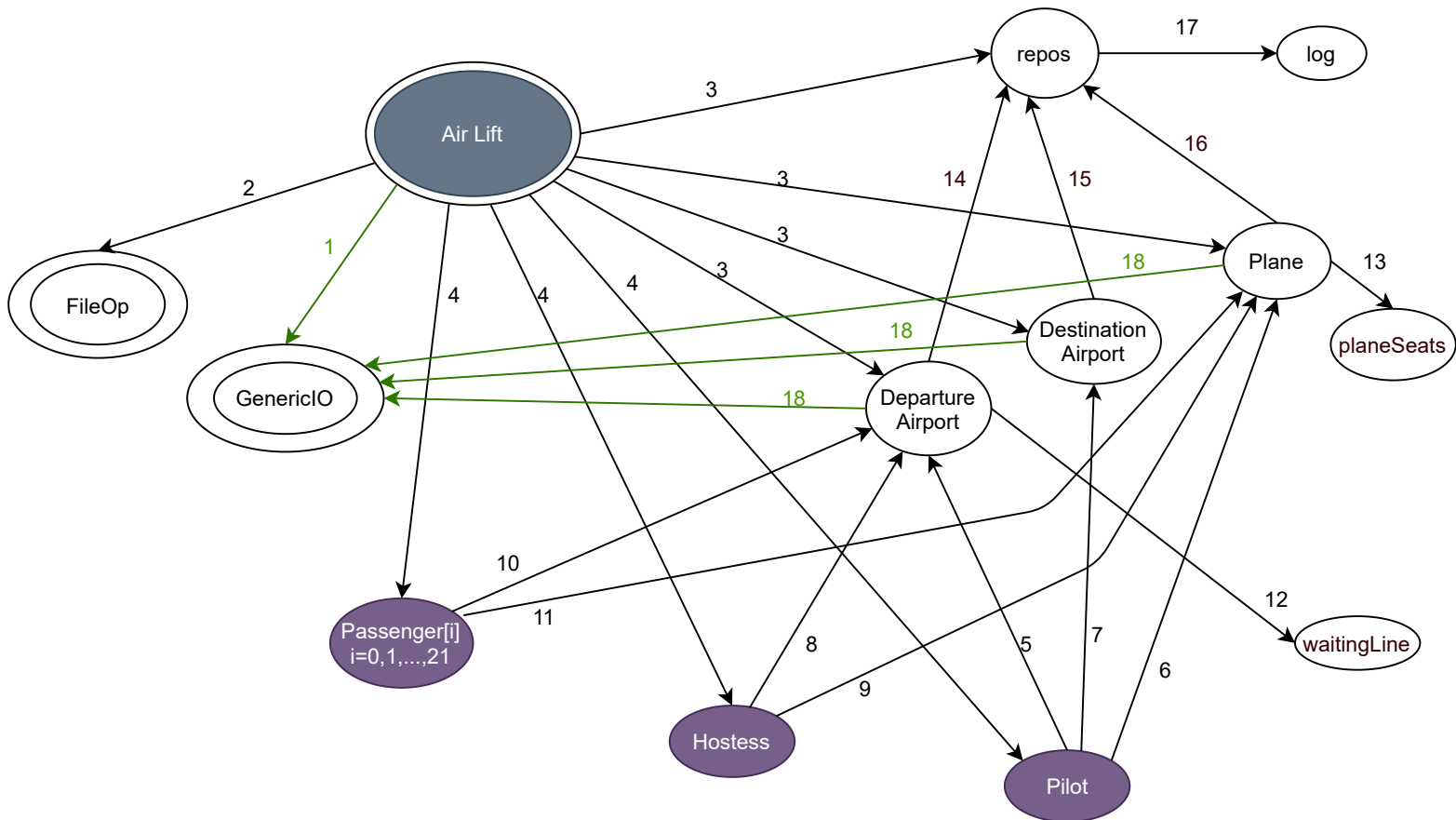# Interaction diagram: static solution with monitors



1 – readlnInt, readlnChar, readlnString, writeString, writelnString

2 – exists

3 – instantiate

4 – instantiate, start, join

5 - informPlaneReadyForBoarding

6 - waitForAllInBoard,, flyToDestinationPoint, announceArrival, parkAtTransferGate, CheckEndOfDay

7 - flyToDeparturePoint

8 - prepareForPassBoarding, waitForNextPassenger, checkDocuments, waitForNextFlight, CheckEndOfDay

9 - informPlaneReadyToTakeOff

10 - waitInQueue, showDocuments

11 - boardThePlane, leaveThePlane

12 - instantiate, full, write, read

13 - instantiate, full, write, read

14 - setQueue, setPassengerState, setHostessState, reportSpecificStatus,reportSpecificStatus, setPilotState

15 - setFlight, setQueue, setPassengerState, setPilotState, setHostessState, reportSpecificStatus, setDestisnation, reportSpecificStatus

16 - instantiate, openForWriting, openForAppending, close, writelnString

17 - instantiate, openForWriting, openForAppending, close, writelnString

18 - writelnString

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**2020/21**