



universidade de aveiro

Departamento de Eletrónica Telecomunicações e Informática

Sistemas Distribuídos

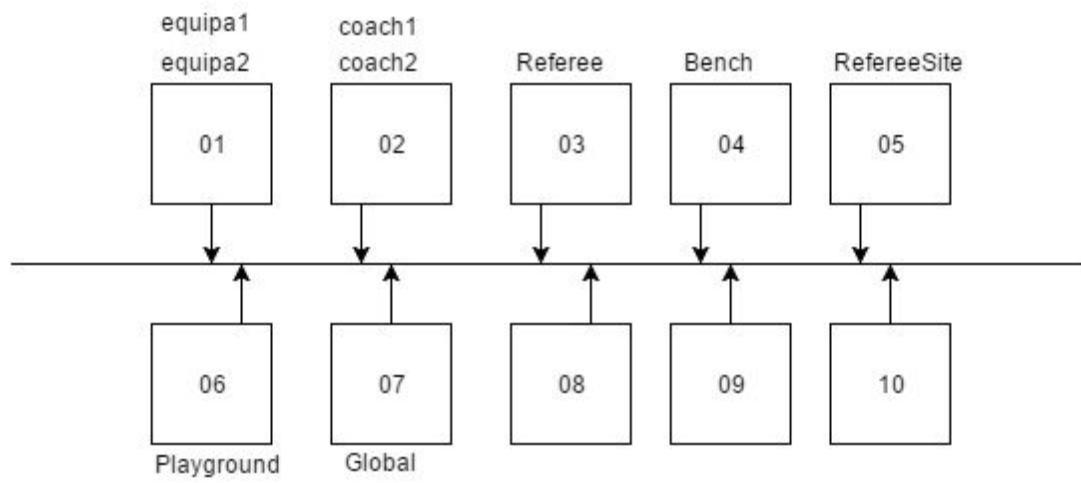
Problema Obrigatório 2

P4/Grupo2

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Mapeamento nas máquinas



Mensagens

Playground:

Mensagem	Operação	Parâmetros	Resposta
CTRIAL	callTrial		ACK
WCONTESTANTS	waitForContestants	teamID	ACK
FCOACHADV	followCoachAdvice	contestantID, teamID	ACK
INFREF	informReferee	teamID	ACK
STRIAL	startTrial		ACK
GREADY	getReady	contestantID,teamID, strength	ACK
DONE	done	contestantID, teamID	ACK
ASSTRIALDEC	assertTrialDecision		ACK
TERMINATE	terminate		N/A

Bench

Mensagem	Operação	Parâmetros	Resposta
SSTRENGTHB	setStrength	contestantID,teamID,strength	ACK

GSTRENGTHB	getStrength	contestantID,teamID	ACK (com parâmetro Strength)
CCONTESTANTS	callContestants	teamID	ACK
SDOWN	sitDown	contestantID, teamID	ACK
REVNOTES	reviewNotes	teamID	ACK
STRIALCALLED	setTrialCalled	trialCalled	ACK
WBENCH	wakeBench		ACK
SBENCHCALLED	setBenchCalled	setBenchCalled	ACK
TERMINATE	terminate		N/A

RefereeSite

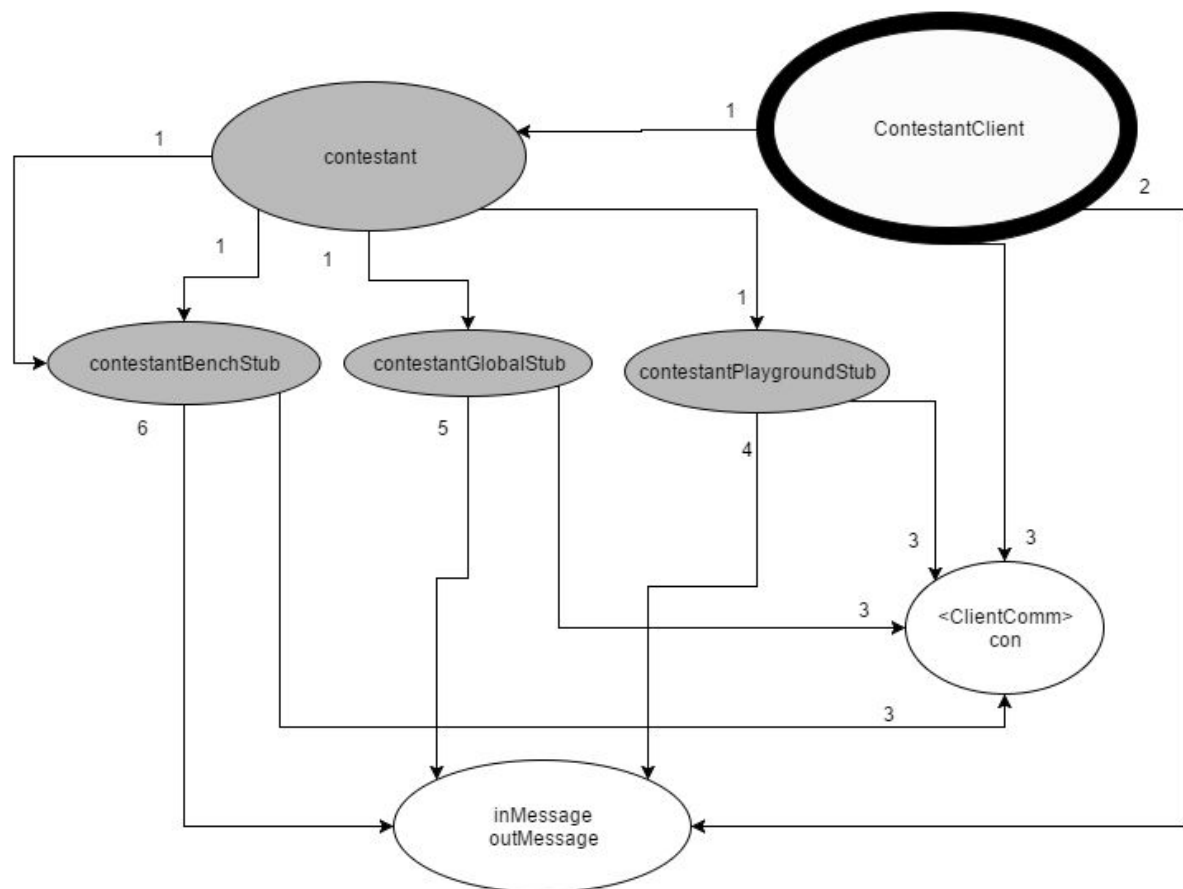
Mensagem	Operação	Parâmetros	Resposta
ANNGAME	announceGame		ACK
ANNMATCH	announceMatch		ACK
DGAMEWINNER	declareGameWinner		ACK
DMATCHWINNER	declareMatchWinner		ACK
GGAMESNUM	getGamesNum		GGAMESNUMR
SREADYTRIAL	setReadyTrial	readyTrial	ACK
BWAKEREF	benchWakeRef		ACK
GTRIALNUM	getTrialNum		GTRIALNUMR
WBENCH	waitForBench		ACK
TERMINATE	terminate		N/A

Global

Mensagem	Operação	Parâmetros	Resposta
MINPROGRESS	matchInProgress		POSITIVE/NEGATIVE
GFINISHED	gameFinished		POSITIVE/NEGATIVE
LROPE	leaveRope	contestantID,teamID	ACK
SCOACHSTATE	setCoachState	teamID,coachState	ACK
SCONTESTANTSTATE	setContestantState	contestantID,teamID, contestantState	ACK
SSTRENGTH	setStrength	contestantID,teamID, strength	ACK
CFLAGPOS	changeFlagPos	decision	ACK
SMINPROGRESS	setMatchInProgress	matchInProgress	ACK
ITRIALNUM	incrementTrialNum		ACK
GWINNERLINEPOINTS	gameWinnerLinePoints	teamID	ACK
GTIELINE	gameTieLine		ACK
GWINNERLINEKO	gameWinnerLineKO	teamID	ACK
MWINNERLINE	matchWinnerLine	score1,score2,winner	ACK
MTIELINE	matchTieLine		ACK
SREFEREESTATE	setRefereeState	refereeState	ACK
GFLAGPOS	getFlagPos		GFLAGPOSR
IGAMESNUM	incrementGamesNum		ACK
RESETFLAGPOS	resetFlagPos		ACK
RESETTRIALNUM	resetTrialNum		ACK
TERMINATE	terminate		N/A

Clientes

Contestant



1- Instantiate

2- Instantiate, getType

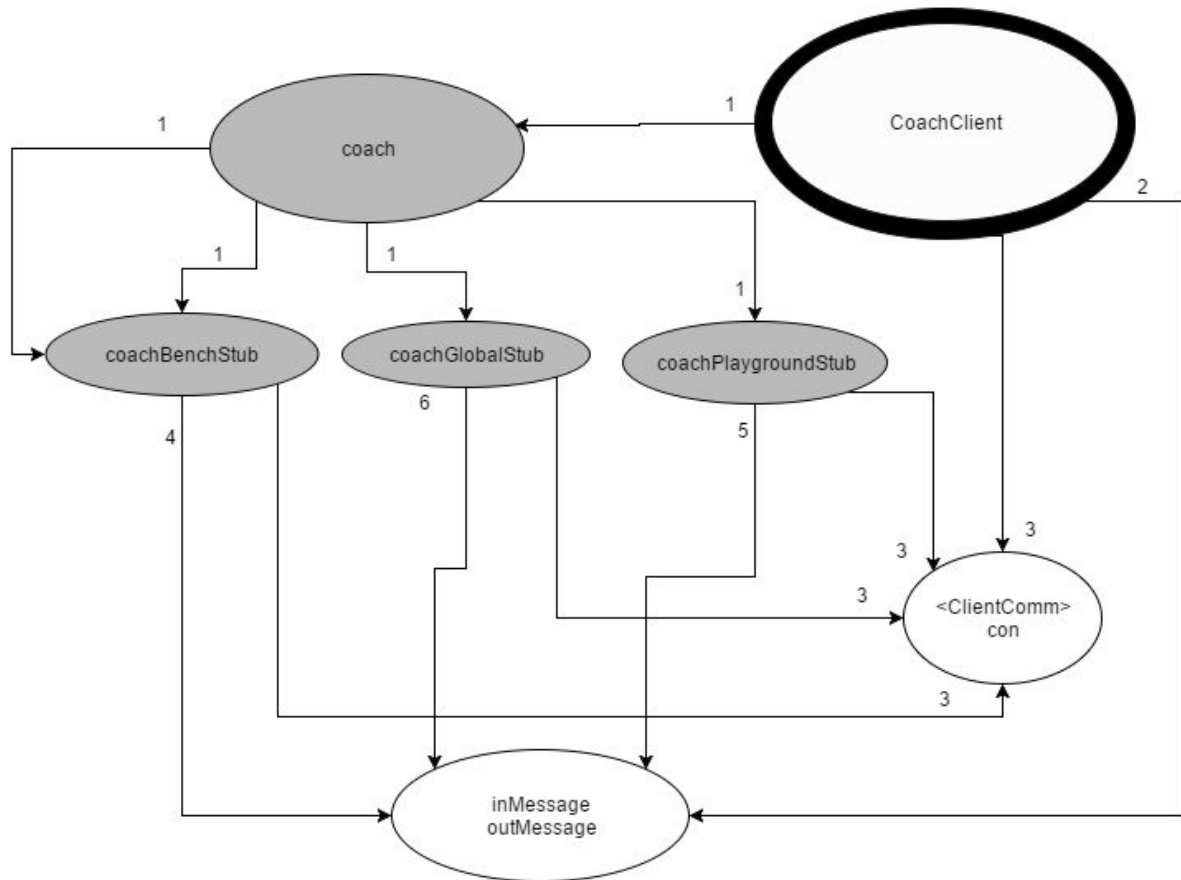
3- instantiate, writeObject, readObject

4-instantiate, followCoachAdvice, getReady, done, getType

5-instantiate, matchInProgress, getType

6-instantiate,sitDown,getType,setStrength,getStrength

Coach



1-Instantiate

2- Instantiate, getType

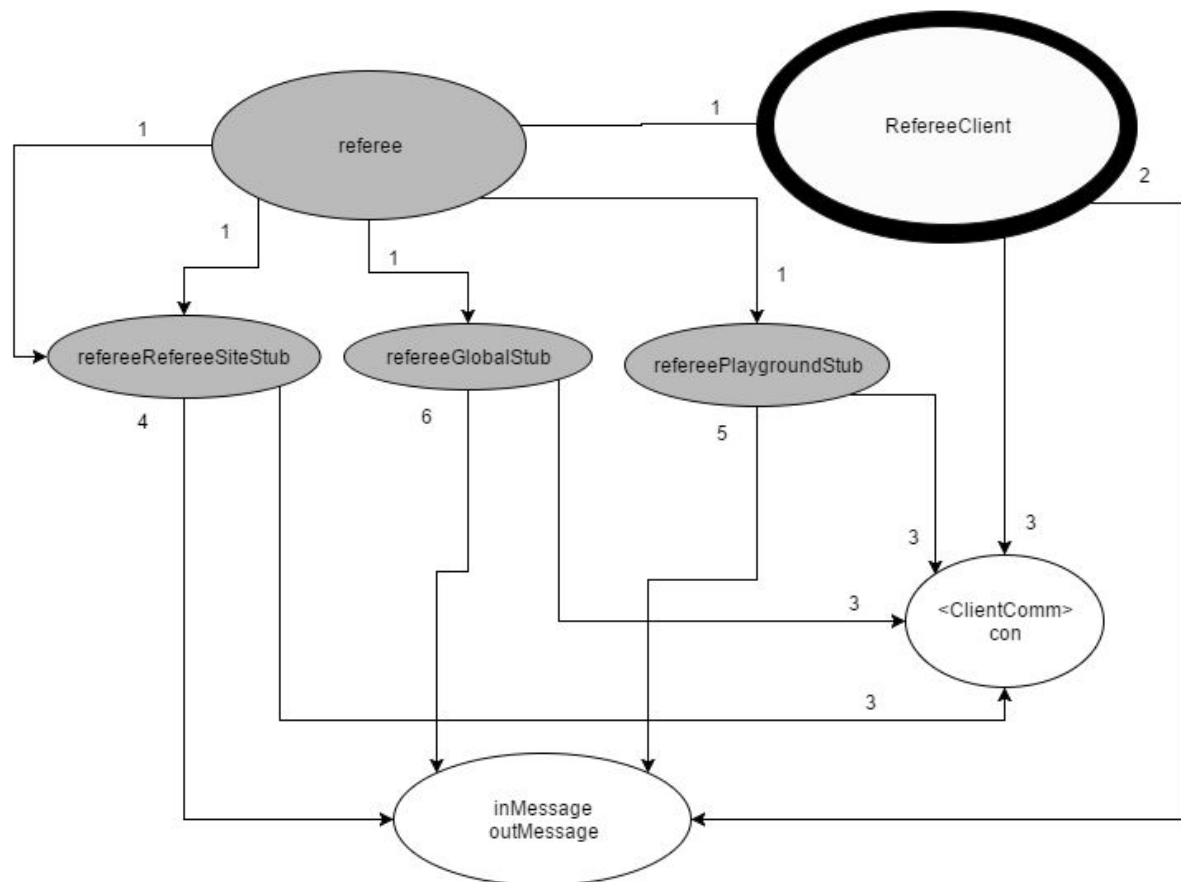
3- instantiate, writeObject, readObject

4-instantiate,callContestants, getType

5-instantiate,waitForContestants,informReferee,reviewNotes,getType

6-instantiate,matchInProgress,getType

Referee



1-Instantiate

2- Instantiate, getType

3- instantiate, writeObject, readObject

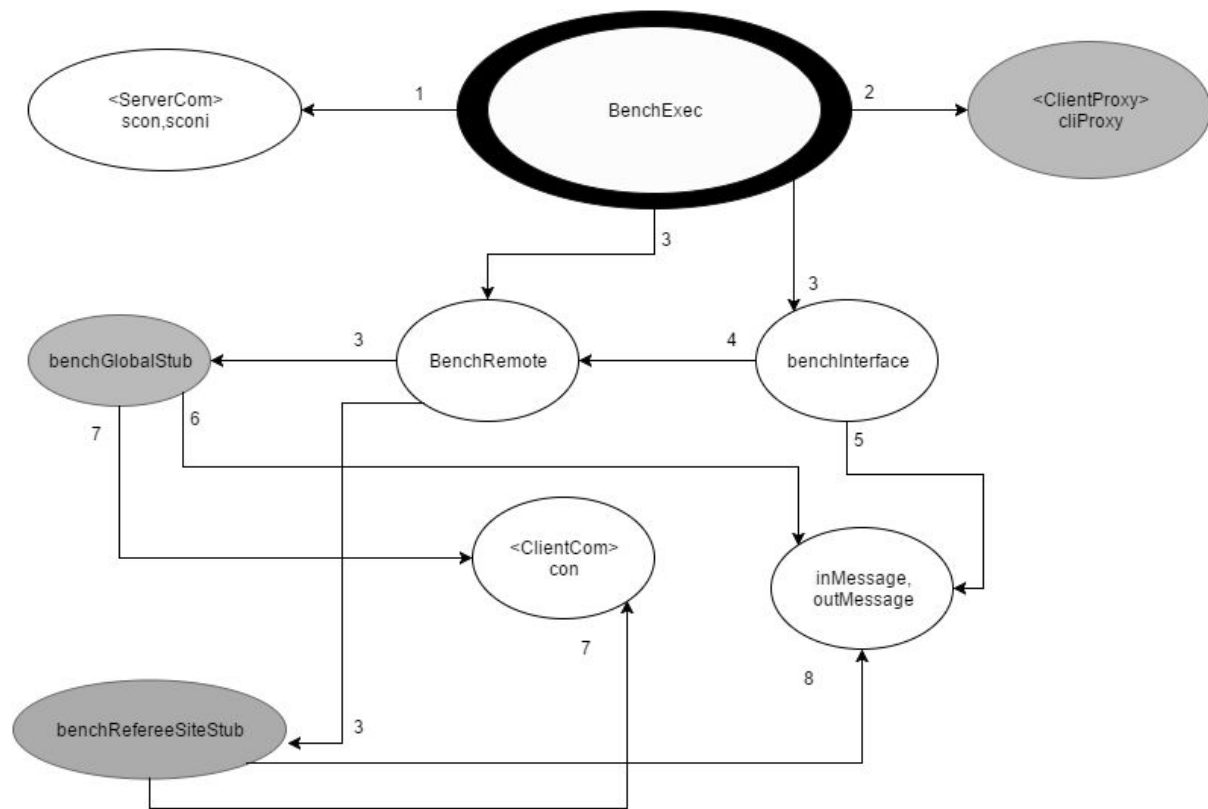
4-instantiate,announceGame,announceMatch,declareGameWinner,declareMatchWinner,getType

5-instantiate,callTrial,startTrial,assertTrialDecision,getType

6-instantiate,matchInProgress,gameFinished,getType

Servidores

Bench



1-instantiate, start, accept

2- instantiate, start

3-instantiate

4-callContestants,sitDown,reviewNotes,setTrialCalled,wakeBench,setBenchCalled

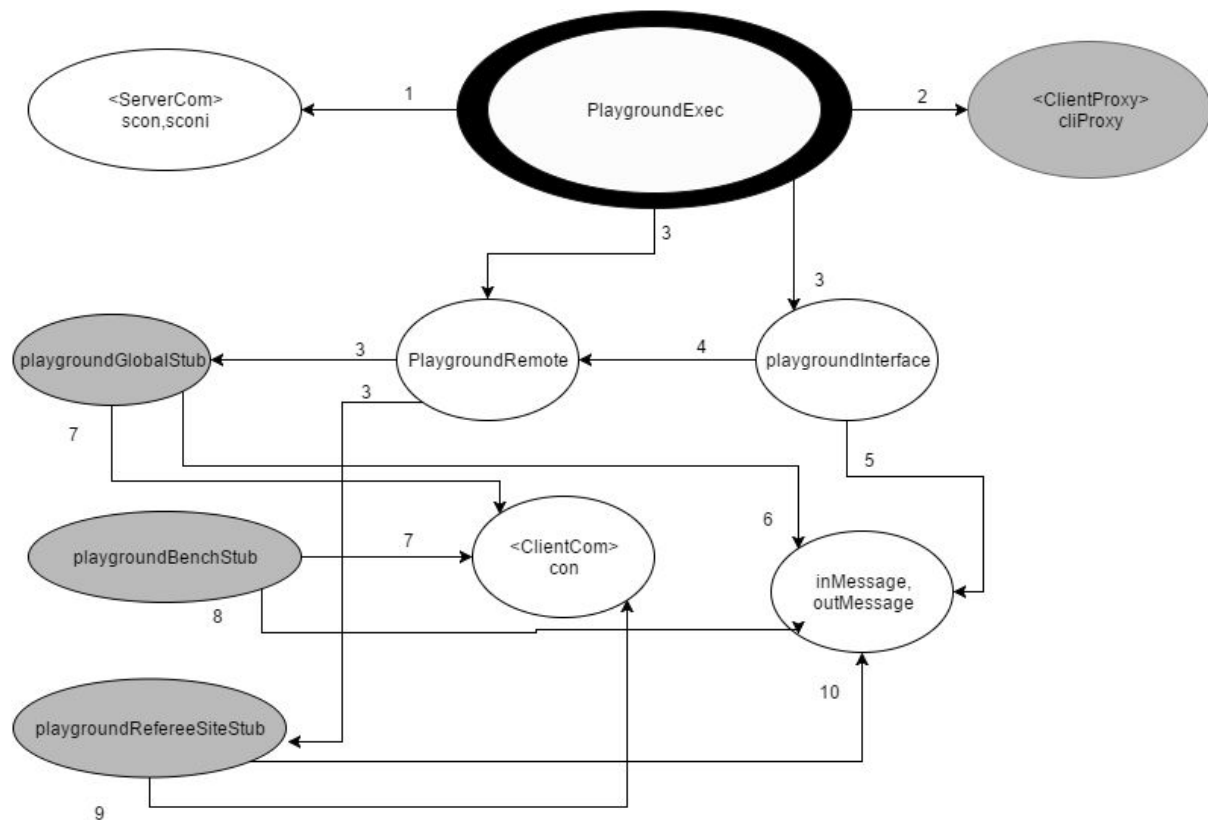
5-getInt1,getB

6-matchInProgress,selectTeam,setCoachState ,setStrength,getType

7- instantiate, readObject, writeObject

8- setReadyForTrial,benchWakeRef,getTrialNum,getType

Playground



1-instantiate, start, accept

2- instantiate, start

3-instantiate

4-callTrial,waitForContestants,followCoachAdvice,informReferee,startTrial,getReady,done,assertTrialDecision

5-getInt1, getType

6-changeFlagPos,gameFinished,setMatchInProgress,leaveRope,setRefereeState,setCoachState,setContestantState,getType

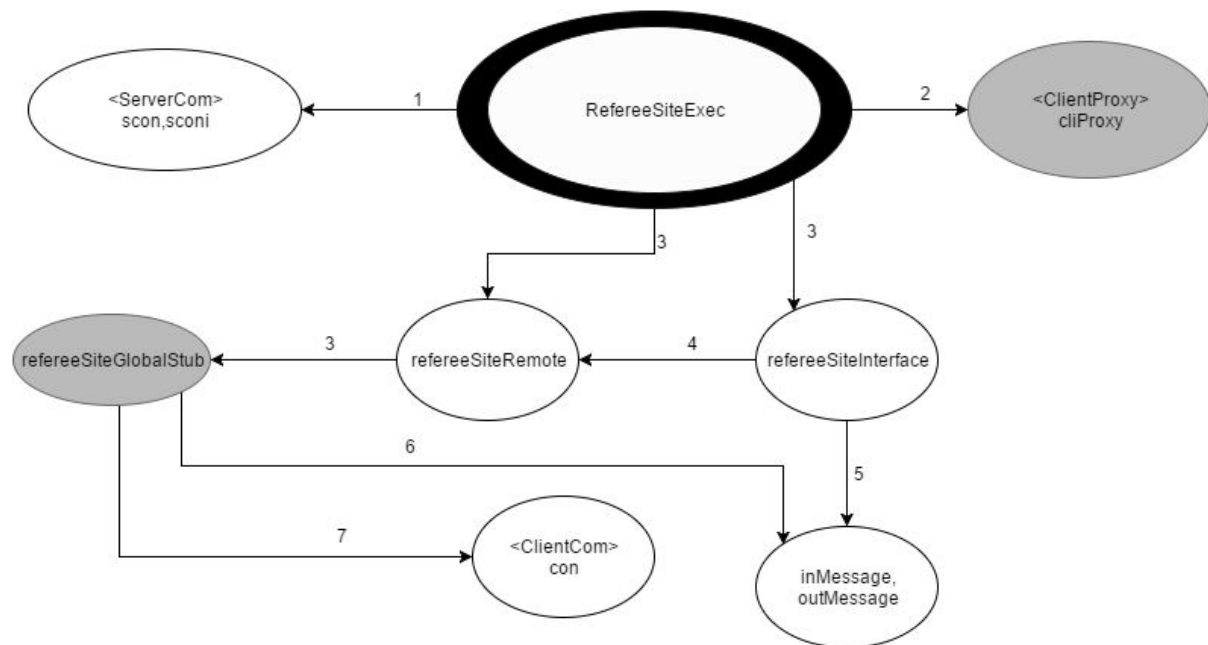
7-instantiate, readObject, writeObject

8- setTrialCalled,wakeBench,setBenchCalled,getType

9-instantiate, readObject, writeObject

10-getGamesNum,getType

RefereeSite



1-instantiate, start, accept

2- instantiate, start

3-instantiate

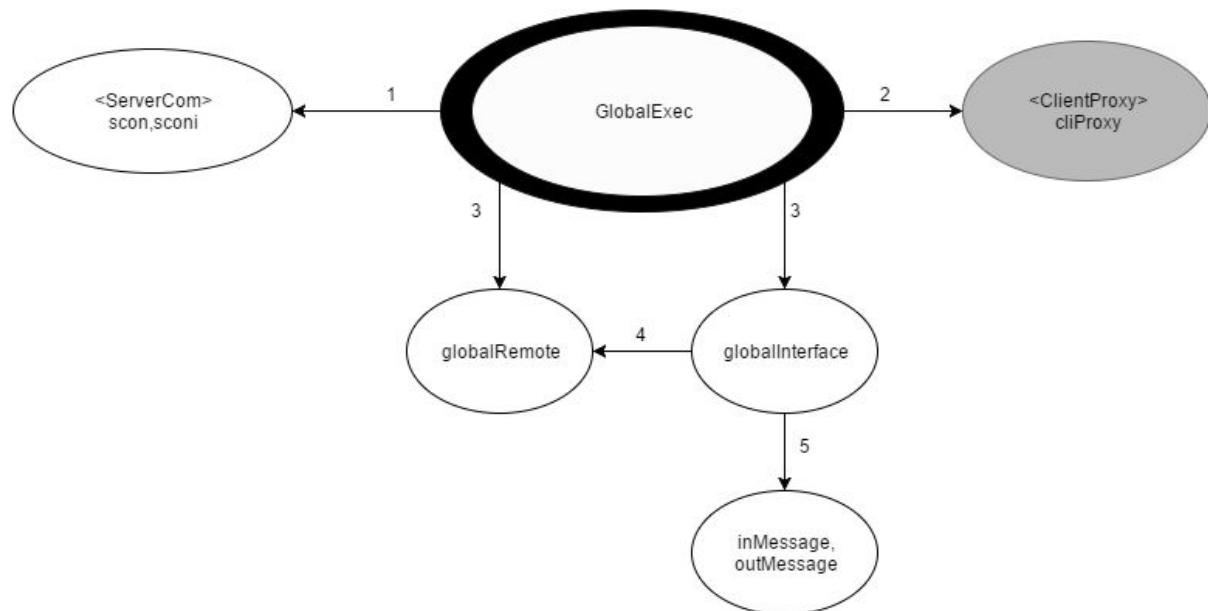
4-announceGame,announceMatch,declareGameWinner,declareMatchWinner,getGamesNum,setReadyForTrial,benchWakeRef,getTrialNum,waitForBench

5-getB,getType

6-incrementTrialNum,gameWinnerLinePoints,gameTieLine,gameWinnerLineKO,matchWinnerLine,matchTieLine,setRefereeState,getFlagPos,incrementGamesNum,resetFlagPos,resetTrialNum

7-instantiate, readObject, writeObject

Global



1-instantiate, start, accept

2-instantiate, start

3-instantiate

4-matchInProgress,gameFinished,leaveRope,setCoachState,setContestantState,setStrength,changeFlagPos,setMatchInProgress,incrementTrialNum,gameWinnerLinePoints,gameTieLine,gameWinnerLineKO,matchWinnerLine,matchTieLine,setRefereeState,incrementGamesNum,resetFlagPos,resetTrialNum

5-getInt1,getInt2,getInt3,getInt4,getCoachState,getRefereeState,getContestantState