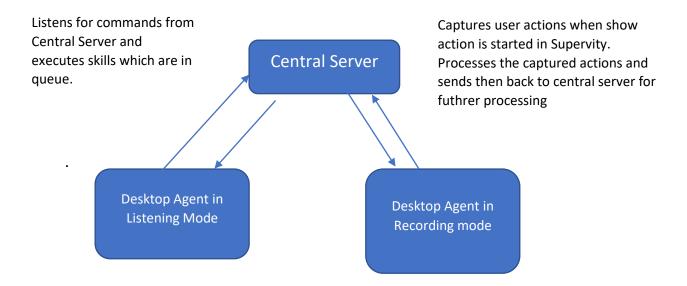
## Supervity Desktop Agent Architecture



## Explanation of Components:

1. **Central Server:** This is the central component where data is stored and managed. It communicates with the Desktop Agent.

## 2. Desktop Agent:

**In Listening Mode:** Listens for commands from the Central Server. When it receives skill items for execution, processes the same.

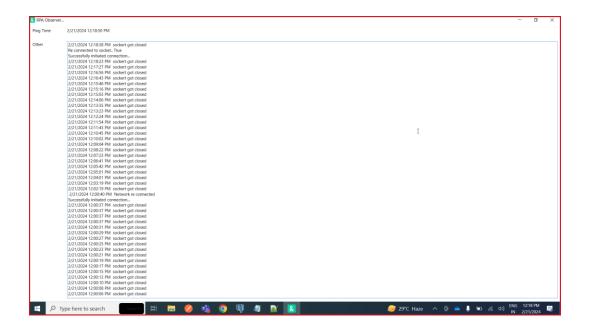
- Destination of communication (IP/FQDN) https://api.supervity.ai/botapi
- Port 443
- Data that is passed to and from Image and location of the click, Page metadata (xpath, label,
  CSS selector etc) of the click on web application
- Agent keeps pinging the central server to check if there is any skill for execution in the queue.
- Statuses displayed are:
  - Socket got closed: This is displayed when the connection is closed
  - o Reconnecting to the socket... True: This is when it is trying to re connect
  - o Network Reconnected: When reconnection is successful after refresh
  - Successfully Initiated Connection: Connection established Successfully

Between two socket got closed statuses time stamp difference it means that the connection is active. For example in the below image for the 1 minute between 12:02 and 12:03 the connection is active.

2/21/2024 12:03:19 PM sockert got closed 2/21/2024 12:02:19 PM sockert got closed

Currently we are not displaying any status for the active state, we are making some feature modifications to display a connected status also soon.

PFB an image with various statuses.



In recording mode: Captures user actions during the "show" action in Supervity. After the show action is stopped, it processes the captured data and sends it to the Central Server where it's arranged in the Supervity flow chart structure and displayed on the UI.

- Destination of communication (IP/FQDN) localhost
- Port Random port for every recording
- What's included in the data? Image and location of the click, Page metadata (xpath, label, CSS selector etc) of the click on web application