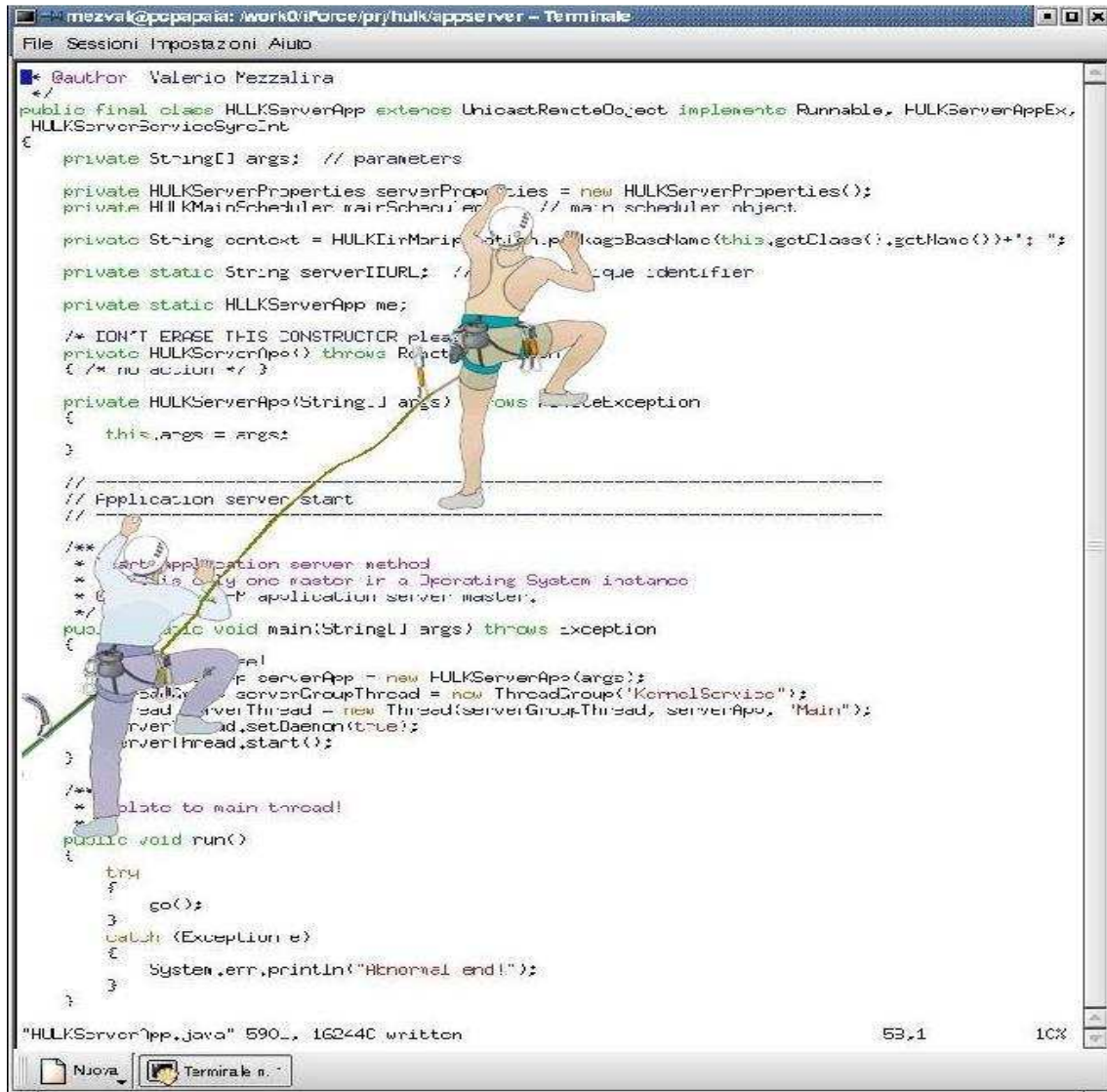


# Scalabilità Software Transfer Of Information



```
mezval@pcpapala: /work/force/pr/hulk/appserver - Terminale
File Sessioni Impostazioni Aiuto
* @author Valerio Mezzalira
*/
public final class HULKServerApp extends UnicastRemoteObject implements Runnable, HULKServerAppEx,
HULKServerServiceSyncInt
{
    private String[] args; // parameters

    private HULKServerProperties serverProperties = new HULKServerProperties();
    private HKMainScheduler mainScheduler; // main scheduler object

    private String context = HULKMainSchedulerUtil.getHttpUrl("http://kagoBaseName(" + this.getClass().getName() + "): ");
    private static String serverIIURL; // unique identifier

    private static HULKServerApp me;

    /* DON'T ERASE THIS CONSTRUCTOR please
    private HULKServerApp() throws RemoteException
    { /* no action */ }

    private HULKServerApp(String[] args) throws RemoteException
    {
        this.args = args;
    }

    // -----
    // Application server start
    // -----

    /**
     * Starts application server method
     * This is only one master in a Operating System instance
     * This is the application server master.
     */
    public static void main(String[] args) throws Exception
    {
        final HULKServerApp serverApp = new HULKServerApp(args);
        final ThreadGroup serverGroupThread = new ThreadGroup("KernelService");
        final Thread serverThread = new Thread(serverGroupThread, serverApp, "Main");
        serverThread.setDaemon(true);
        serverThread.start();
    }

    /*
     * please to main thread!
     */
    public void run()
    {
        try
        {
            go();
        }
        catch (Exception e)
        {
            System.err.println("Abnormal end!");
        }
    }
}

"HULKServerApp.java" 590L, 16244C written          53,1          10X
Njova Terminale n.1
```

**Definizione del concetto di scalabilità software,  
determinazione delle componenti e architetture  
che concorrono alla realizzazione di  
“Sistemi Software Scalabili”**