

## Group 12: Implementation Requirements

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This document specifies the packages and files in the RSHC protocol implementation code base, with indication of which files address which of the following requirements: `STATEFUL`, `CONCURRENT`, `SERVICE`, `CLIENT` and `UI`.

Note that the header of each of the files specifies which of the requirements above are related to that file. If the file is entirely related to the specified requirement(s), no further references to the requirements appear along the file. If specific code segments address a specific requirement, that code segment is preceded with a comment stating the requirement.

- client
  - `Client.java`: `CLIENT`
  - `ClientComm.java`: `CLIENT`, `UI`
  - `ClientCommCLI.java`: `CLIENT`, `UI`
  - `ClientCommTester.java`: `CLIENT`, `UI`
  - `ClientInputThread.java`: `CLIENT`, `UI`
- common
  - `Util.java`: none (utility methods unrelated to the protocol requirements)
- devices: all files in the devices package are related to the `SERVICE` requirement since they provide implementation and representation of house, devices and actions in the protocol.
  - `Action.java`
  - `AirCon.java`
  - `Alarm.java`
  - `Device.java`
  - `DeviceType.java`
  - `House.java`
  - `HouseFactory.java`
  - `Light.java`
  - `RandomHouseFactory.java`
  - `Shade.java`

- TV.java
- protocol
  - ClientDFA.java: STATEFUL, CLIENT
  - DESAuth.java: SERVICE
  - DFA.java: STATEFUL
  - Message.java: STATEFUL, SERVICE
  - ServerDFA.java: STATEFUL, SERVICE, CONCURRENT
- server
  - ConnectionListener.java: CONCURRENT, UI
  - Server.java: SERVICE
  - ServerComm.java: SERVICE