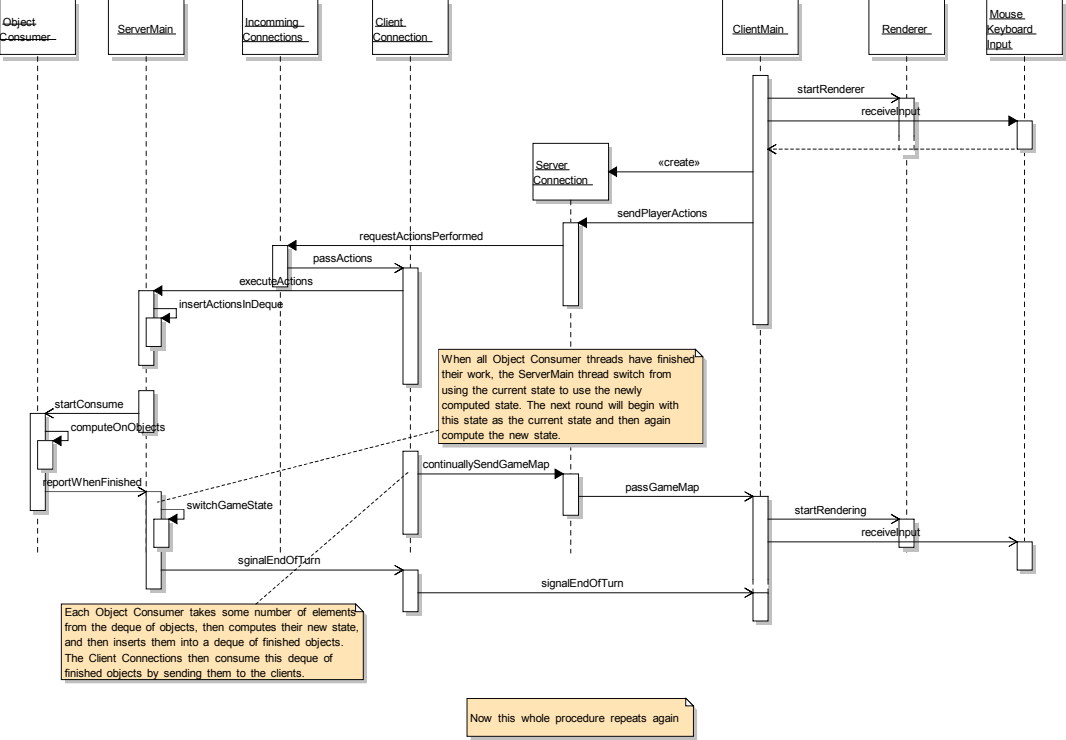
Object Consumer
ServerMain
Incomming Connections
Client Connection
ClientMain
Renderer
Mouse Keyboard Input
startRenderer
receiveInput
Server Connection
«create»
sendPlayerActions
requestActionsPerformed
passActions
executeActions
insertActionsInDeque
When all Object Consumer threads have finished their work, the ServerMain thread switch from using the current state to use the newly computed state. The next round will begin with this state as the current state and then again compute the new state.
startConsume
computeOnObjects
reportWhenFinished
switchGameState
continuallySendGameMap
passGameMap
startRendering
receiveInput
sginalEndOfTurn
signalEndOfTurn
Each Object Consumer takes some number of elements from the deque of objects, then computes their new state, and then inserts them into a deque of finished objects. The Client Connections then consume this deque of finished objects by sending them to the clients.
Now this whole procedure repeats again