

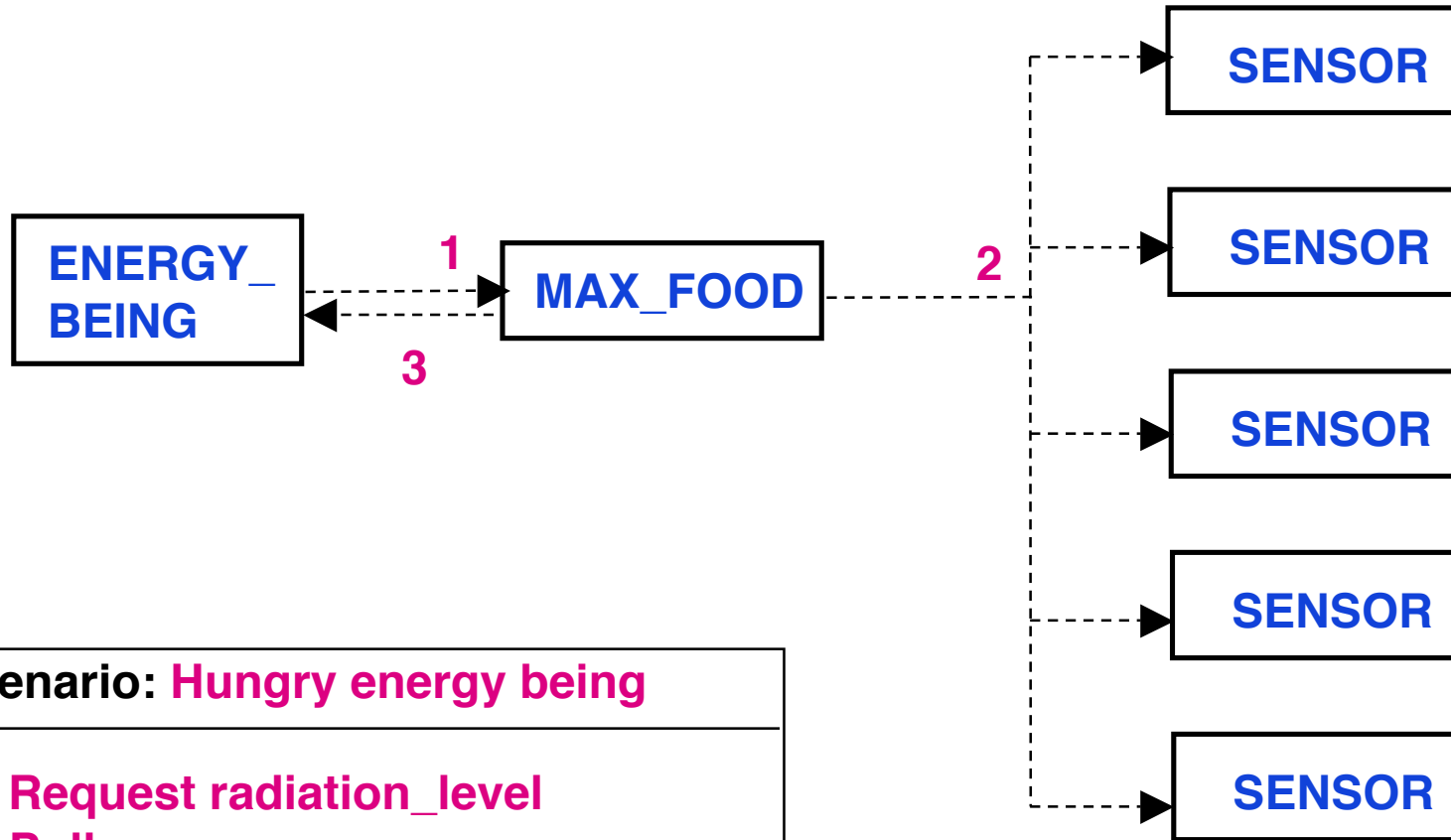
# Master-Slave Pattern – Behavioural

- 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

# Object Communication



## Scenario: Hungry energy being

- 1 Request radiation\_level
- 2 Poll sensors
- 3 Return maximum radiation\_level