Use Case Diagrams

For the design of the sc2dm library, two different part has to be develop. The fist one is the one which is run on the mobile device. In order to make easier the task related to keep the registration id upgraded in the app server, another part will be developed as a library to be run in the app server. Next it is shown some use case diagrams for both, one for the device part and another for the server part.

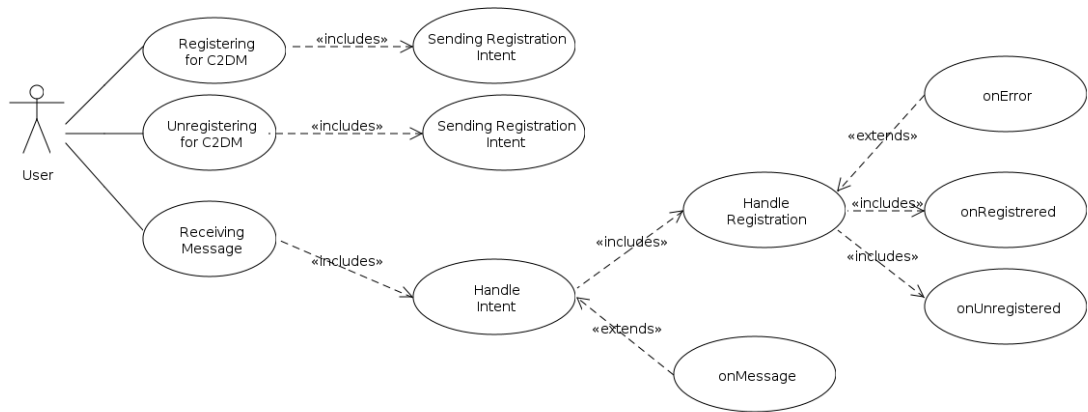


Figure 1: Device Use Cases

### 1.1.1 Device Use case

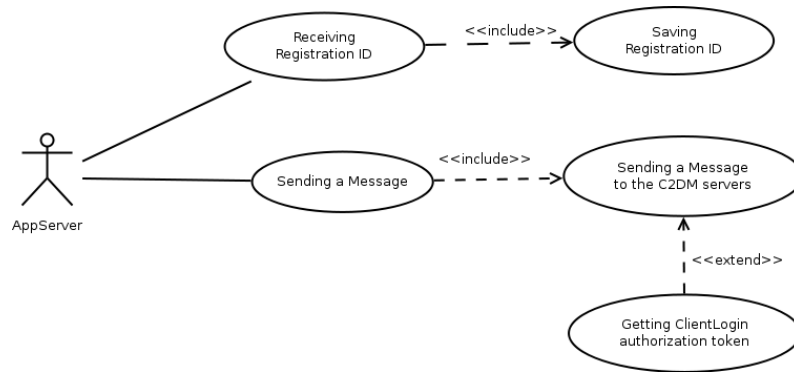


Figure 2: App Server Use Cases

### 1.1.2 App Server Use Case

## 1.2 Sequece Diagrams

### 1.2.1 Handle Registration

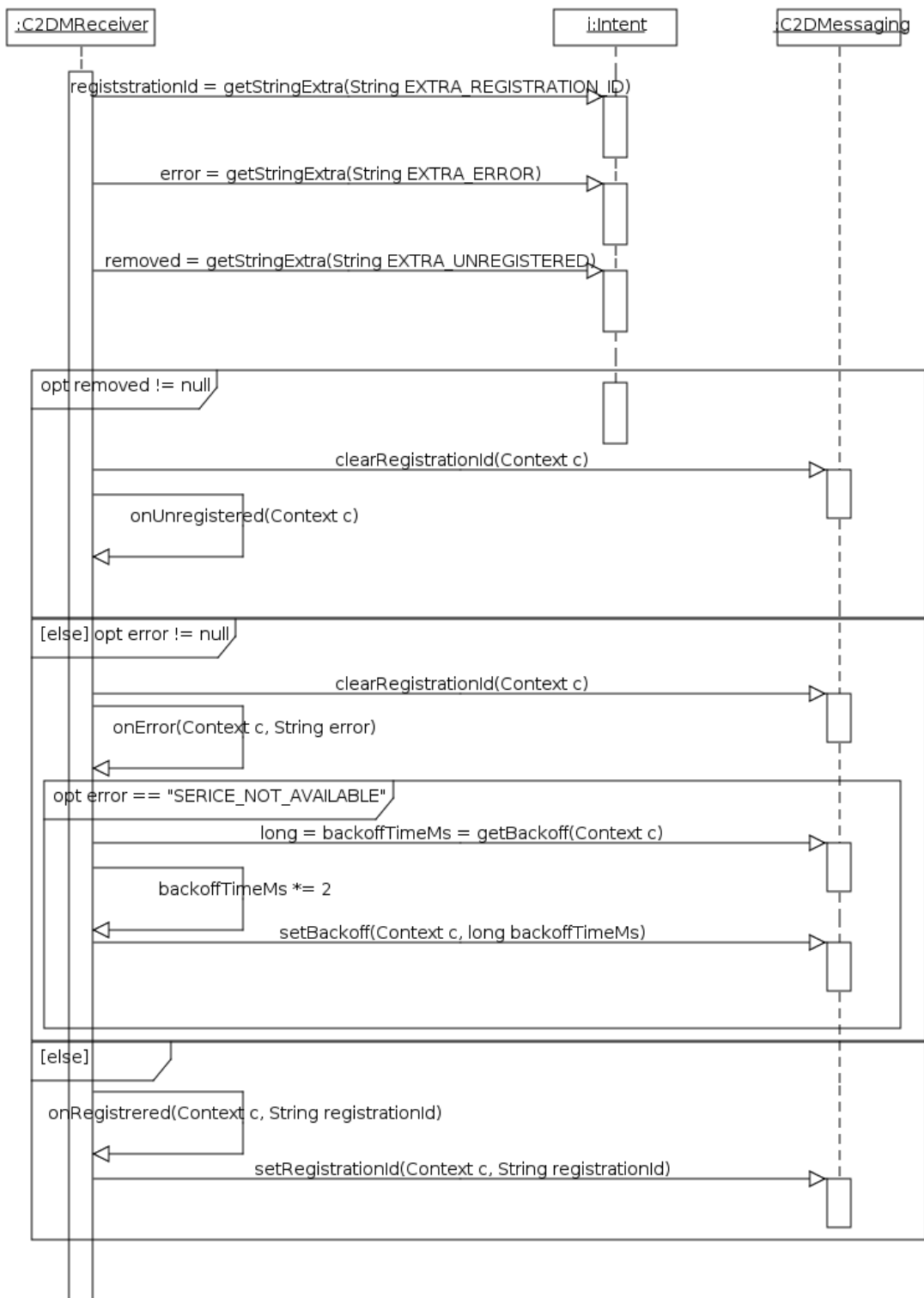


Figure 3: Handle Registration Sequence Diagram

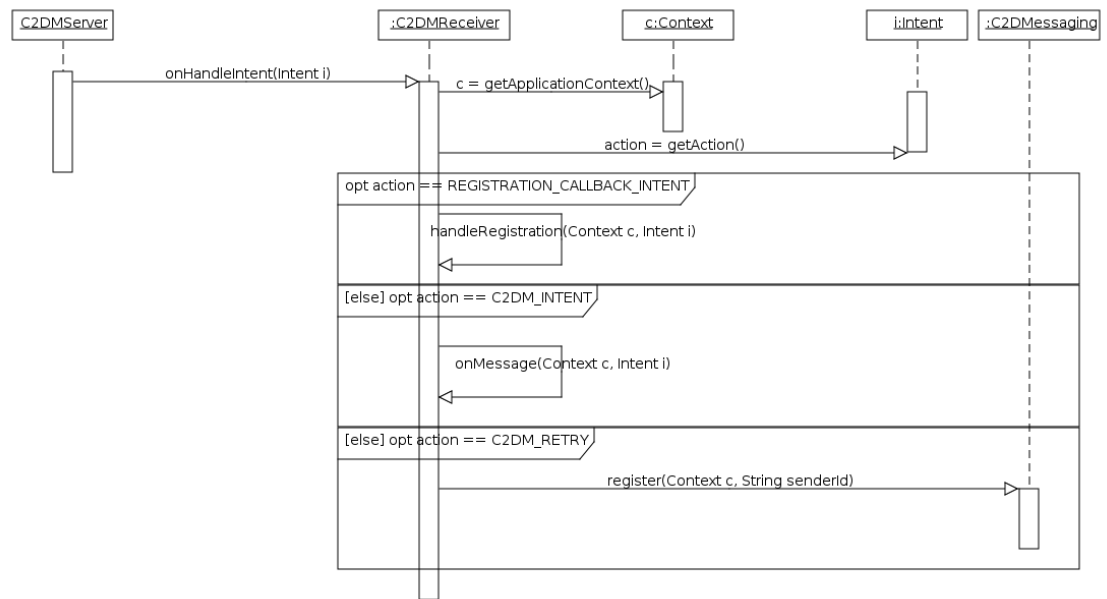


Figure 4: onHandleIntent Sequence Diagram

### 1.2.2 On HandleIntet

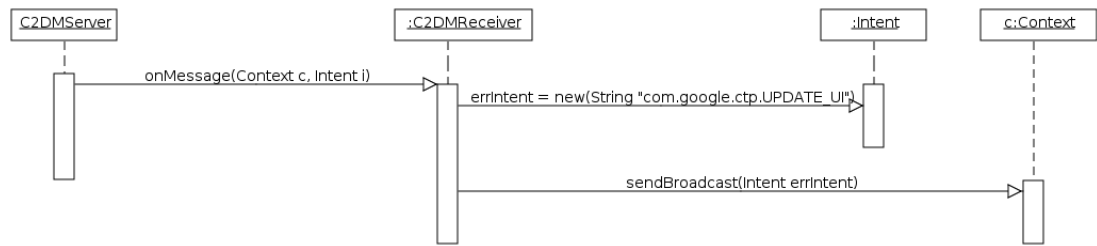


Figure 5: onMessage Sequence Diagram

### 1.2.3 On Message

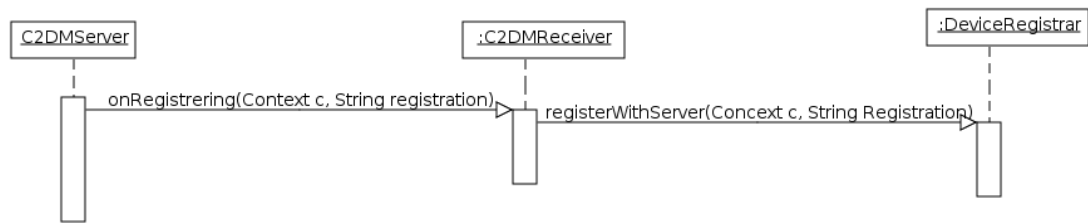


Figure 6: onRegistered Sequence Diagram

#### 1.2.4 On Registered



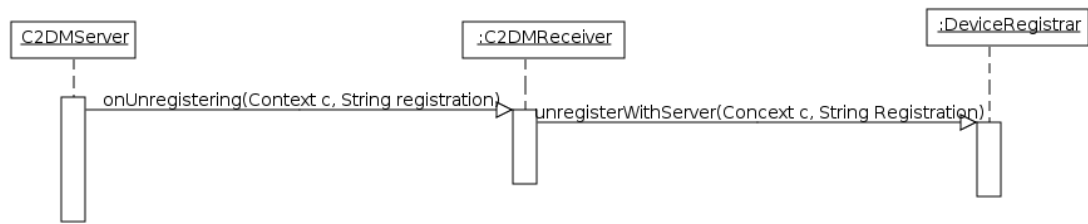


Figure 7: onUnregistered Sequence Diagram

### 1.2.5 On Unregistered



Figure 8: Sending Registration Intent Sequence Diagram

### 1.2.6 Sending Registration Intent



Figure 9: Sending Unregistration Intent Sequence Diagram

### 1.2.7 Sending Unregistration Intent



Figure 10: Sending Unregistration Intent Sequence Diagram

### 1.2.8 Sending Unregistration Intent