- Algorithm for Master\_Main
  - 1. Start
  - 2. Create the thread for CHEMIN\_Server and Run
  - 3. Create the thread for Power\_Server and Run
  - 4. Create the thread for Telecom\_Server and Run
  - 5. End

## • Algorithm for CHEMIN\_Server

- 1. Start
- 2. Wait for request from Client
- 3. If request arrives, read the message from that request
- 4. Wait for 7 seconds
- 5. If thread is interrupted, set the message to power off
- 6. If message is CHEMIN\_ON, set the CCU to True
- 7. Create the CHEMIN\_Client and make the client listen to port no. 9013
- 8. Get the power thread from RoverThreadHandler and start that thread
- 9. If message is power on, create a new variable called process and initialize it to false
- 10. If CCUYes is true, create the new CHEMIN and call its function CHEMIN\_Process and catch the value returned by that function into the variable named CHEMIN\_Process.
- 11. If CCU is not true, log the message that CHEMIN don't have permission from CCU yet.
- 12. If process is true, create the new CHEMIN\_Client and make the client to listen on port no. 9002
- 13. Get the thread from RoverThreadHandler for that Client and start that thread
- 14. If message is power off, call the CHEMIN\_POWER\_OFF function of CHEMIN module.
- 15. Stop getting request from CHEMIN\_Client and close all the resources.
- 16. End

## • Algorithm for CHEMIN\_Client

- 1. Start
- 2. Call the getRoverSocket function and call the getRoverSocket method on the object returned by the previous function
- 3. Call the getPort method on the object returned by getSocket method.
- 4. Check if the value returned by the getPort method = 9013 then create the output string
- 5. Read the power requirement from GlobalReader and convert that into json object.
- 6. Send that json object by output string to CHEMIN\_Server
- 7. If the value returned by getPort function = 9002, read the image from GlobalReader and convert that into json object.
- 8. Send that json object to CHEMIN\_Server
- 9. End

## • Algorithm for CHEMIN\_Process

- 1. Start
- 2. Get the current thread and make the current thread to sleep for 2 second
- 3. If the FunnelContamination is removed, start the Cryo Cooler and wait for 5 second
- 4. Again wait for 2 second
- 5. Check If CHIMRA has any sample or not
- 6. If there is any CHIMRA sample then wait for 2 second
- 7. If SampleCellContamination is removed then wait for 2 second
- 8. Check if FunnelPiezo is ON then PlayMusic and wait for 5 seconds
- 9. Start the SampleCellPiezo to ON and Start PlayMusic
- 10. Start the Xray and wait for 10 seconds
- 11. Read CCD
- 12. Try to create the XRD json file and if created, do nothing
- 13. Switch off the FunnelPiezo Switch off the SampleCellPiezo Switch off the XRay
- 14. If any of condition above is not satisfied then print appropriate message in returned false.
- 15. End

- Algorithm for Power\_Server
  - 1. Start
  - 2. Start listening from the socket and read the message if any
  - 3. Create the new POWER\_Client and make the client to listen on port no. 9008
  - 4. Get the thread for that client and start the thread
  - 5. End
- Algorithm for Power\_Client
  - 1. Start
  - 2. If the port is 9008, get the output string from the rover socket and send message power on to CHEMIN\_Server
  - 3. End
- Algorithm for Telecommunication\_Server
  - 1. Start
  - 2. Start reading message and read the message if any.
  - 3. Create the Telecommunication\_Client and make the client to listen on port no. 9008
  - 4. Get the thread from the RoverThreadHandler for that Client and start the thread.
  - 5. End
- Algorithm for Telecommunication\_Client
  - 1. Start
  - 2. If the port no. = 9008 then create the new output stream and pass the message "Telecommunication has received file successfully" to CHEMIN\_Server
  - 3. End

- Algorithm for Creating XRay Diffraction json file
  - 1. Start
  - 2. Create json from image
  - 3. Create a new file called XRDiffraction.json
  - 4. If file is not there, create a new file
  - 5. Write the json object into that file named "XRDiffraction.json"
  - 6. End

- Algorithm for PlayMusic
  - 1. Start
  - 2. Create the media player and play the sound which is in the file somebody.mp3
  - 3. End