



INICIO

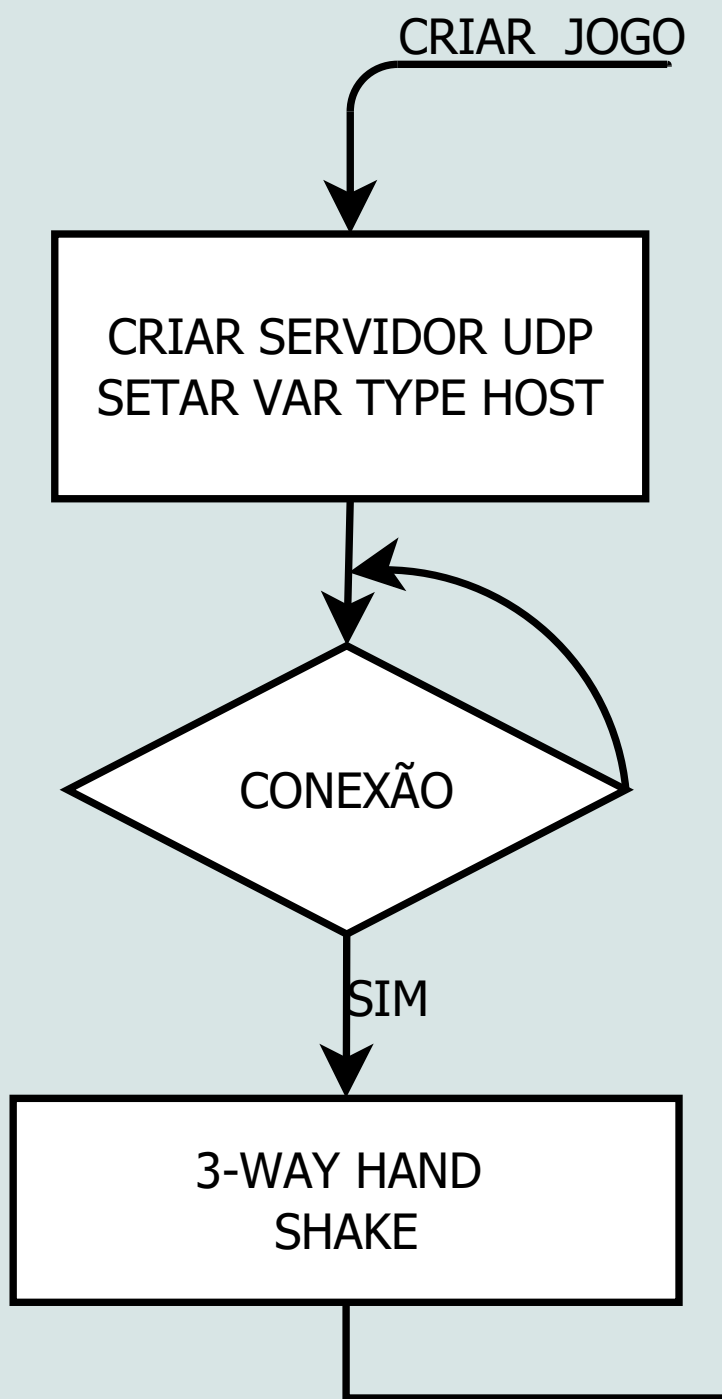


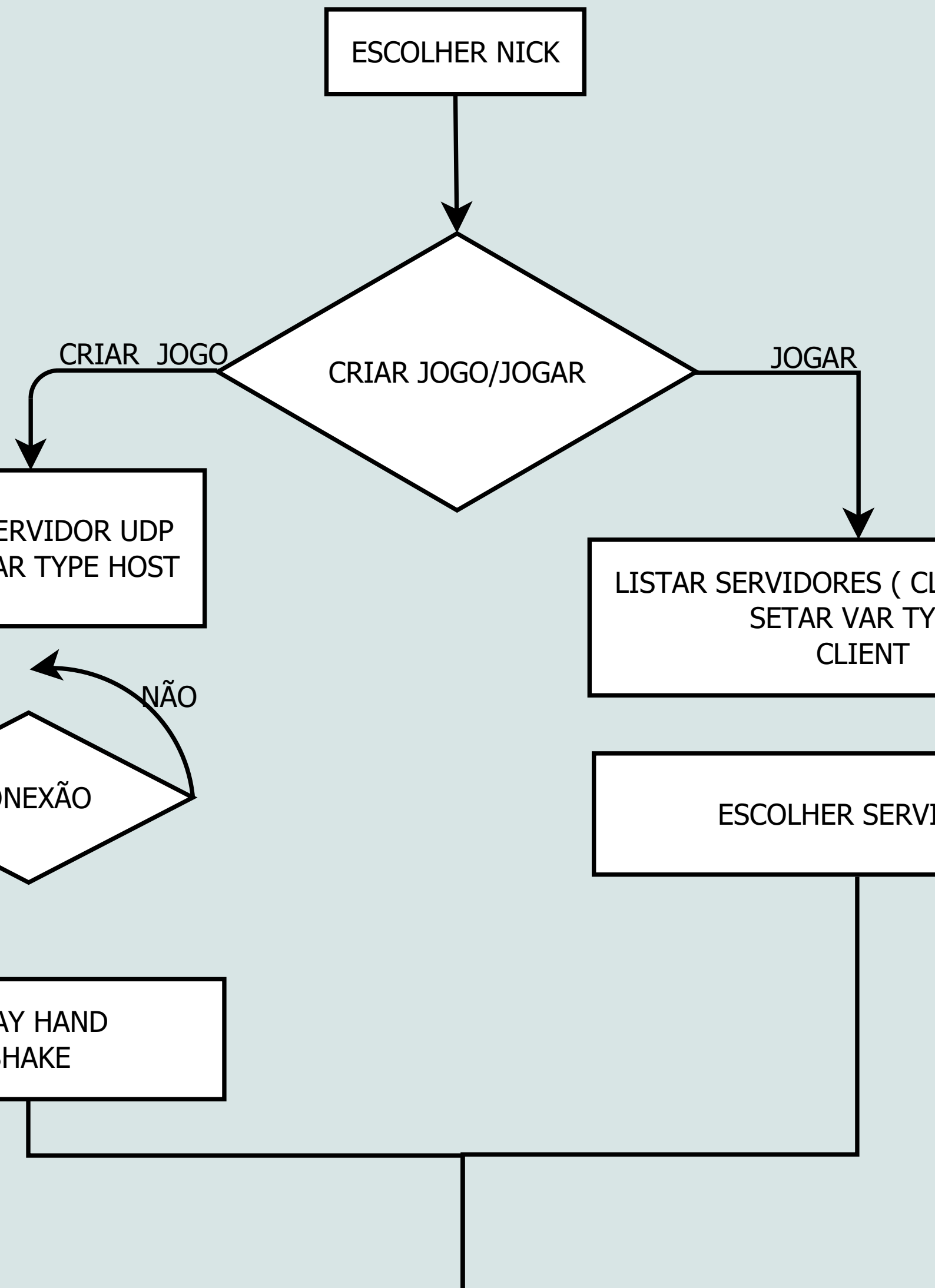
ESCOLHER NICK











JOGAR

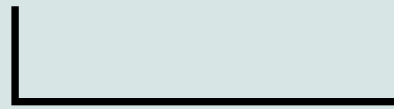
PAR SERVIDORES ( CLIENTE UDP )  
SETAR VAR TYPE  
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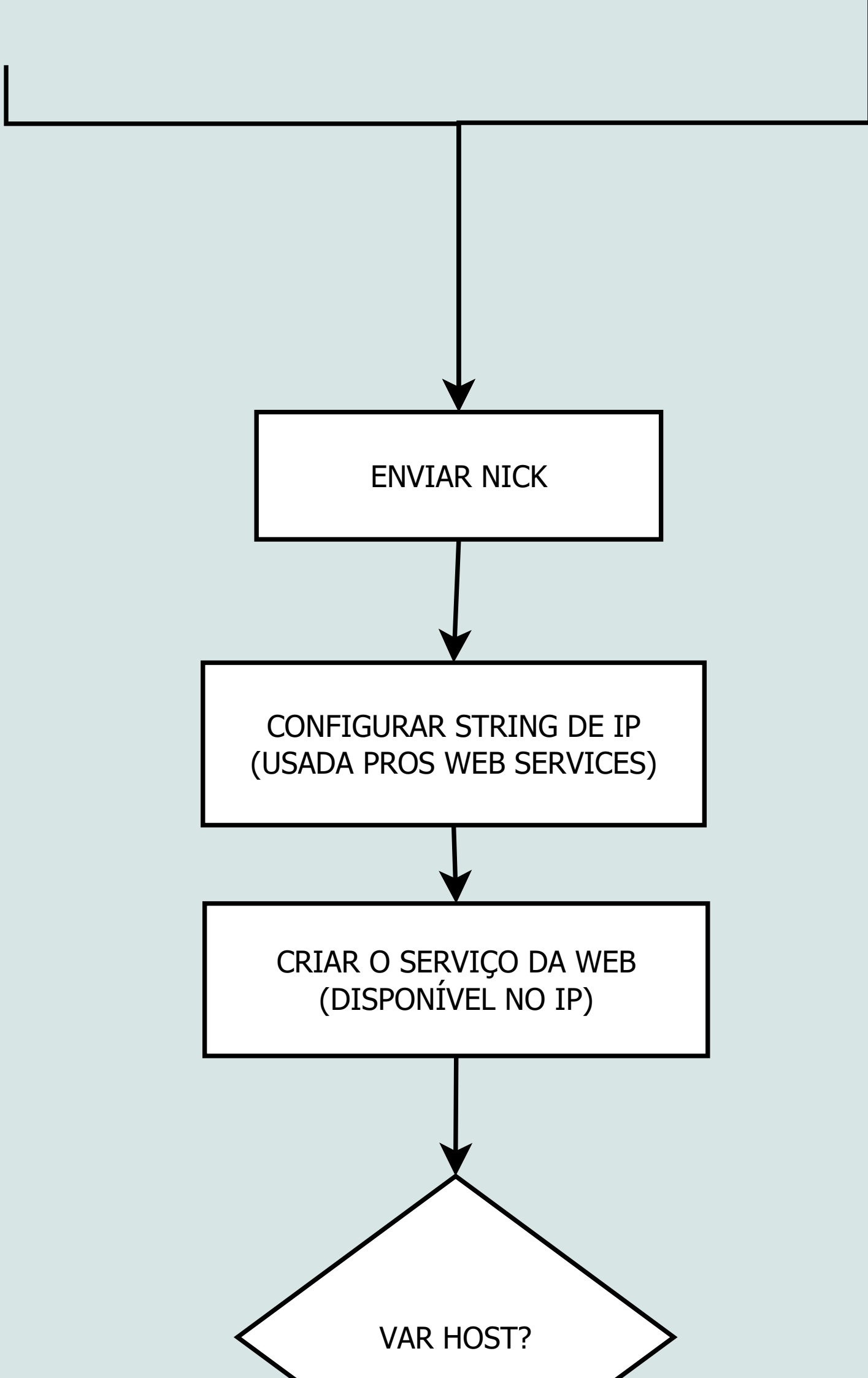
ESCOLHER SERVIDOR

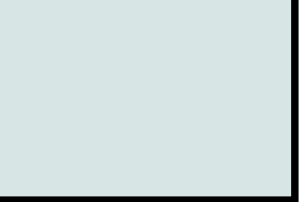






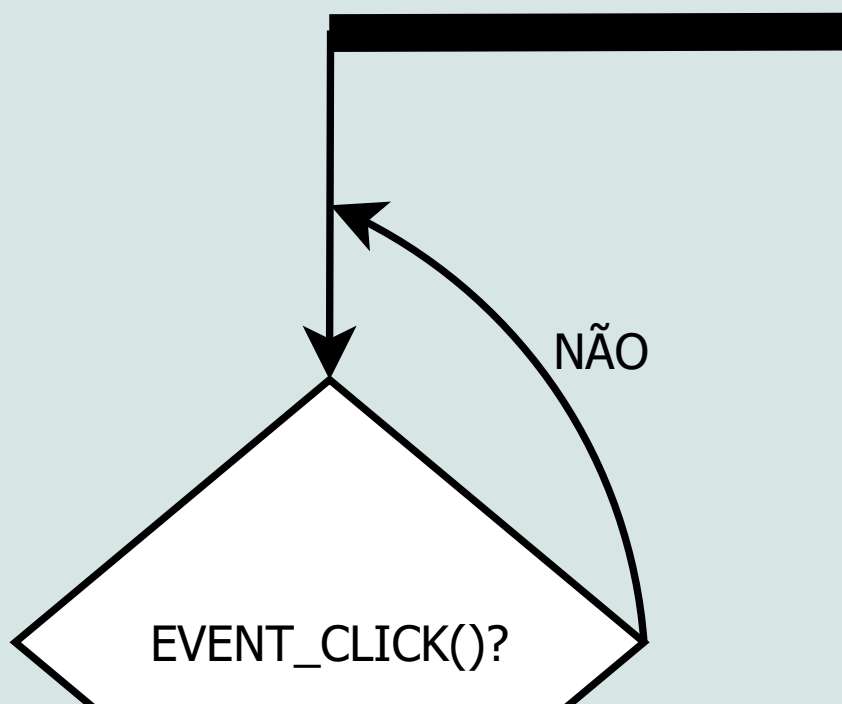




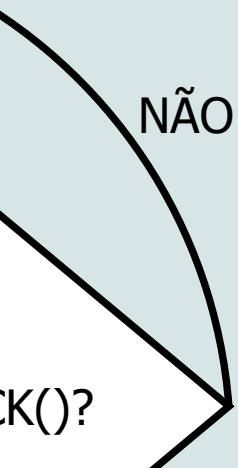
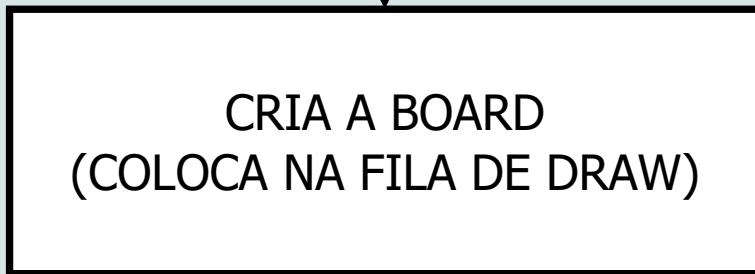
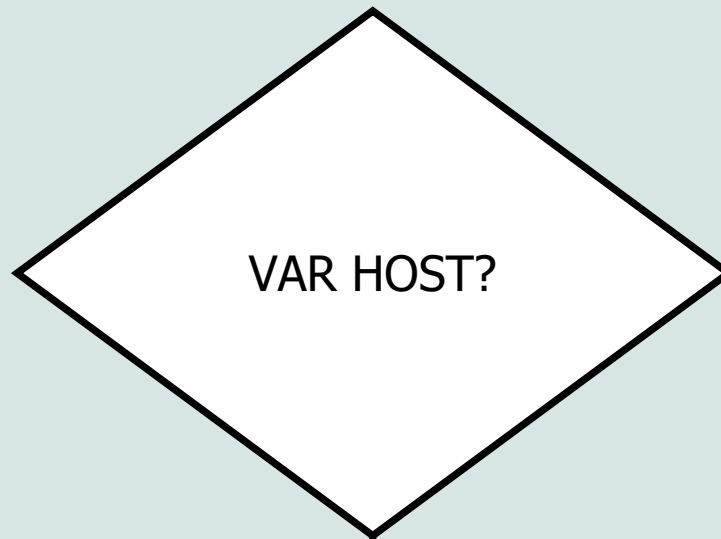


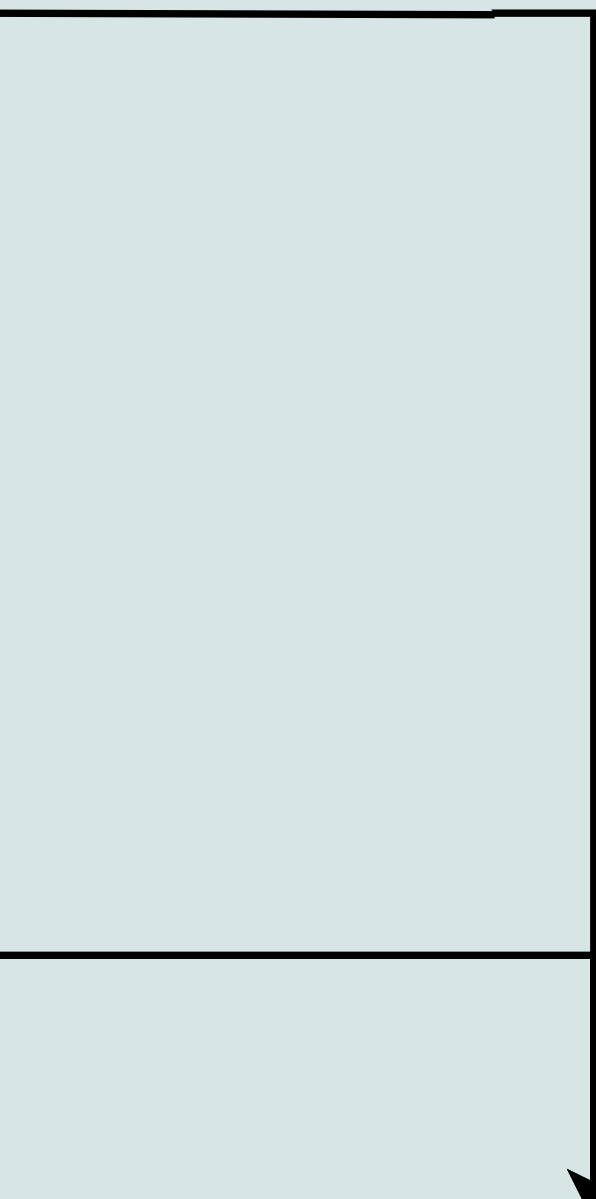


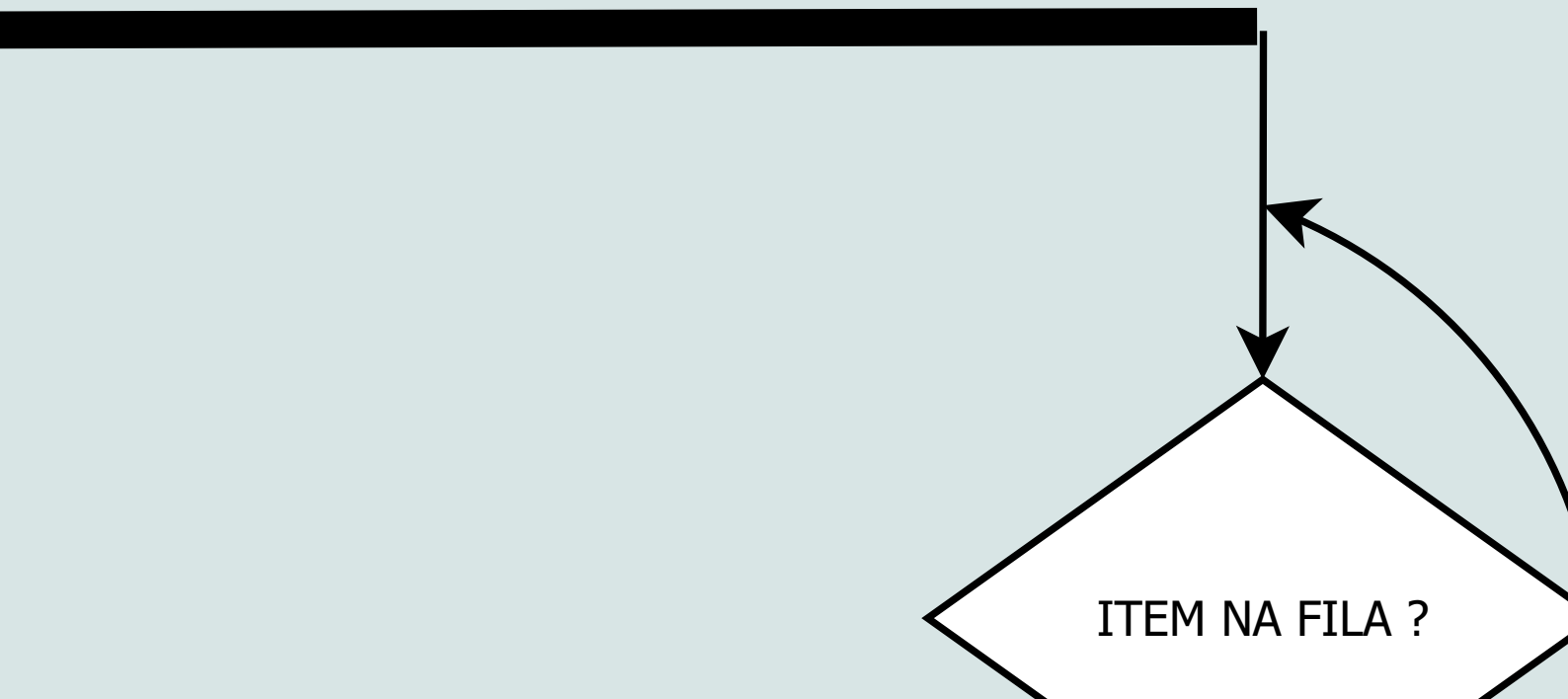






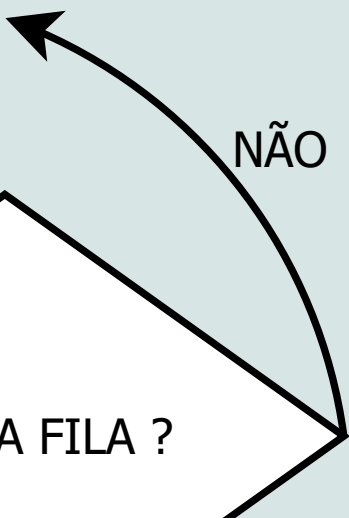


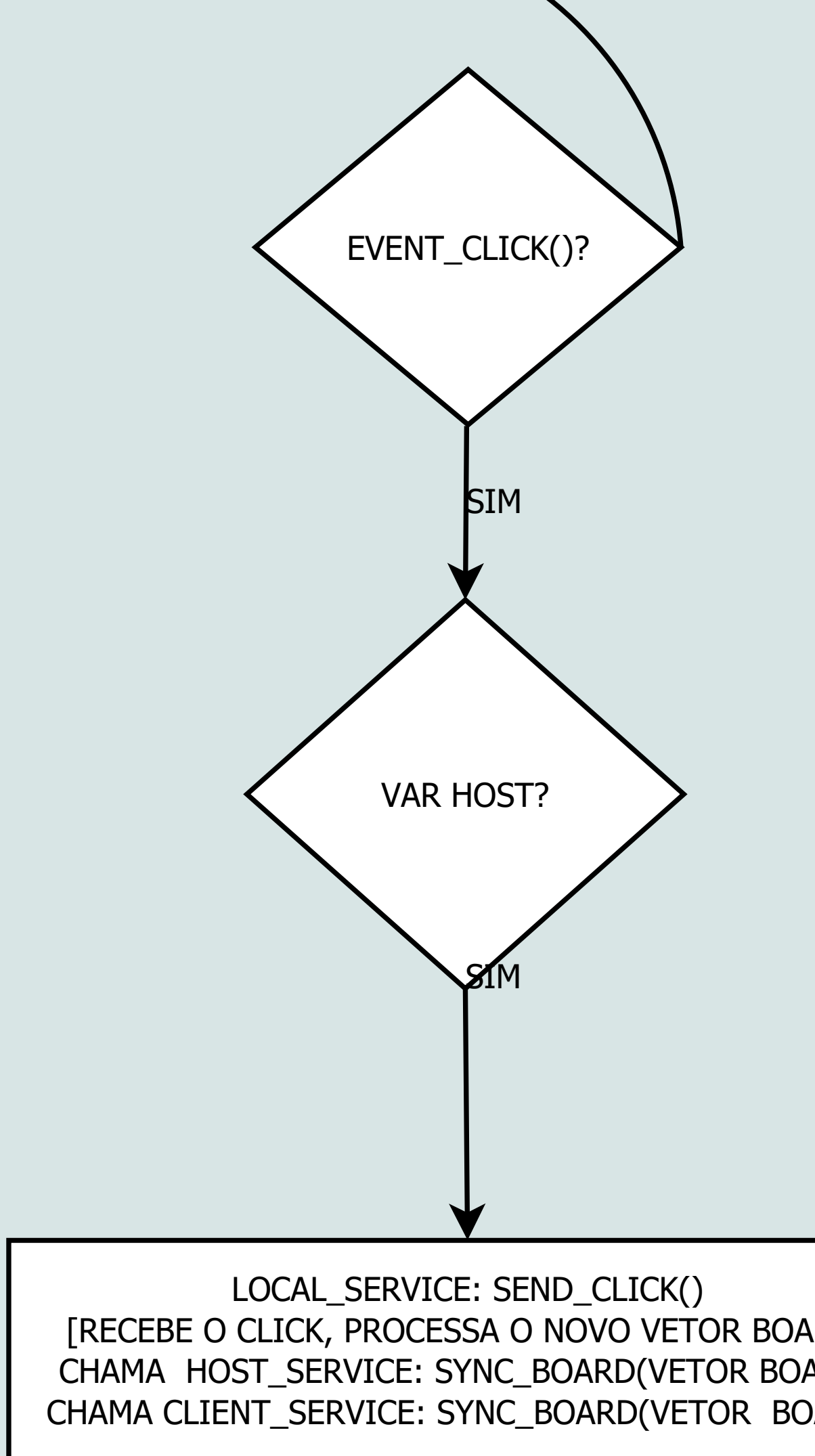




EM NA FILA ?

NÃO





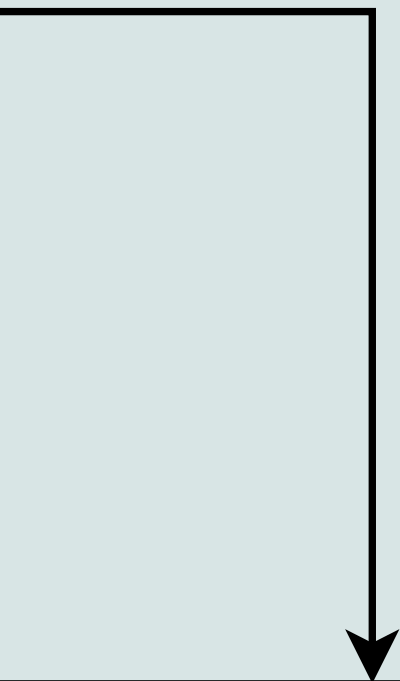
CK()?

T?

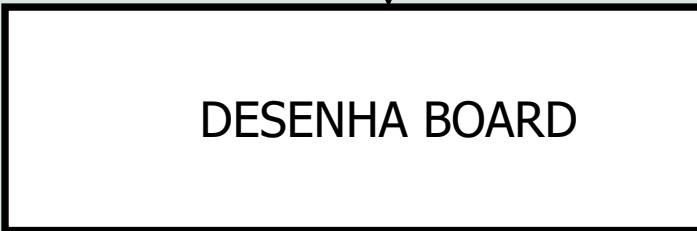
NÃO

END\_CLICK()  
[NOVO VETOR BOARD]  
\_BOARD(VETOR BOARD)  
\_BOARD(VETOR BOARD)

REMOTE\_SERVICE:  
[ENVIA O CLICK -> H  
HOST CHAMA O HOST\_SERVICE:S  
HOST CHAMA O CLIENT\_SERVICE:



REMOTE\_SERVICE: SEND\_CLICK()  
ENVIA O CLICK -> HOST PROCESSA,  
O HOST\_SERVICE: SYNC\_BOARD(VETOR BOARD),  
O CLIENT\_SERVICE: SYNC\_BOARD(VETOR BOARD)







EM NA FILA ?



SENHA BOARD

LOCAL\_SERVICE: SEND\_CLICK()  
[RECEBE O CLICK, PROCESSA O NOVO VETOR BOA  
CHAMA HOST\_SERVICE: SYNC\_BOARD(VETOR BOA  
CHAMA CLIENT\_SERVICE: SYNC\_BOARD(VETOR BOA

END\_CLICK()  
[NOVO VETOR BOARD]  
\_BOARD(VETOR BOARD)  
\_BOARD(VETOR BOARD)

REMOTE\_SERVICE:  
[ENVIA O CLICK -> H  
HOST CHAMA O HOST\_SERVICE:S  
HOST CHAMA O CLIENT\_SERVICE:



FIM

REMOTE\_SERVICE: SEND\_CLICK()  
ENVIA O CLICK -> HOST PROCESSA,  
O HOST\_SERVICE:SYNC\_BOARD(VETOR BOARD),  
O CLIENT\_SERVICE: SYNC\_BOARD(VETOR BOARD)



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