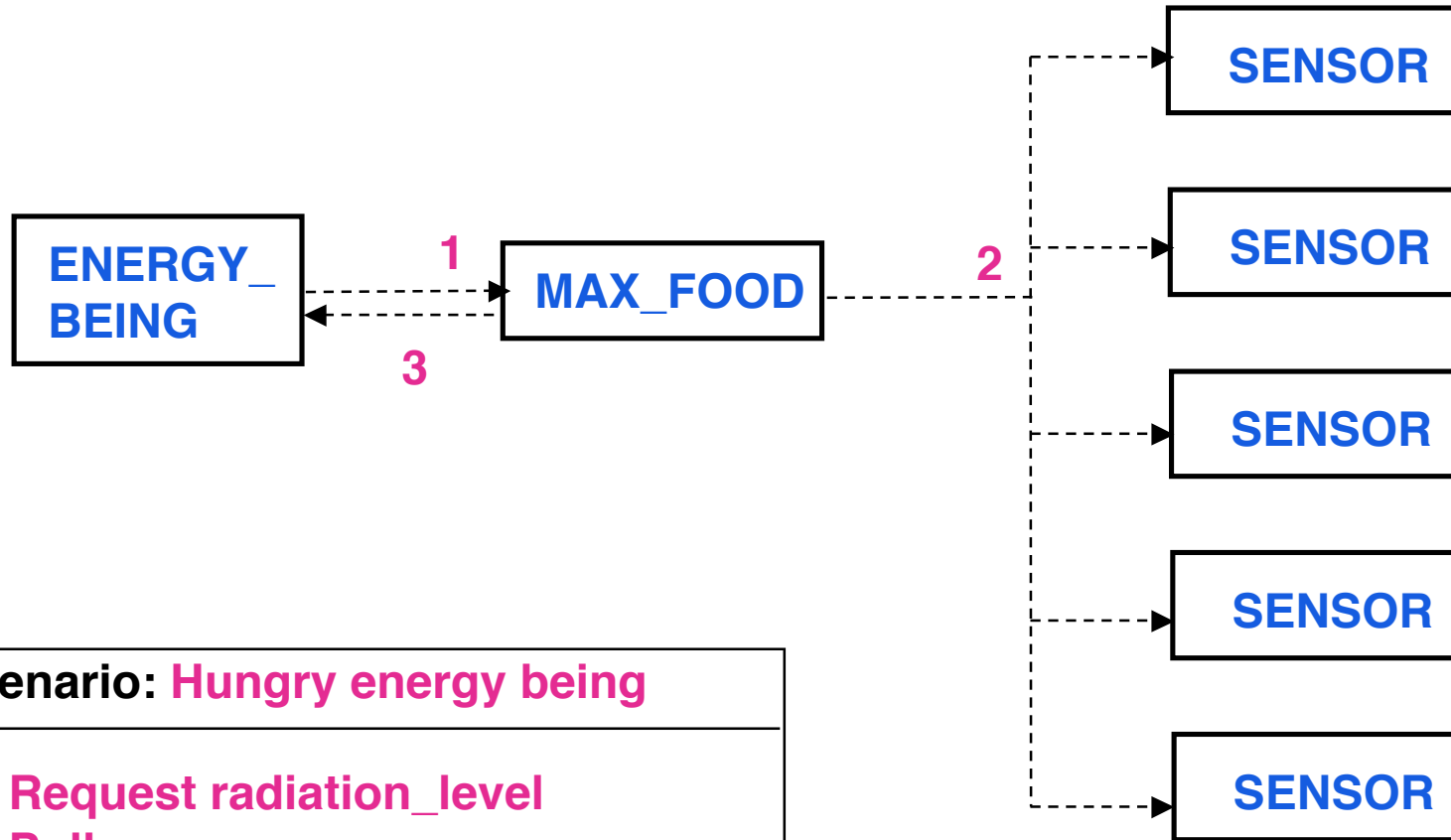


Master-Slave Pattern – Behavioural

- Intent – applies to objects
 - » **Handles computation of replicated services in a system to achieve fault tolerance and robustness**
 - » **Independent components providing the same services (**slaves**) are separated from the component (**master**) responsible for invoking the services**
- Motivation
 - » **Fault tolerance is critical in many systems**
 - » **Replication of services and delegation of the same task to several suppliers is a common strategy**

Master-Slave – Object Communication



Scenario: Hungry energy being

- 1 Request radiation_level
- 2 Poll sensors
- 3 Return maximum radiation_level