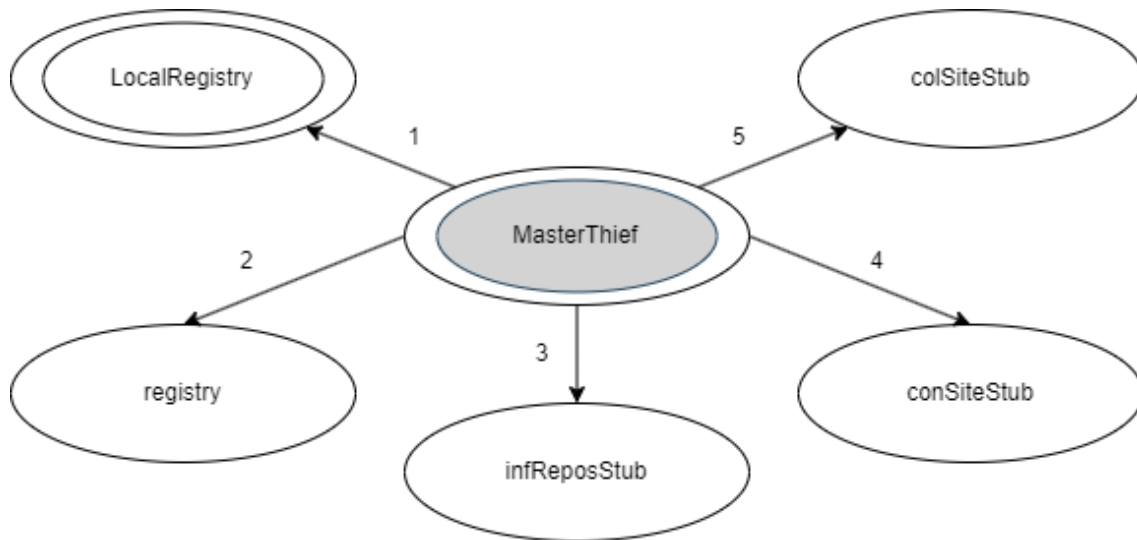


Heist to the museum (Assignment 3)

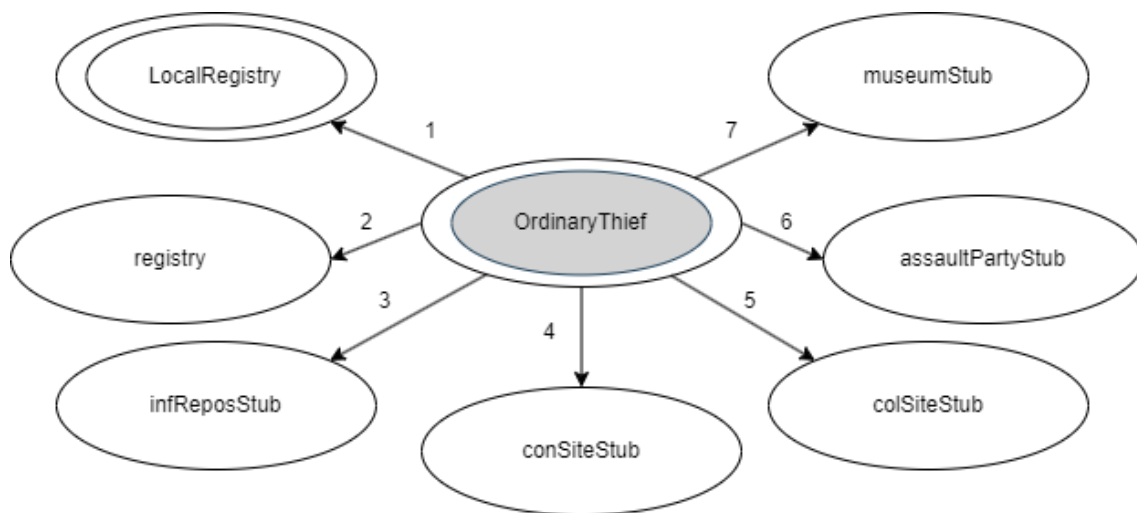
Interaction Diagrams

Master Thief Client



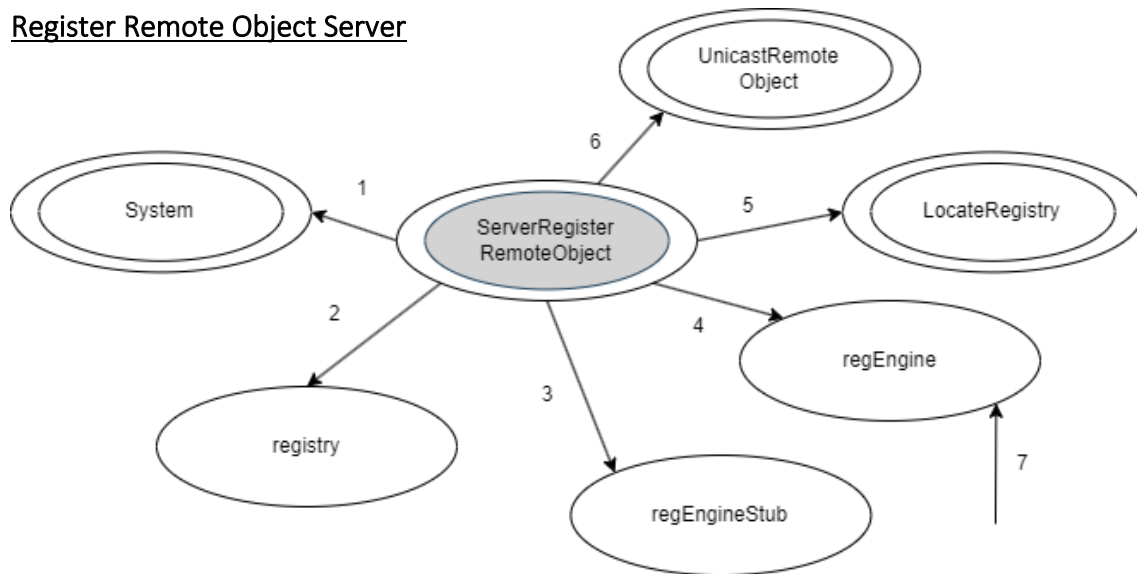
- 1 – getRegistry
- 2 – instantiate, lookup
- 3 – instantiate, writeHeaderLog, writeStatesLog, writeEarningsLog, shutdown
- 4 – instantiate, appraiseSit, prepareAssaultParty, sendAssaultParty, sumUpResults, shutdown
- 5 – instantiate, takeARest, colACanvas, shutdown

Ordinary Thief Client



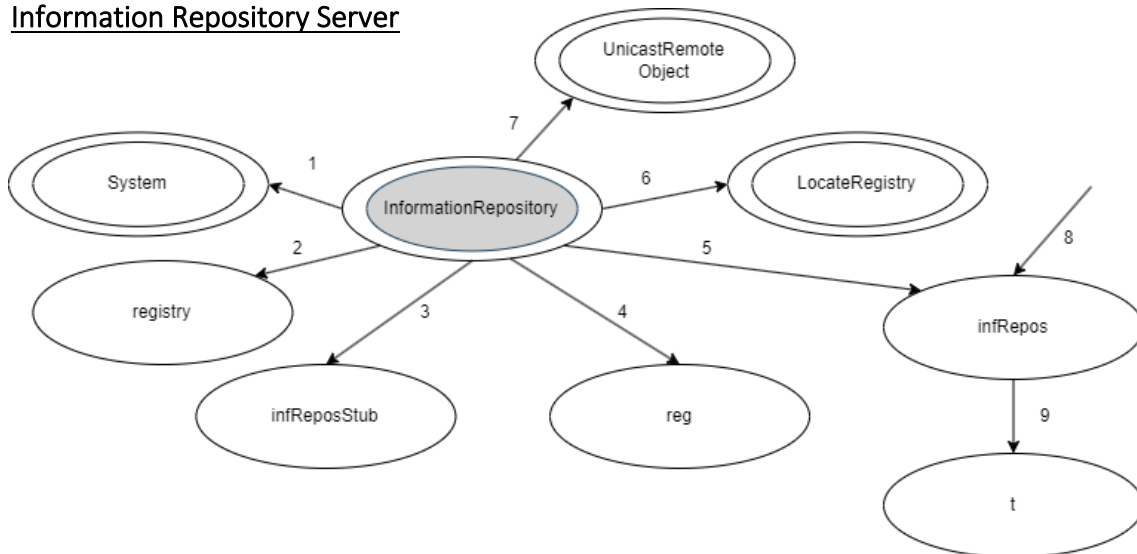
- 1 – getRegistry
- 2 – instantiate, lookup
- 3 – instantiate, writeStatesLog, fillMuseum, shutdown
- 4 – instantiate, amINeeded, prepareExcursion, thiefLeaving, shutdown
- 5 – instantiate, handACanvas, shutdown
- 6 – instantiate, crawlIn, crawlOut, shutdown
- 7 – instantiate, rollACanvas, reverseDirection, fillMuseum, shutdown

Register Remote Object Server



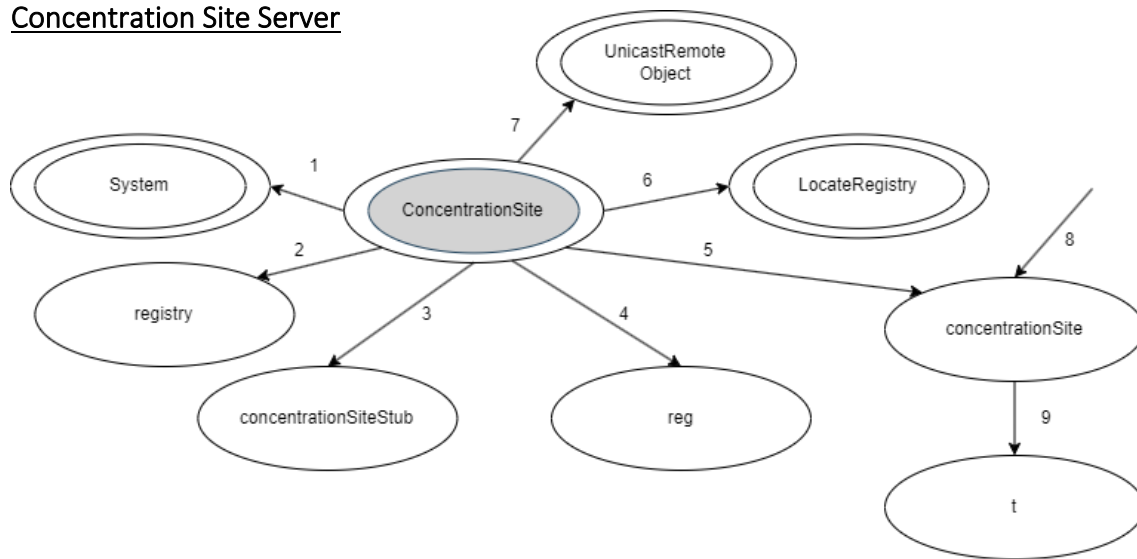
- 1 – getSecurityManager, setSecurityManager
- 2 – instantiate, rebind
- 3 – instantiate
- 4 – instantiate
- 5 – getRegistry
- 6 – exportObject
- 7 – bind, unbind, rebind

Information Repository Server



- 1 – getSecurityManager, setSecurityManager
- 2 – instantiate, locate
- 3 – instantiate
- 4 – instantiate, bind
- 5 – instantiate
- 6 – getRegistry
- 7 – exportObject
- 8 – writeHeaderLog, writeStatesLog, writeEarningsLog, shutdown
- 9 – execute

Concentration Site Server



1 – getSecurityManager, setSecurityManager

2 – instantiate, locate

3 – instantiate

4 – instantiate, bind

5 – instantiate

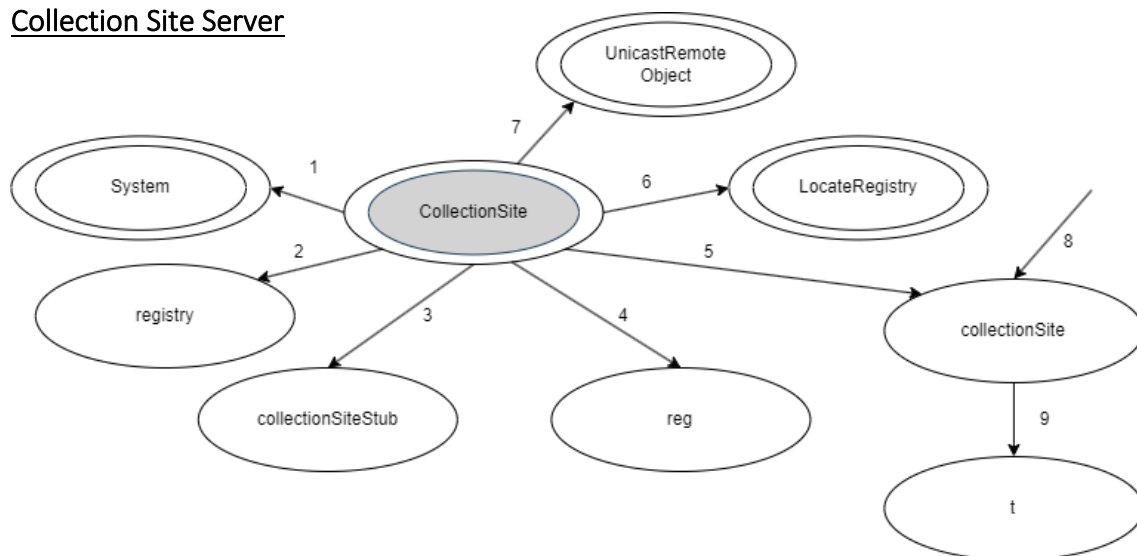
6 – getRegistry

7 – exportObject

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

9 – execute

Collection Site Server



1 – getSecurityManager, setSecurityManager

2 – instantiate, locate

3 – instantiate

4 – instantiate, bind

5 – instantiate

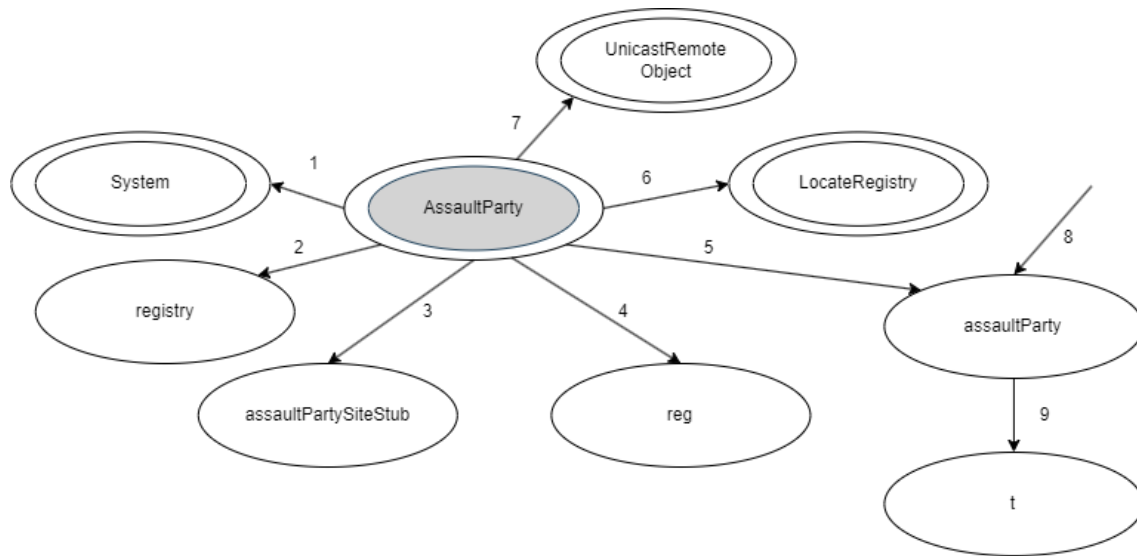
6 – getRegistry

7 – exportObject

8 – takeARest, colACanvas, handACanvas, shutdown

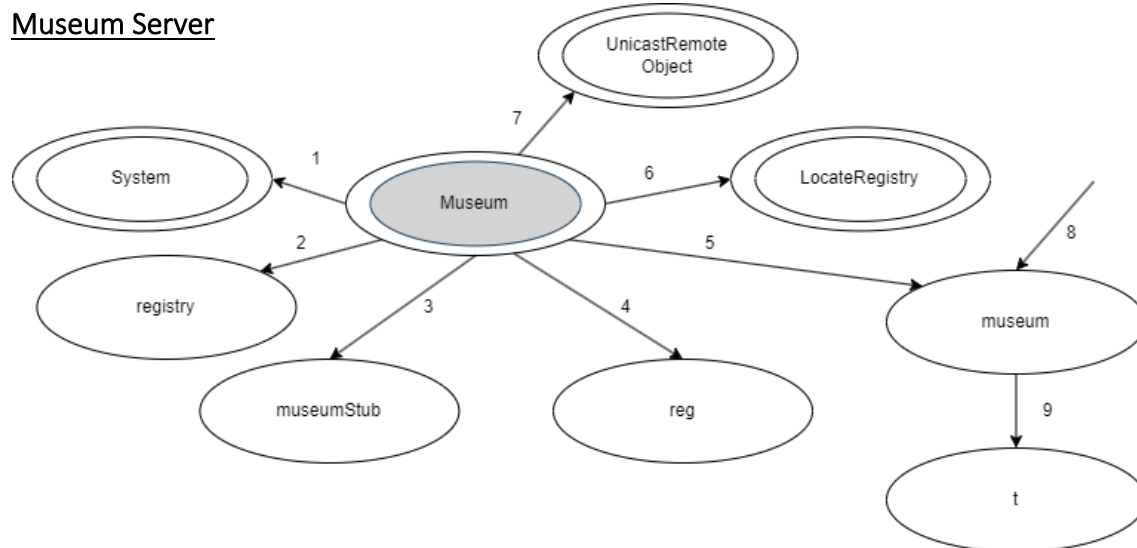
9 – execute

Assault Party Server (two processes, running in two distinct machines)



- 1 – getSecurityManager, setSecurityManager
- 2 – instantiate, locate
- 3 – instantiate
- 4 – instantiate, bind
- 5 – instantiate
- 6 – getRegistry
- 7 – exportObject
- 8 – crawlIn, crawlOut, shutdown
- 9 – execute

Museum Server



- 1 – getSecurityManager, setSecurityManager
- 2 – instantiate, locate
- 3 – instantiate
- 4 – instantiate, bind
- 5 – instantiate
- 6 – getRegistry
- 7 – exportObject
- 8 – rollACanvas, reverseDirection, fillMuseum, shutdown
- 9 – execute