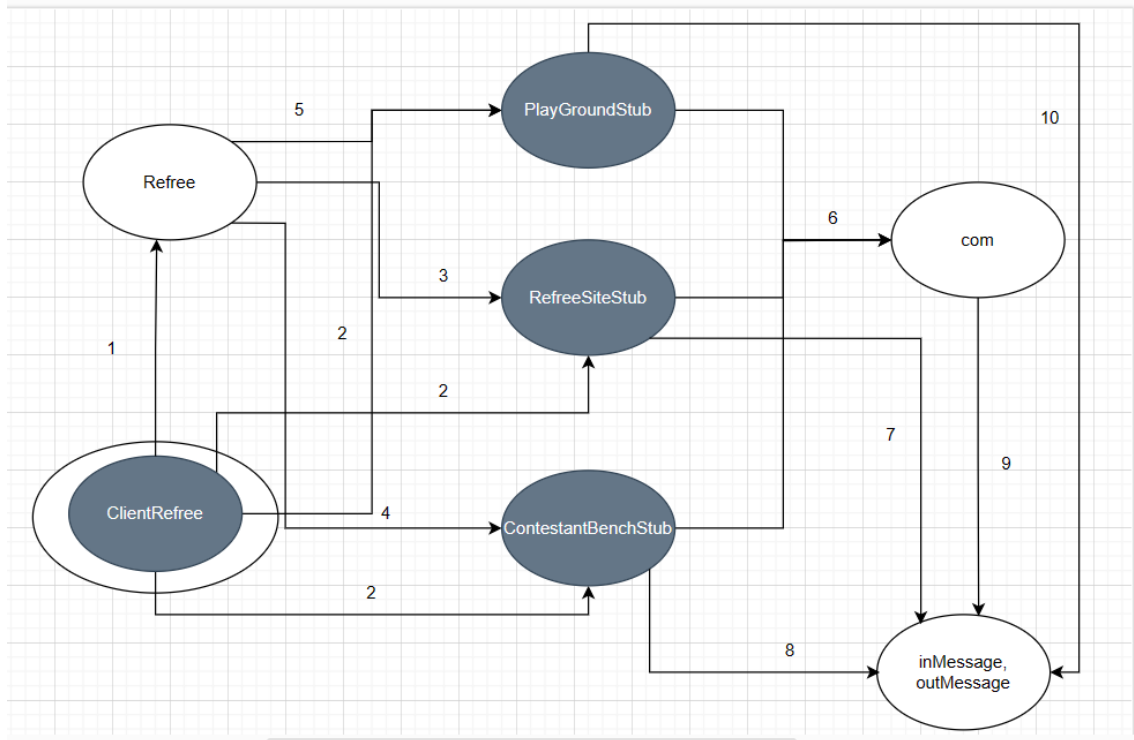Referee

1 - instanciate, start, join

2 - instanciate, shutdown

3 – annouceNewGame, callTrial, declareGameWinner, declareMatchWinner

4 – assertTrialDecision, startTrial

5 - resetScore, getPositionCenterRope, startTrial, timeToSleap, getTrialDecision, declareMatchWinner, endOfMatch

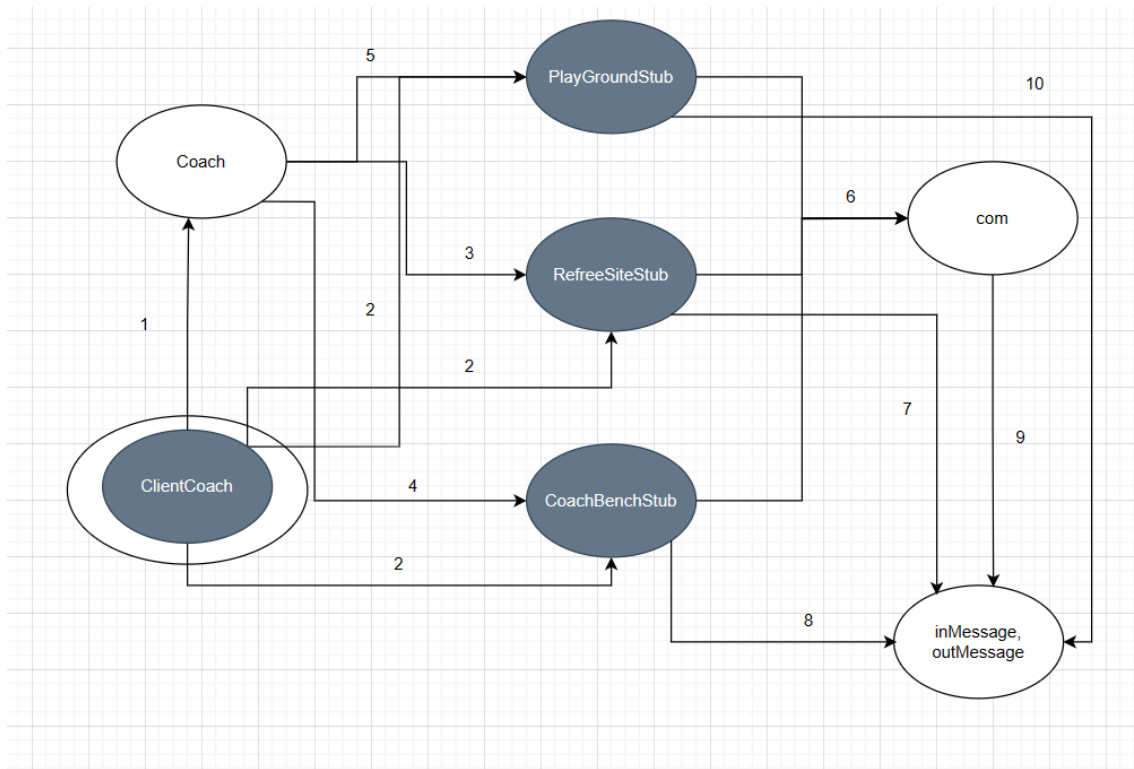6 - instanciate, open, close, writeObject, readObject

7 - getMsgType, toString, getRefereeState, getCoachState

8 - getMsgType, toString, getCoachState, getContestantState, getContestantStrength

9 – instanciate

11– getMsgType, toString, getRefereeState, getContestantState, getContestantStrength, getWinningTeam, getGame, getEndOfMatch, getPositionCenterRop, getAssertDecision

Coach

1 - instanciate, start, join

2 - instanciate, shutdown

3 – informReferee

4 – callContestants, reviewNotes

5 - getEndOfMatch

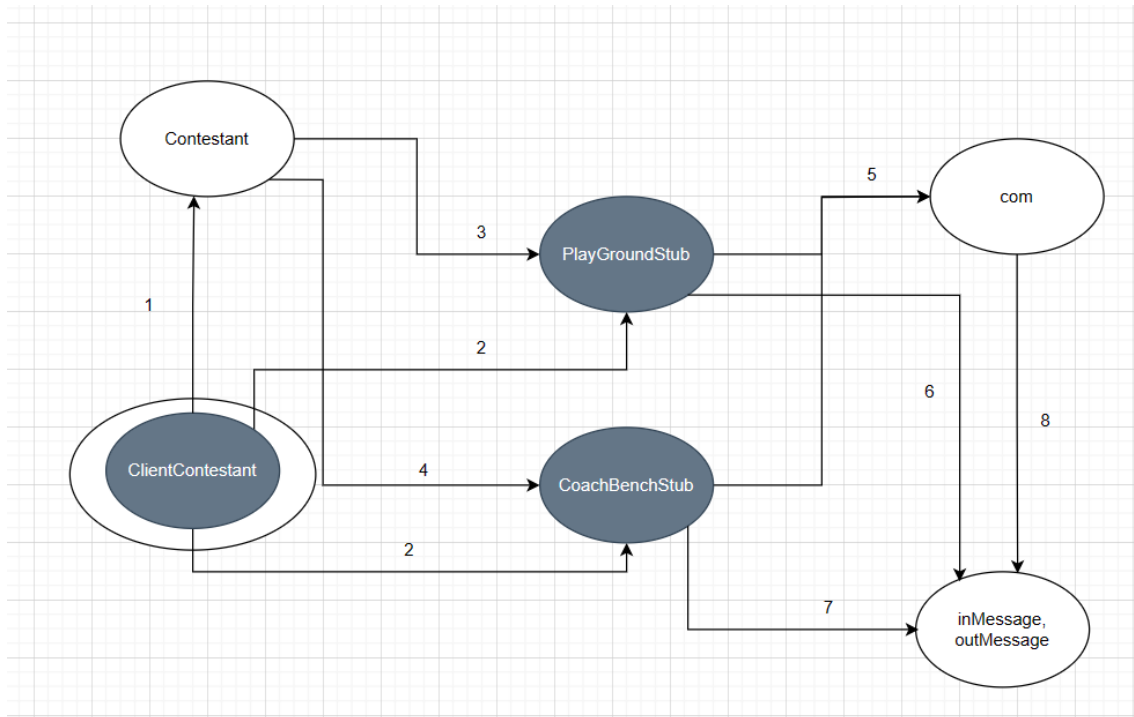6 - instanciate, open, close, writeObject, readObject

7 - getMsgType, toString, getRefereeState, getCoachState

8 - getMsgType, toString, getCoachState, getContestantState, getContestantStrength

9 - instanciate

10 – getMsgType, toString, getRefereeState, getContestantState, getContestantStrength, getWinningTeam, getGame, getEndOfMatch, getPositionCenterRop, getAssertDecision

Contestant

1 - instanciate, start, join

2 - instanciate, shutdown

3 – getReady, pullTheRope, amDone, getEndOfMatch
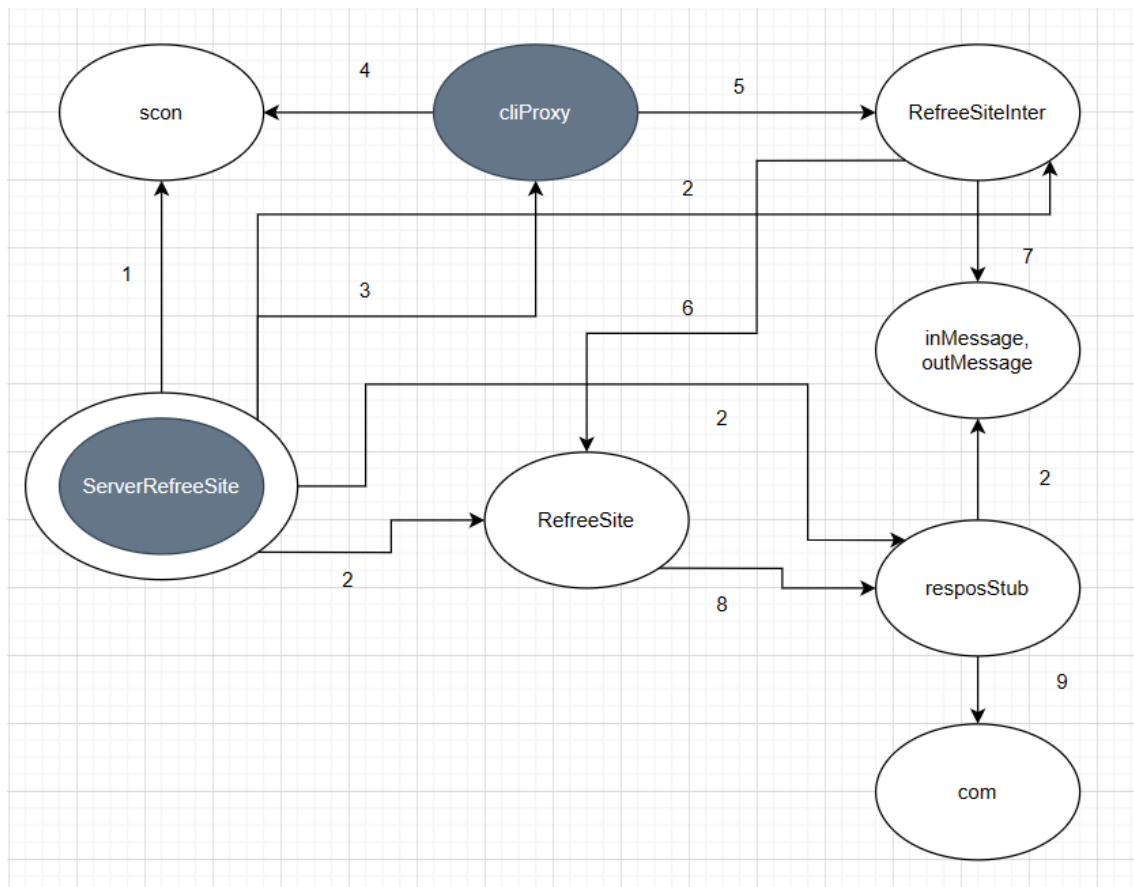
4 – followCoachAdvice, seatDown

5 - instanciate, open, close, writeObject, readObject

6 - getMsgType, toString, getRefereeState, getContestantState, getContestantStrength, getWinningTeam, getGame, getEndOfMatch, getPositionCenterRop, getAssertDecision

7 - getMsgType, toString, getCoachState, getContestantState, getContestantStrength

8 – instanciate

Refree Site

1 - instanciate, start, setTimeout, accept, end

2 - instanciate

3 - instanciate, start

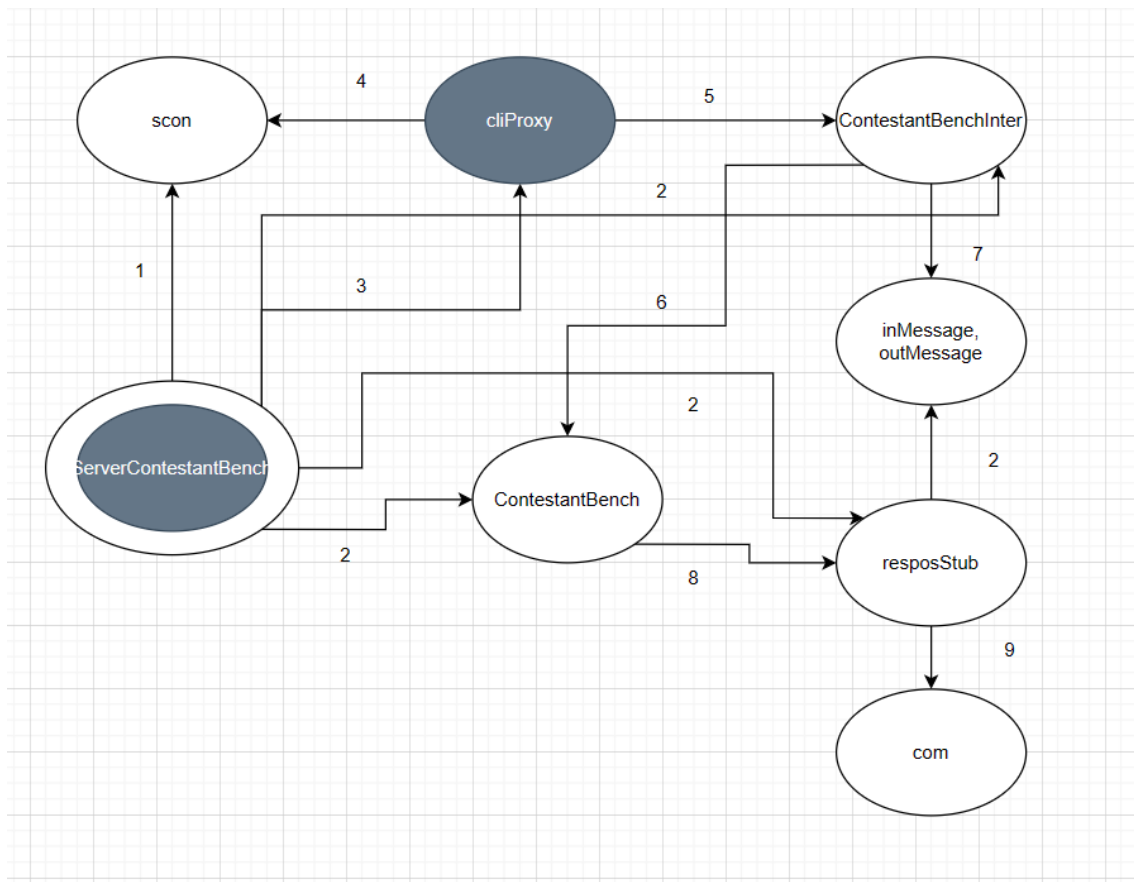4 - readObject(), writeObject(), close

5 - processAndReply

6 – anounceNewGame, assertTriallDecision, callTrial, declareGameWinner, declareMatchWinner, infomeRefree, sleepAfterCallTrial, shutdown

7 – getGame, getRefereeState, getPositionCenterRop, getNB, getWinningTeam, getCoachId, getCoachState

8 – setRefreeState, setScore, setChampion, setPositionCentreRope, setTrialNumber, setWinTeam, setCoachState, setGame

9 - instanciate, open, close, readObejct, writeObject

Contestant Bench

1 - instanciate, start, setTimeout, accept, end

2 - instanciate

3 - instanciate, start

4 - readObject(), writeObject(), close
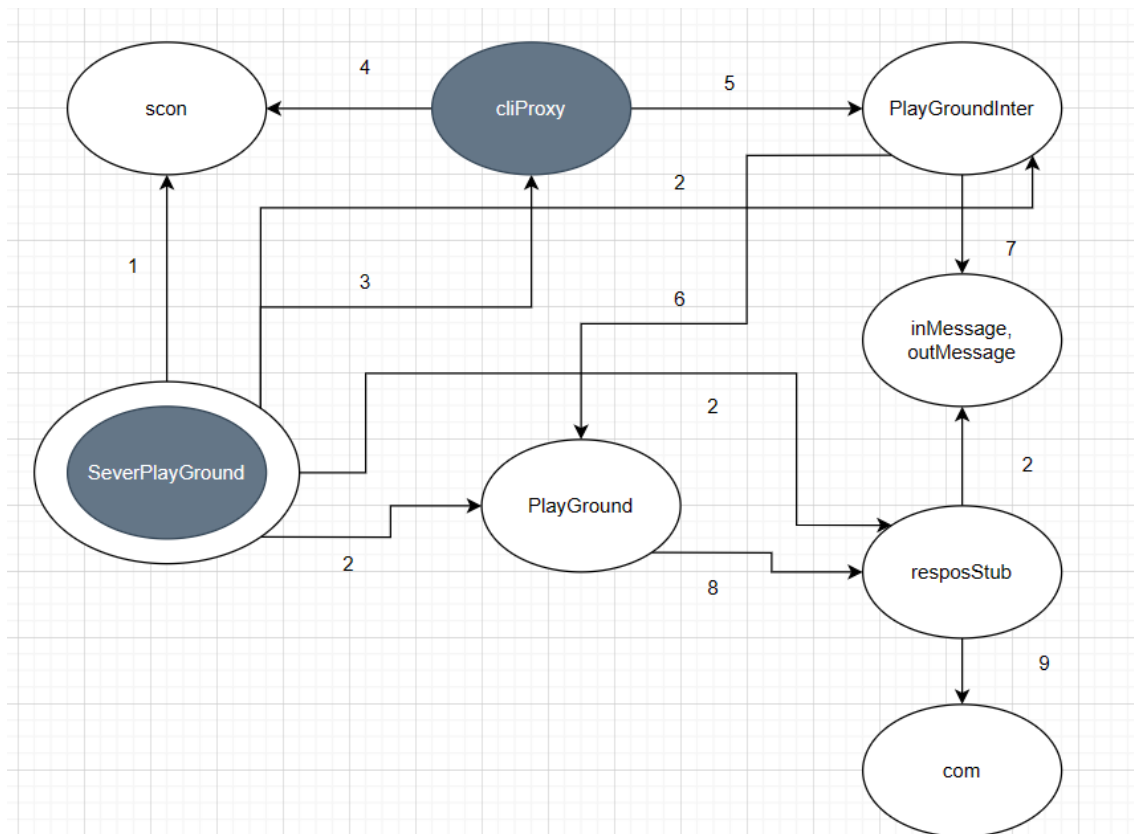
5 - processAndReply

6 – callContestants, followCoachAdvice, reviewNotes, seatDown, setContestant, wakeUpCoach, wakeUpContestant, shutdown

7 - getCoachId, getCoachState, getContestantTeamId, getContestantId, getContestantStrength, getContestantState, getStrengths,

8 – setCoachState, setContestantStrength, setContestantState, setContestantTrialId,

9 - instanciate, open, close, readObejct, writeObject

Play Ground

1 - instanciate, start, setTimeout, accept, end

2 - instanciate

3 - instanciate, start

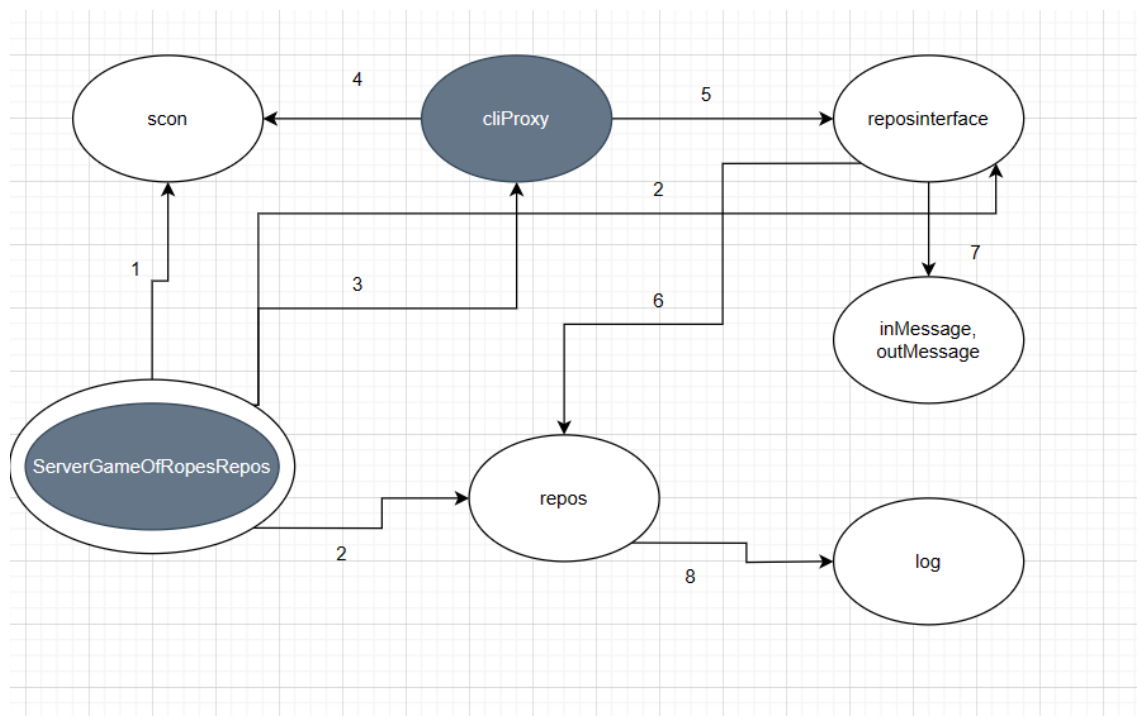4 - readObject, writeObject, close

5 - processAndReply

6 – amDone, assertTriallDecision, callTrial, declareMatchWinner, endOfMatch, getEndOfMatch, getPositionCenterRope, getRead, getTrialDecision, pullTheRope, resetScore, setStrength, startTrial, timeToSleap, shutdown

7 – getMsgType, getContestantState, getGame, getContestantTeamId, getContestantId, getSGTotal, getRefereeState,

8 – setRefreeState, setContestantState,

9 - instanciate, open, close, readObejct, writeObject

General Repository

1 - instanciate, start, accept, end

2 - instanciate

3 - instanciate, start

4 - readObject, writeObject, close

5 - processAndReply

6 - initSimul, setChampion, setCoachState, setContestantState, setContestantStrength, setContestantTrialId, setGame, setPositionCentreRope, setRefreeState, setScore, setTrialNumber, setWinTeam, shutdown

7 - getMsgType, getStrengths, getLogFName, getChampion, getCoachId, getCoachState, getContestantTeamId, getContestantId, getContestantState, getContestantStrength, getContPosition, getGame, getPositionCenterRop, getRefereeState, getScore, getNB, getWinningTeam

8 - instanciate, openForWriting, writelnString, close, openForAppending