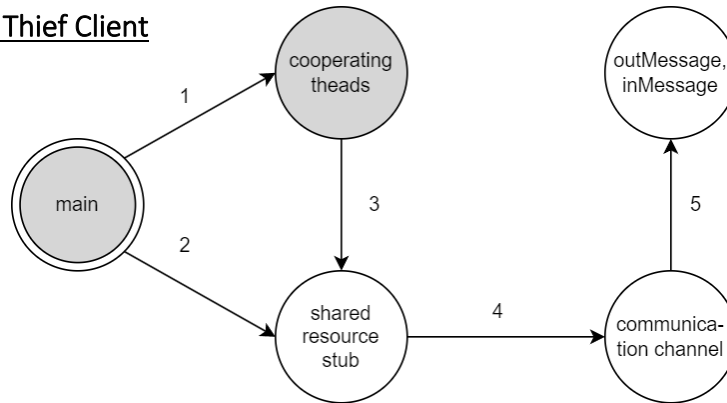


## Heist to the museum (Assignment 2)

### Interaction Diagrams

#### Master Thief Client



1 – instantiate, start, join

2 – instantiate, shutdown

collection site, concentration site, information repository

3 – already defined methods

collection site stub: takeARest, collectACanvas, shutdown

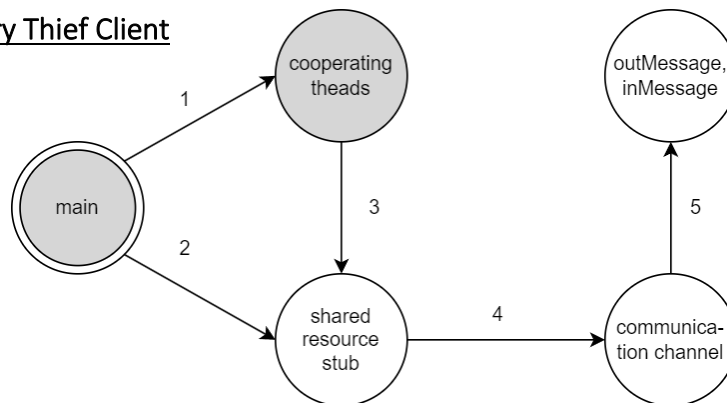
concentration site stub: appraiseSit, prepareAssaultParty, sendAssaultParty, sumUpResults, shutdown

information repository stub: writeHeaderLog, writeStatesLog, writeEarningsLog, shutdown

4 – instantiate, open, close, writeObject, readObject

5 – instantiate, get field values

#### Ordinary Thief Client



1 – instantiate, start, join

2 – instantiate, shutdown

assault party, collection site, concentration site, information repository, museum

3 – already defined methods

assault party stub: crawlIn, crawlOut, shutdown

collection site stub: handACanvas, shutdown

concentration site stub: amINeeded, prepareExcursion, thiefLeaving, shutdown

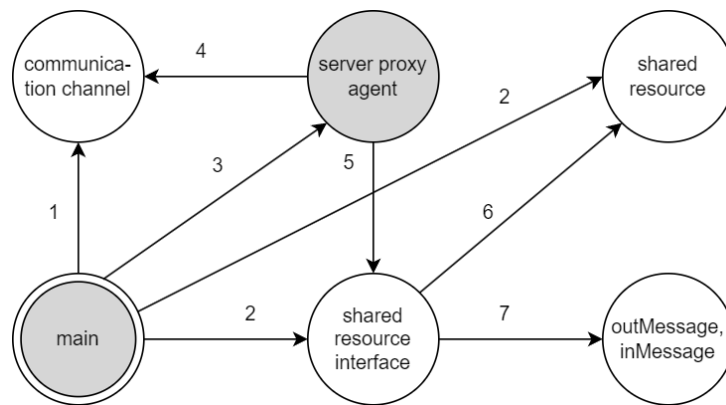
information repository stub: writeStatesLog, fillMuseum, shutdown

museum stub: rollACanvas, reverseDirection, fillMuseum, shutdown

4 – instantiate, open, close, writeObject, readObject

5 – instantiate, get field values

## Information Repository Server



1 – instantiate, start, end, accept

2 – instantiate

3 – instantiate, start

4 – readObject, writeObject, close

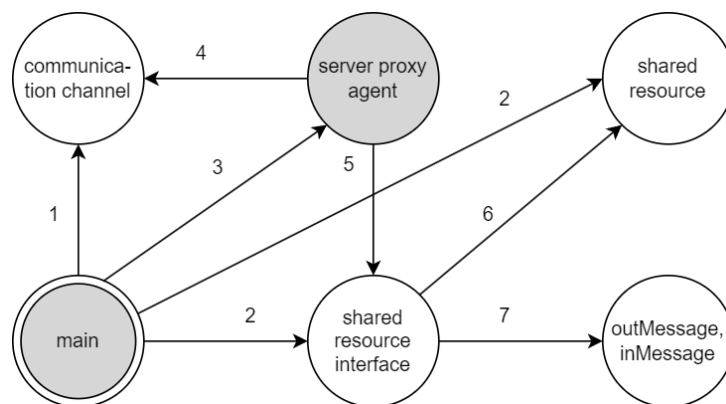
5 – processAndReply

6 – already defined methods

writeHeaderLog, writeStatesLog, writeEarningsLog, fillMuseum, shutdown

7 – instantiate, get field values

## Concentration Site Server



1 – instantiate, start, end, accept

2 – instantiate

3 – instantiate, start

4 – readObject, writeObject, close

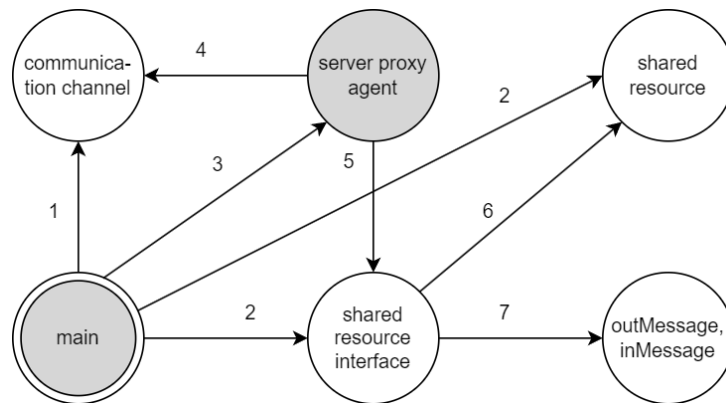
5 – processAndReply

6 – already defined methods

appraiseSit, prepareAssaultParty, sendAssaultParty, sumUpResults, amINeeded, prepareExcursion, thiefLeaving, shutdown

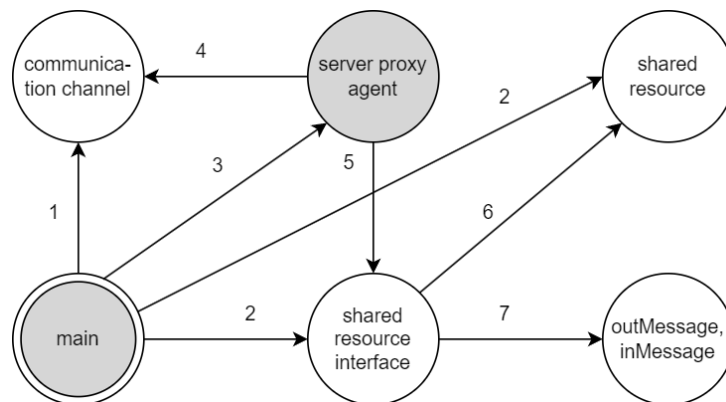
7 – instantiate, get field values

### Collection Site Server



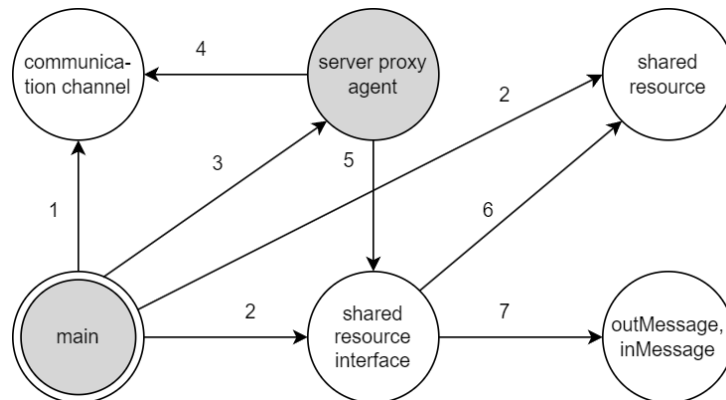
- 1 – instantiate, start, end, accept
- 2 – instantiate
- 3 – instantiate, start
- 4 – readObject, writeObject, close
- 5 – processAndReply
- 6 – already defined methods
  - takeARest, collectACanvas, handACanvas, shutdown
- 7 – instantiate, get field values

### Assault Party Servers (two processes, running in two distinct machines)



- 1 – instantiate, start, end, accept
- 2 – instantiate
- 3 – instantiate, start
- 4 – readObject, writeObject, close
- 5 – processAndReply
- 6 – already defined methods  
    crawlIn, crawlOut, shutdown
- 7 – instantiate, get field values

## Museum Server



- 1 – instantiate, start, end, accept
- 2 – instantiate
- 3 – instantiate, start
- 4 – readObject, writeObject, close
- 5 – processAndReply
- 6 – already defined methods  
rollACanvas, reverseDirection, fillMuseum, shutdown
- 7 – instantiate, get field values