Sistemas Distribuidos
2016/2017

Segundo Trabalho

Grupo 305

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Heist To The Museum
Apresentação da Solução

Clientes (HeistToTheMuseum.clientSide.run)
- MasterClient.java (client do Master Thief)
- ThiefClient.java (client dos Assault Thieves)
- ClientHeistToTheMuseum.java (client misto)

Servidores (HeistToTheMuseum.serverSide.servers)
- AssaultParty0Server.java
- AssaultParty1Server.java
- ConcentrationSiteServer.java
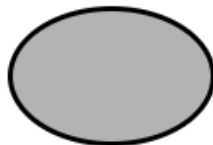- ControlCollectionServer.java
- LoggerServer.java
- MuseumServer.java

Legenda dos diagramas de interação

tipo de dados não instanciado (énomeado pelo identificador do tipo)
entidade activa (tem associada um fio de execução)

tipo de dados não instanciado (énomeado pelo identificador do tipo) entidade passiva

tipo de dados instanciado (énomeado pelo identificador da variável)
entidade activa (tem associada um fio de execução)
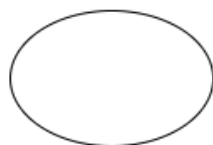
tipo de dados instanciado (énomeado pelo identificador da variável)
entidade passiva

Mapeamento

l04010-ws01.ua.pt
- MasterThief
- Client Misto

l04010-ws03.ua.pt
- Logger

l04010-ws04.ua.pt
- Museum

l04010-ws05.ua.pt
- Concentration Site

l04010-ws06.ua.pt
- Thieves

l04010-ws07.ua.pt
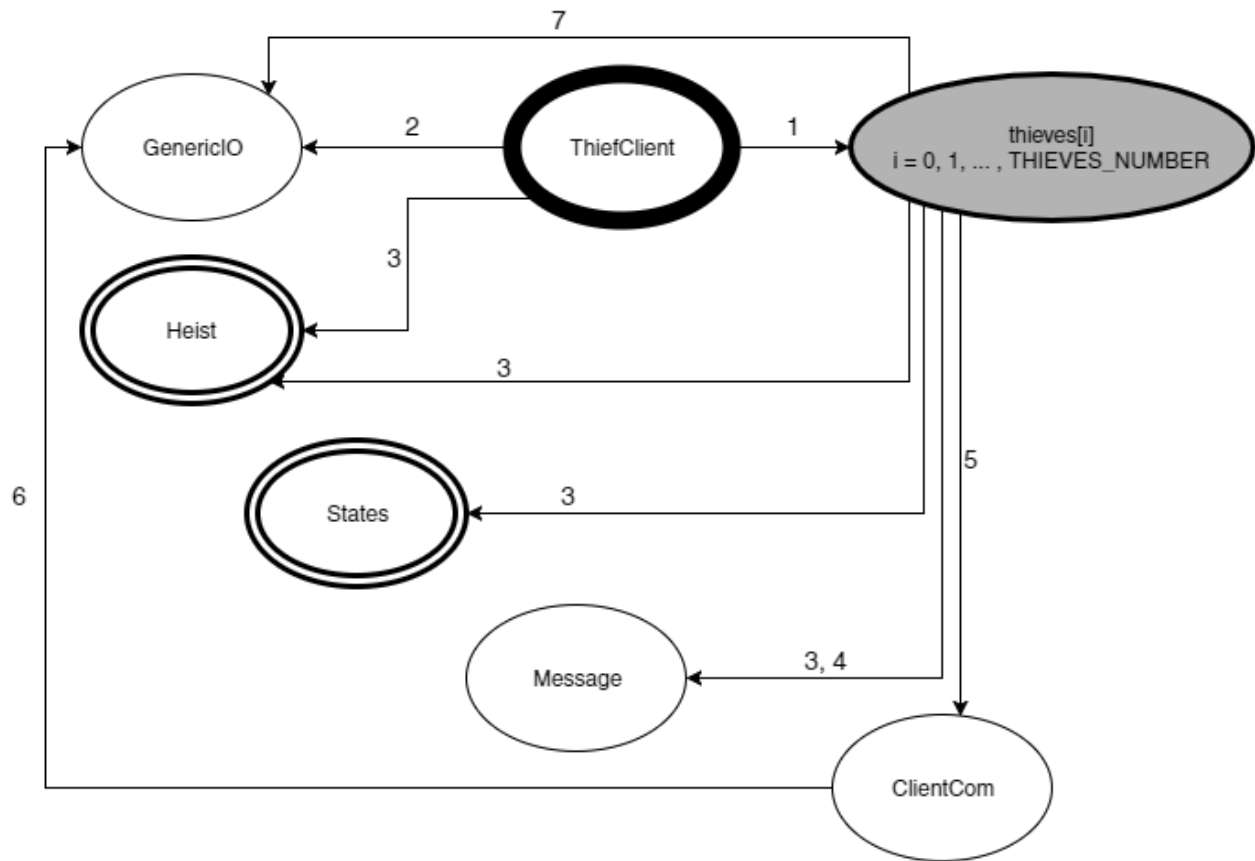- Control & Collection Site

l04010-ws09.ua.pt
- Assault Party 0
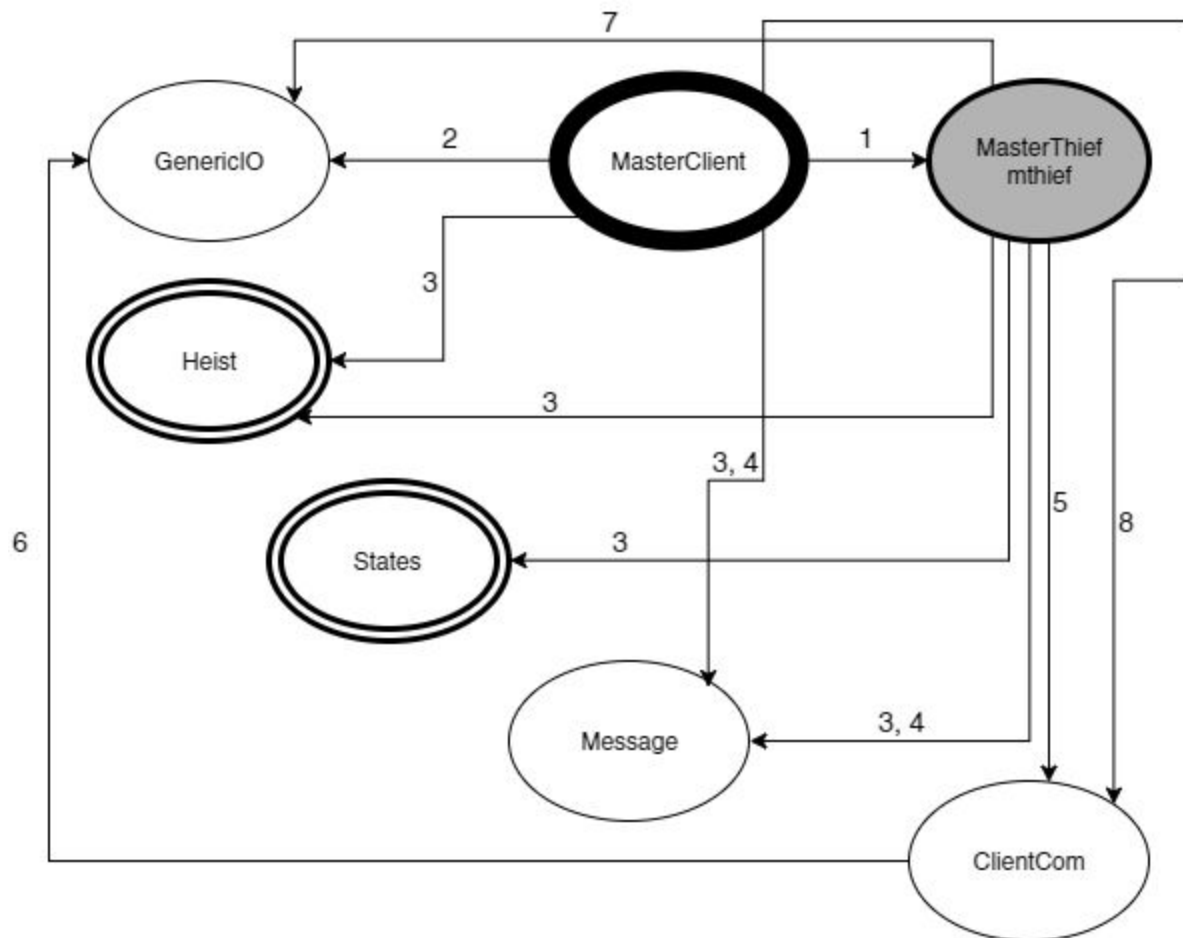
l04010-ws10.ua.pt
- Assault Party 1

ThiefClient

1. init, start, join
2. writelnString
3. (utilização de constantes desta classe)
4. Getters, toString, init
5. writeObject, readObject, open, close
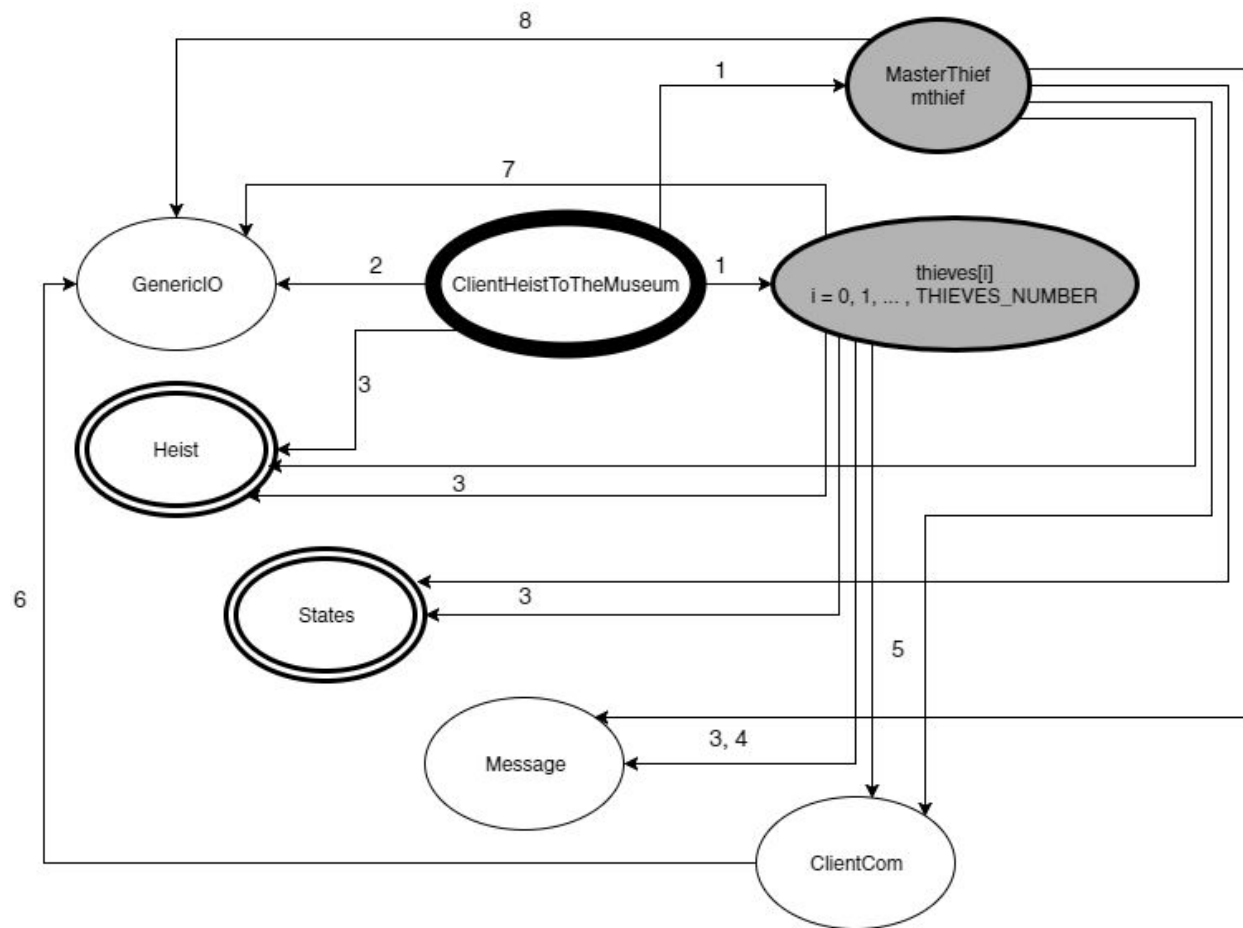6. writelnString
7. writelnString

MasterClient

1. init, start, join
2. writelnString
3. (utilização de constantes desta classe)
4. Getters, toString, init
5. writeObject, readObject, open, close
6. writelnString
7. writelnString
8. writeObject, readObject, open, close
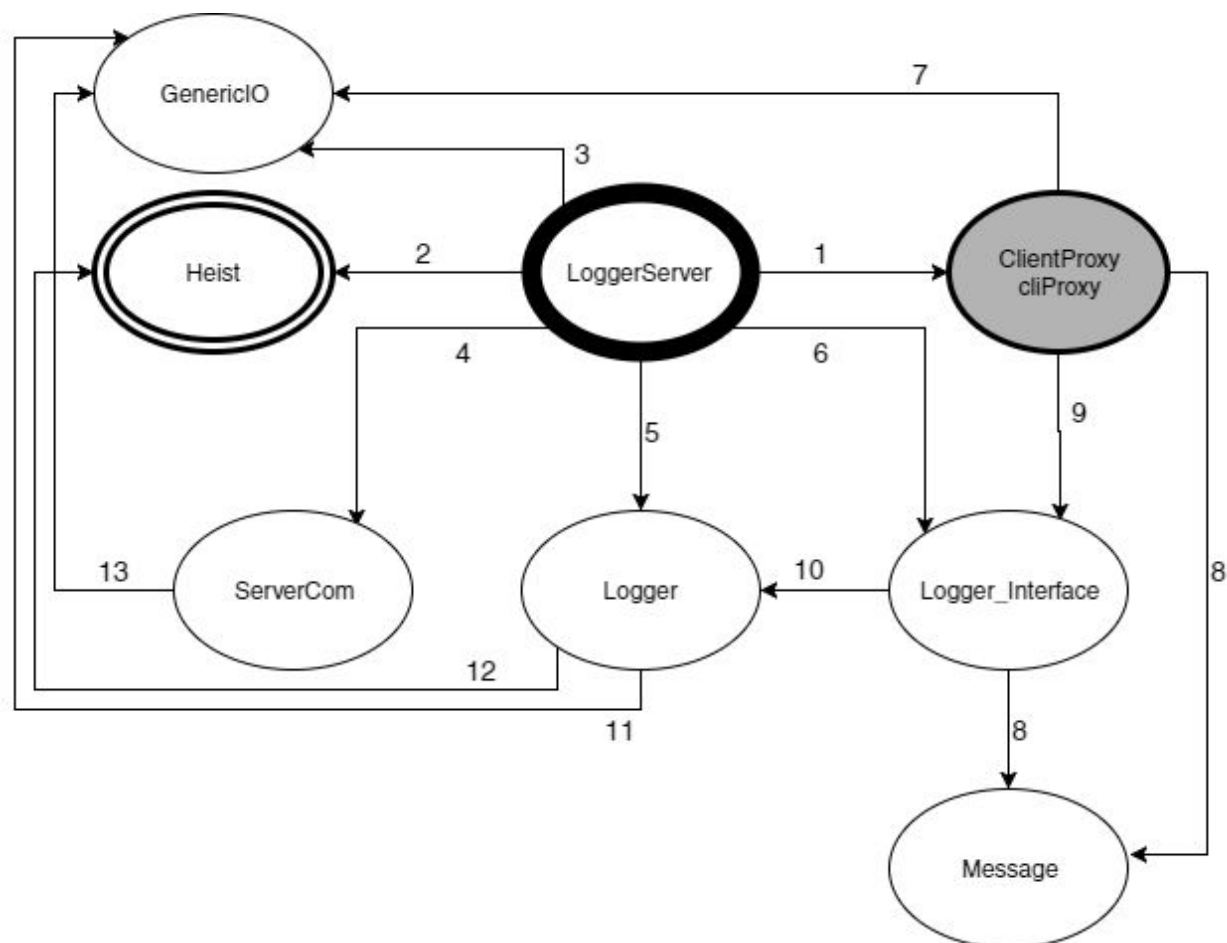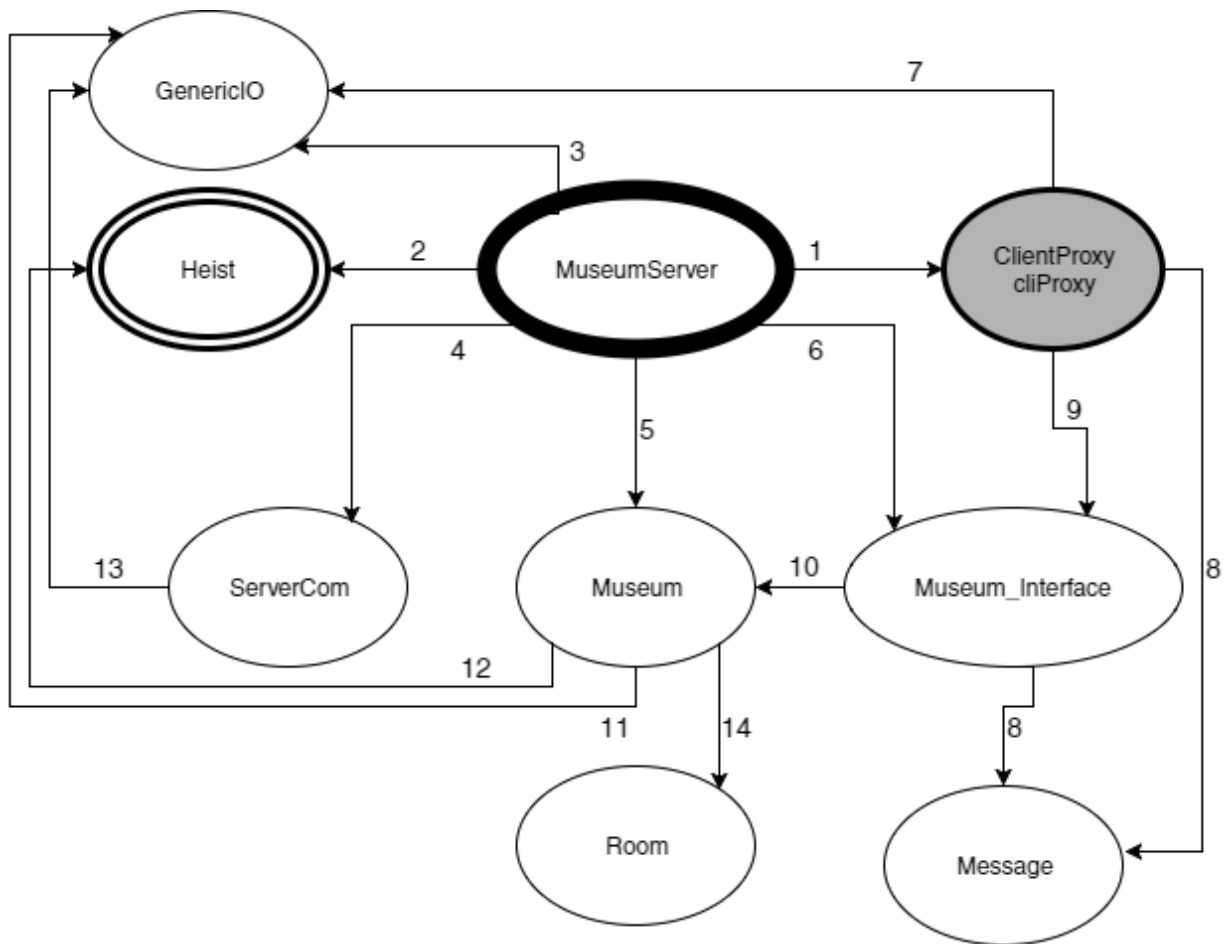
ClientHeistToTheMuseum

1. init, start, join
2. writelnString
3. (utilização de constantes desta classe)
4. Getters, toString, init
5. writeObject, readObject, open, close
6. writelnString
7. writelnString
8. writelnString

LoggerServer

1. init, start, join
2. (utilização de constantes desta classe)
3. writelnString
4. writeObject, readObject, open, close
5. Init
6. Init
7. writelnString
8. Getters, toString, init
9. Init, processAndReply
10.   setFileName, reportStatus, reportFinalStatus, setMuseum, setAssaultParty, setMasterThief, setAssaultThief
11.   writelnString
12.   writelnString
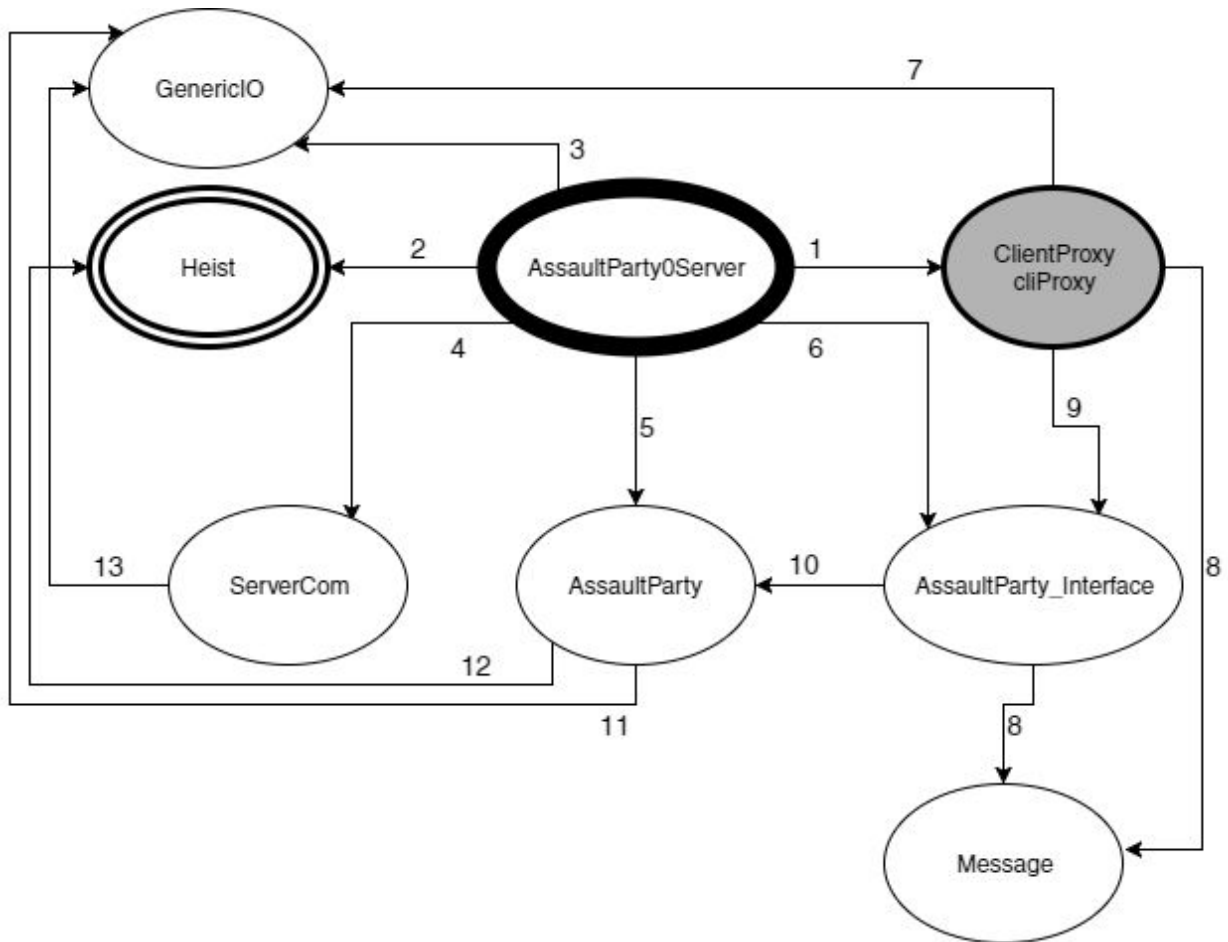13.   writelnString

MuseumServer

1. init, start, join
2. (utilização de constantes desta classe)
3. writelnString
4. writeObject, readObject, open, close
5. Init
6. Init
7. writelnString
8. Getters, toString, init
9. Init, processAndReply
10.   getRoom,
11.   writelnString
12.   writelnString
13.   writelnString
14.   getDistOutside, getNPaintings, setnPaintings
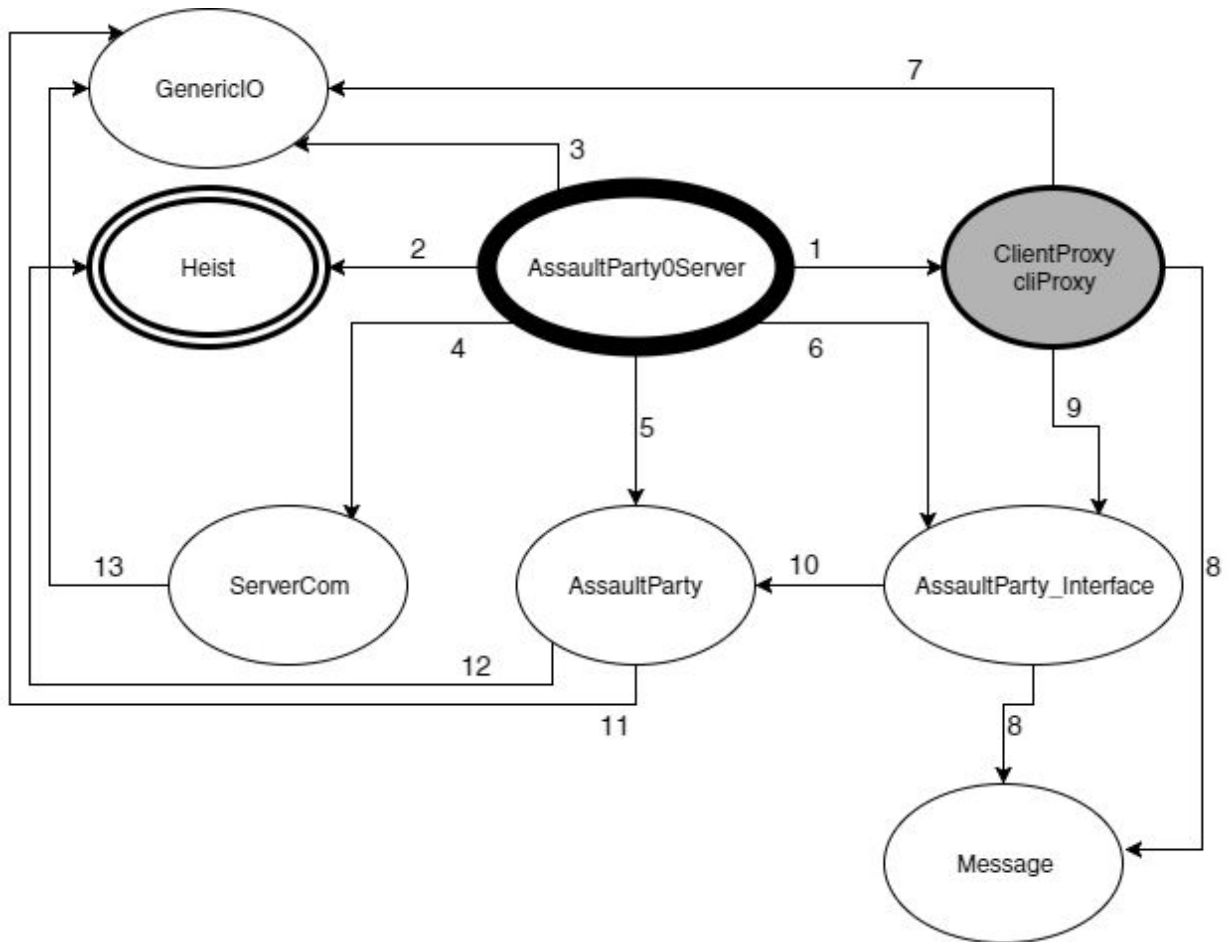
AssaultParty0Server

1. init, start, join
2. (utilização de constantes desta classe)
3. writelnString
4. writeObject, readObject, open, close
5. Init
6. Init
7. writelnString
8. Getters, toString, init
9. Init, processAndReply
10.   getRoom,
11.   writelnString
12.   writelnString
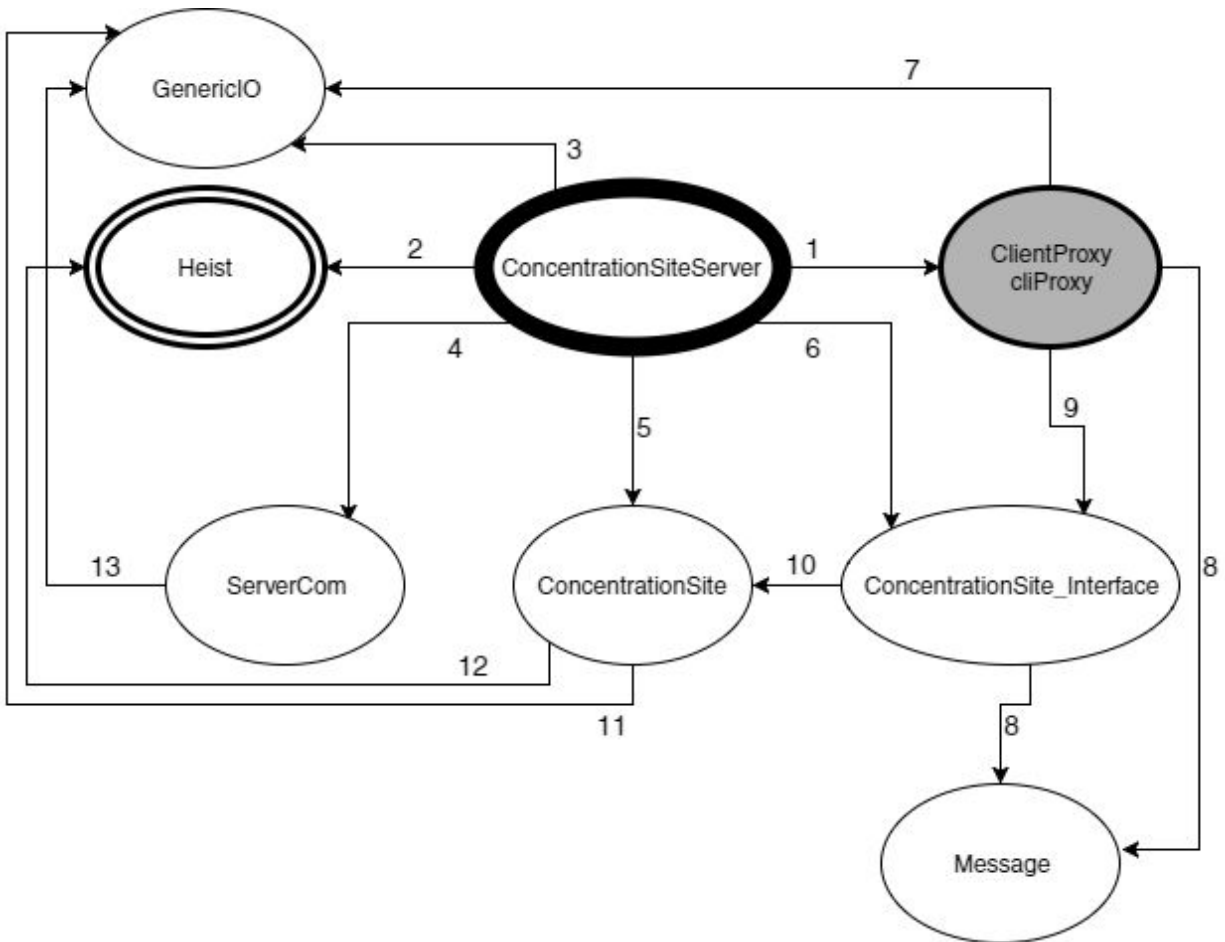13.   writelnString

AssaultParty1Server

1. init, start, join
2. (utilização de constantes desta classe)
3. writelnString
4. writeObject, readObject, open, close
5. Init
6. Init
7. writelnString
8. Getters, toString, init
9. Init, processAndReply
10.   getRoom,
11.   writelnString
12.   writelnString
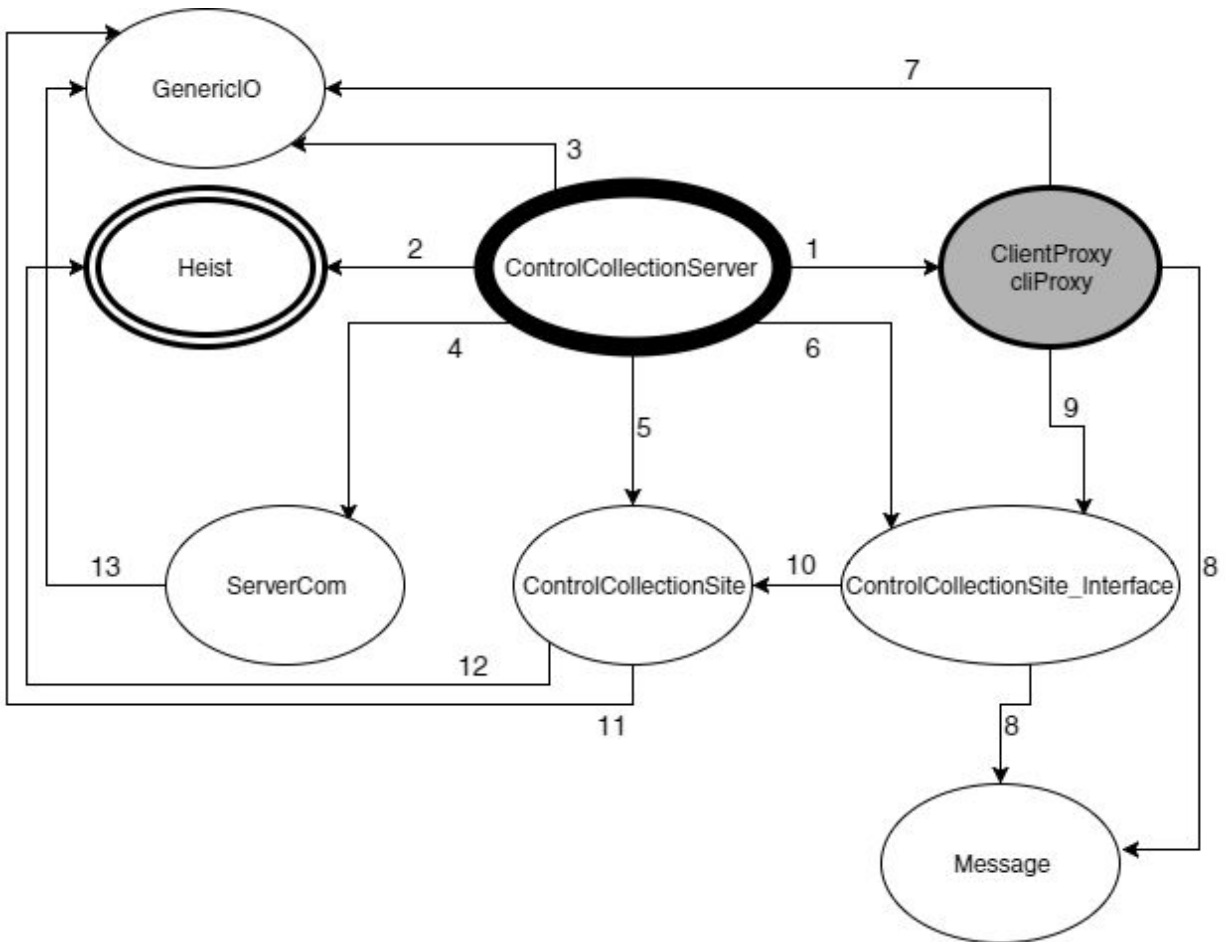13.   writelnString

ConcentrationSiteServer

1. init, start, join
2. (utilização de constantes desta classe)
3. writelnString
4. writeObject, readObject, open, close
5. Init
6. Init
7. writelnString
8. Getters, toString, init
9. Init, processAndReply
10.   getRoom,
11.   writelnString
12.   writelnString
13.   writelnString

ControlCollectionServer

1. init, start, join
2. (utilização de constantes desta classe)
3. writelnString
4. writeObject, readObject, open, close
5. Init
6. Init
7. writelnString
8. Getters, toString, init
9. Init, processAndReply
10.   getRoom,
11.   writelnString
12.   writelnString
13.   writelnString