Slide 1

Centre International de Mathématiques Pures et Appliquées

International Center for Pure and Applied Mathematics

A CIMPA-UNSA-INRIA-UNESCO-VIETNAM SCHOOL ON

Objects and Network

Part : Persistence Exercises

Emmanuel Chailloux

Emmanuel.Chailloux@lip6.fr

http://www-spi.lip6.fr/~emmanuel

Slide 2

Exercises : Persistence

- Test the Towns List
- Modify the Producer-Consumer
- Create an Applets server
- Adapt the World of robots

1 Exercises

1.1 To test the Towns List

To compile and to test the example program.

1.2 To modify and to test the Producer/Consumer

To integrate modifications from slides to the Producer/Consumer program and then :

1. To modify the applet : integrate a *SAVE* button and *LOAD* button for each client which respectively stops and stores a client in a file and loads (and starts it) a client from a file.
2. To run 2 shop servers, with 2 producers and 4 clients each, which can communicate clients between them. Randomly, decide when a client can migrate.

1.3 To ceate an GameOfLife Applet server

1. To run the GameOfLife applet with `appletviewer` and to save it (save button).
2. To create a MainGOL class, which can load and save a GraphGOL instance. When a new instance is loaded, the Applet Panel must be resized.
3. To test it, to save and to load different persistent GraphGOL object.

1.4 To adapt the World of robots

To modify the World of robots in order to communicate new position and positions list between the world and the robots.