



What Was Learned

- **Key points of the exercise**
 - **control of distributed objects**
 - **distributed communication**
 - **queuing of messages**



Model Solution

- **Ideal exercise should include**
 - **description of data flow architecture**
 - **roles of objects within the system**



Summary

- **In many systems, service requests can be made rapidly**
 - **but only serviced slowly**
 - **solution is to use queuing of requests**

- **Control can be the crucial aspect of systems**
 - **detection of conflicts or errors is crucial to effective control**

More information?

- For more on controlling hardware based systems
 - on the shuttle system, see *Ada for Distributed Systems* by Atkinson, Moreton & Natali (Cambridge University Press 1988)
 - a brief introduction to hardware, see *Operating Systems: Design and Implementation* by Andrew Tanenbaum (Prentice Hall 1987)