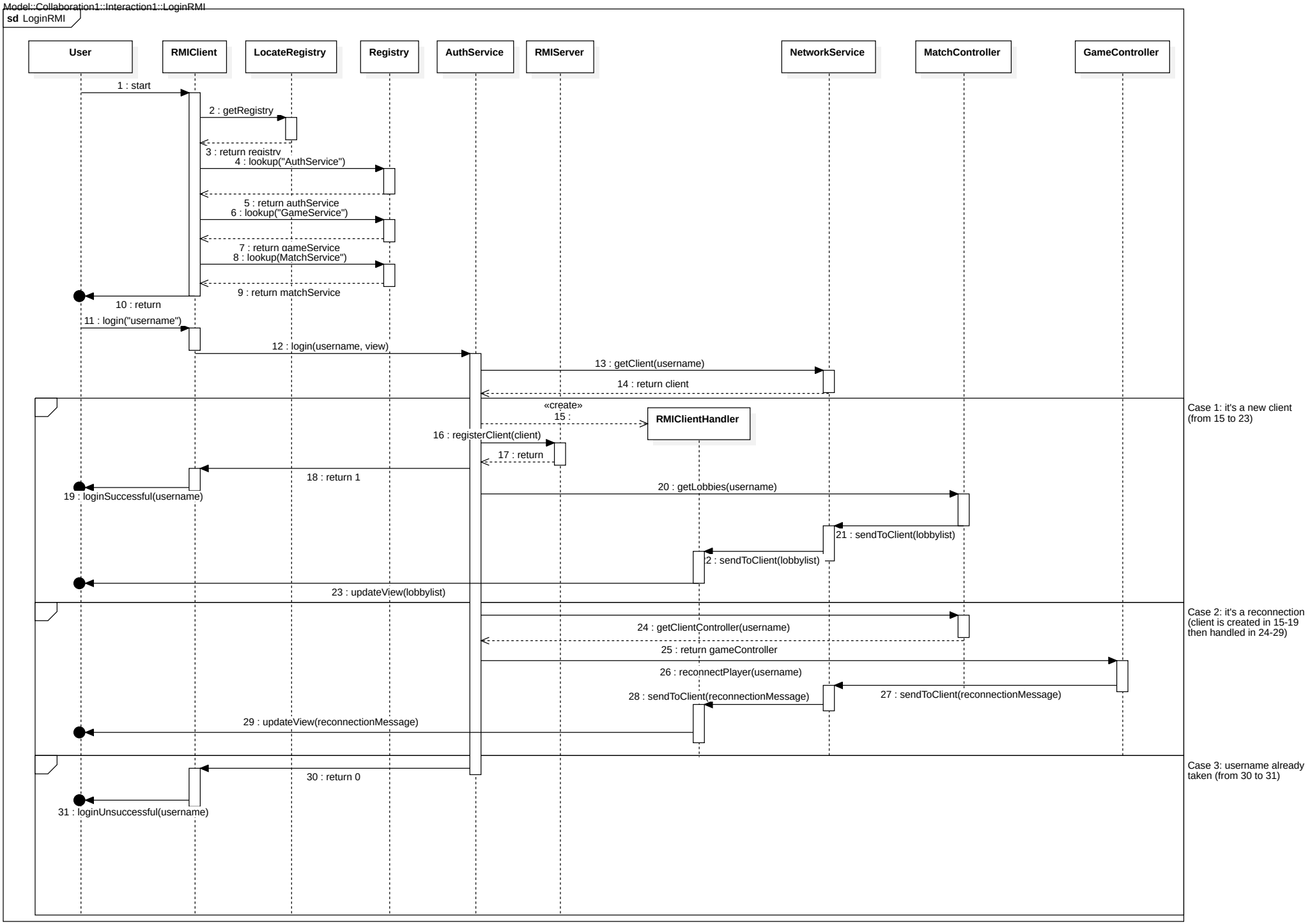
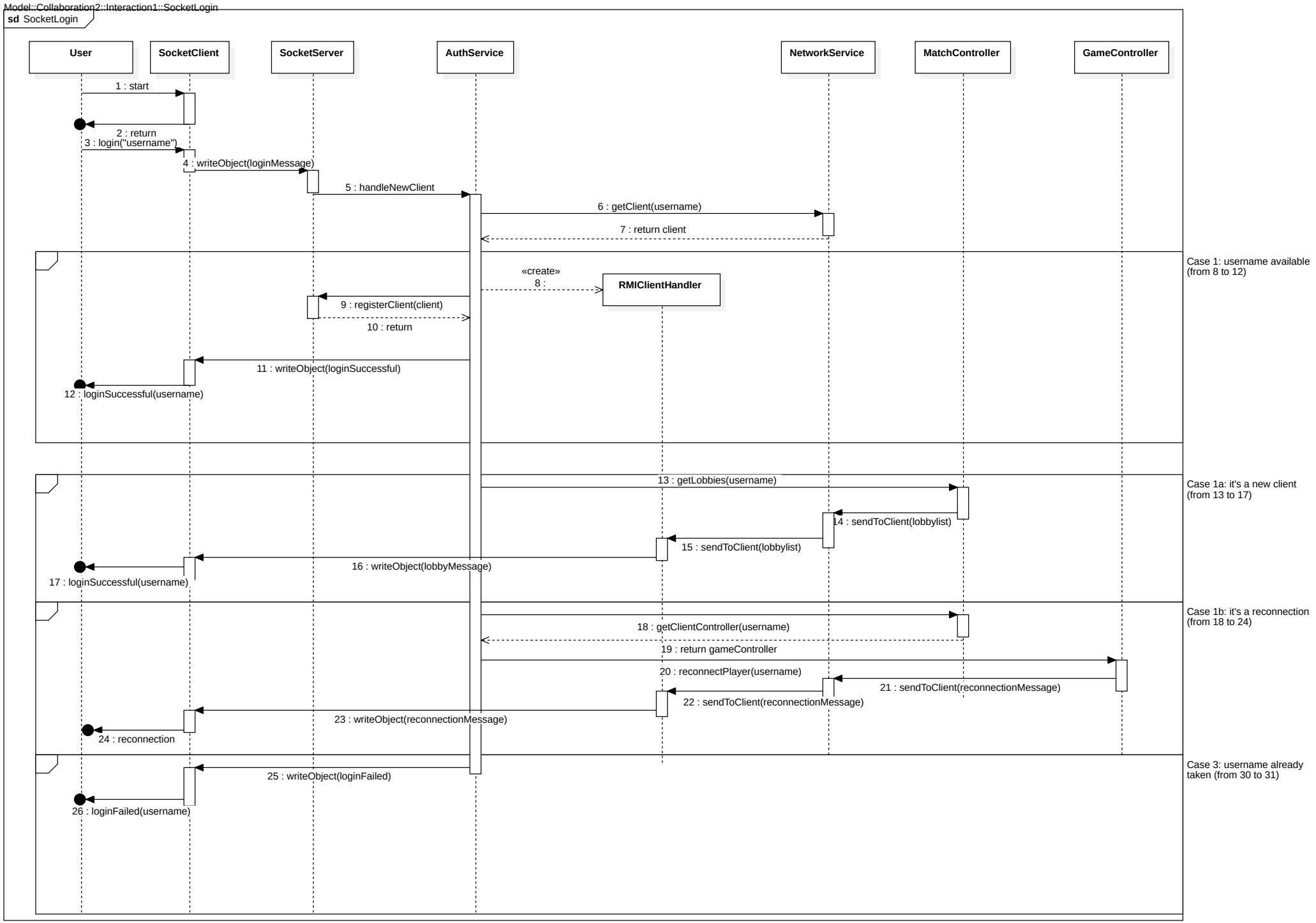
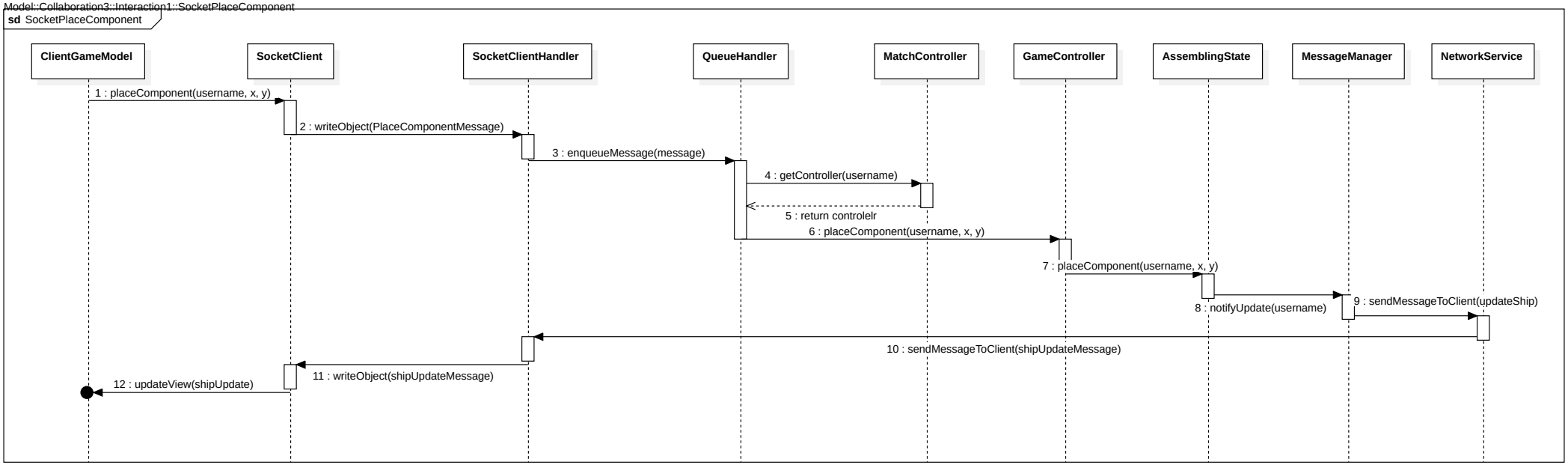
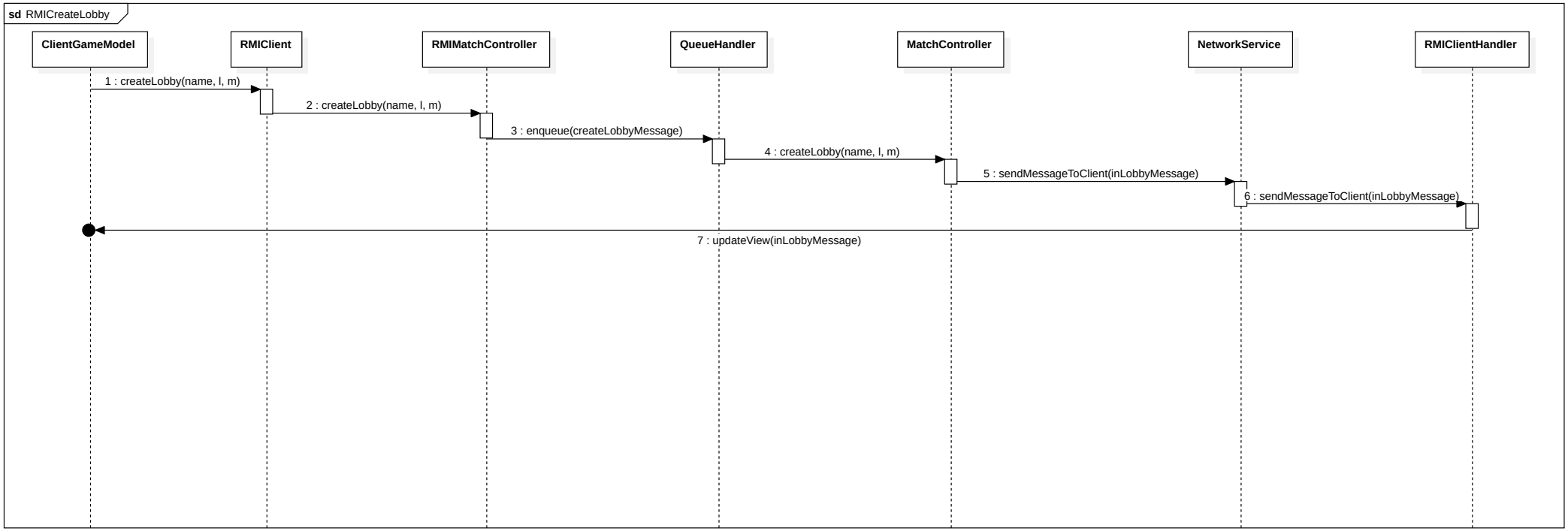

Model::Collaboration1::Interaction1::LoginRMI
sd LoginRMI
User
RMIClient
LocateRegistry
Registry
AuthService
RMIServer
NetworkService
MatchController
GameController
1 : start
2 : getRegistry
3 : return registry
4 : lookup("AuthService")
5 : return authService
6 : lookup("GameService")
7 : return gameService
8 : lookup(MatchService")
9 : return matchService
10 : return
11 : login("username")
12 : login(username, view)
13 : getClient(username)
14 : return client
«create»
15 :
RMIClientHandler
16 : registerClient(client)
17 : return
18 : return 1
19 : loginSuccessful(username)
20 : getLobbies(username)
21 : sendToClient(lobbylist)
2 : sendToClient(lobbylist)
23 : updateView(lobbylist)
24 : getClientController(username)
25 : return gameController
26 : reconnectPlayer(username)
27 : sendToClient(reconnectionMessage)
28 : sendToClient(reconnectionMessage)
29 : updateView(reconnectionMessage)
30 : return 0
31 : loginUnsuccessful(username)
Case 1: it's a new client
(from 15 to 23)
Case 2: it's a reconnection
(client is created in 15-19
then handled in 24-29)
Case 3: username already
taken (from 30 to 31)

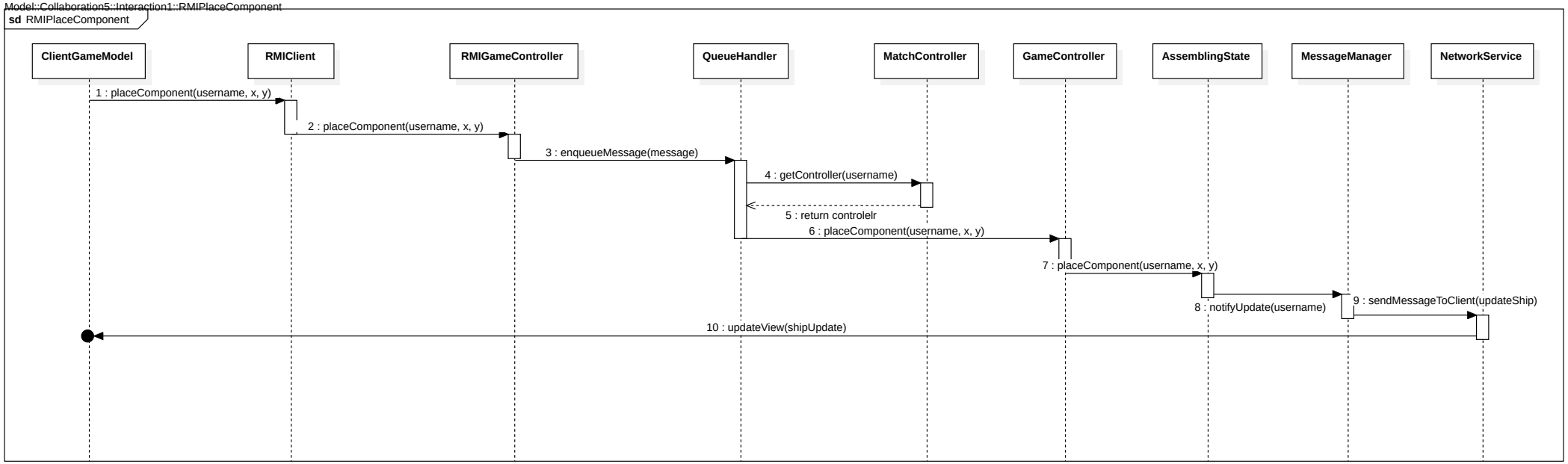

Model::Collaboration2::Interaction1::SocketLogin
sd SocketLogin
User
SocketClient
SocketServer
AuthService
NetworkService
MatchController
GameController
1 : start
2 : return
3 : login("username")
4 : writeObject(loginMessage)
5 : handleNewClient
6 : getClient(username)
7 : return client
«create»
8 :
RMIClientHandler
9 : registerClient(client)
10 : return
11 : writeObject(loginSuccessful)
12 : loginSuccessful(username)
Case 1: username available (from 8 to 12)
13 : getLobbies(username)
14 : sendToClient(lobbylist)
15 : sendToClient(lobbylist)
16 : writeObject(lobbyMessage)
17 : loginSuccessful(username)
Case 1a: it's a new client (from 13 to 17)
18 : getClientController(username)
19 : return gameController
20 : reconnectPlayer(username)
21 : sendToClient(reconnectionMessage)
22 : sendToClient(reconnectionMessage)
23 : writeObject(reconnectionMessage)
24 : reconnection
Case 1b: it's a reconnection (from 18 to 24)
25 : writeObject(loginFailed)
26 : loginFailed(username)
Case 3: username already taken (from 30 to 31)

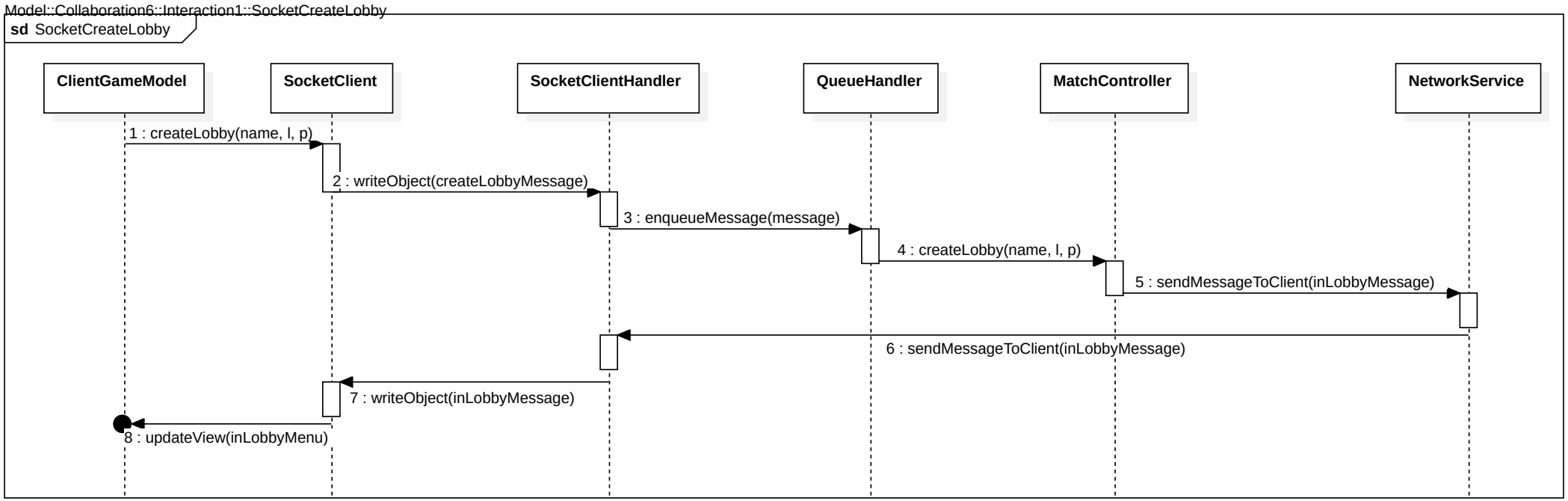

Model::Collaboration3::Interaction1::SocketPlaceComponent
sd SocketPlaceComponent
ClientGameModel
SocketClient
SocketClientHandler
QueueHandler
MatchController
GameController
AssemblingState
MessageManager
NetworkService
1 : placeComponent(username, x, y)
2 : writeObject(PlaceComponentMessage)
3 : enqueueMessage(message)
4 : getController(username)
5 : return controlelr
6 : placeComponent(username, x, y)
7 : placeComponent(username, x, y)
8 : notifyUpdate(username)
9 : sendMessageToClient(updateShip)
10 : sendMessageToClient(shipUpdateMessage)
11 : writeObject(shipUpdateMessage)
12 : updateView(shipUpdate)

Model::Collaboration4::Interaction1::RMICreateLobby



Model::Collaboration5::Interaction1::RMIPlaceComponent




Model::Collaboration6::Interaction1::SocketCreateLobby
sd SocketCreateLobby
ClientGameModel
SocketClient
SocketClientHandler
QueueHandler
MatchController
NetworkService
1 : createLobby(name, l, p)
2 : writeObject(createLobbyMessage)
3 : enqueueMessage(message)
4 : createLobby(name, l, p)
5 : sendMessageToClient(inLobbyMessage)
6 : sendMessageToClient(inLobbyMessage)
7 : writeObject(inLobbyMessage)
8 : updateView(inLobbyMenu)