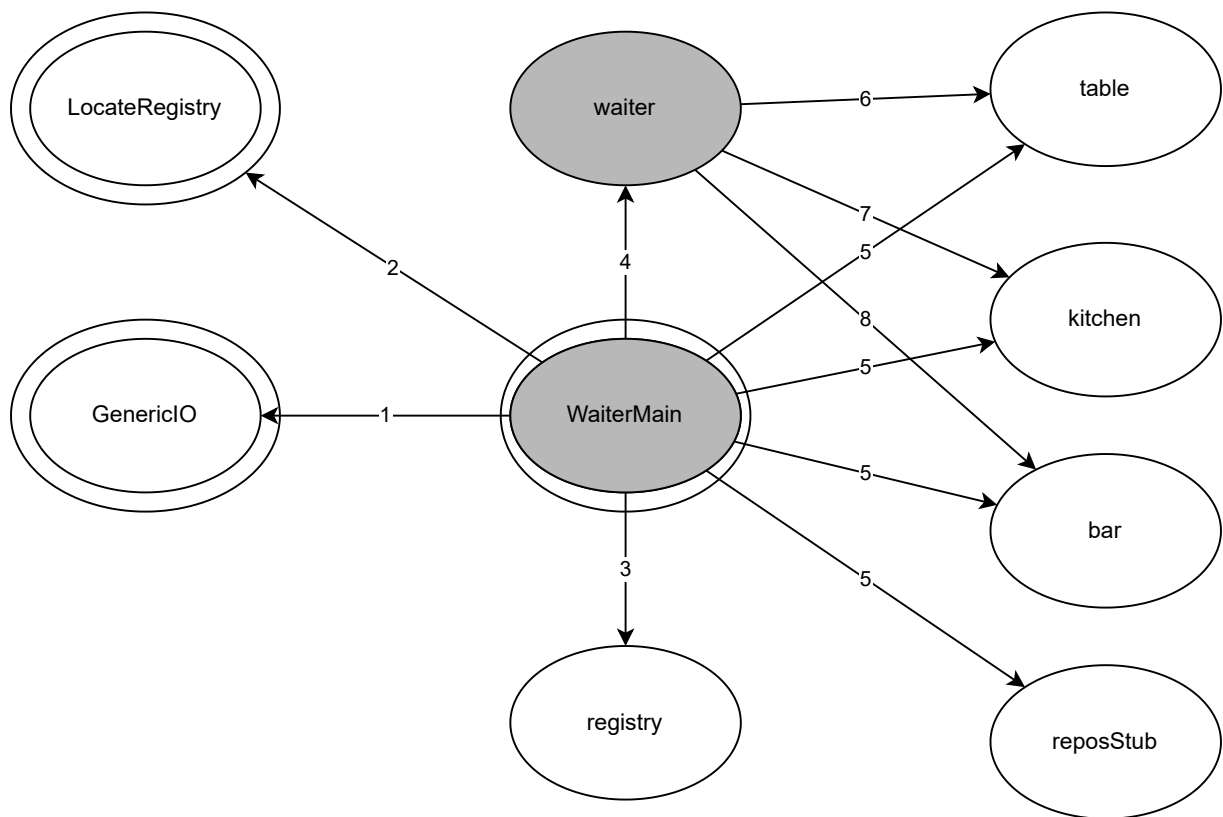
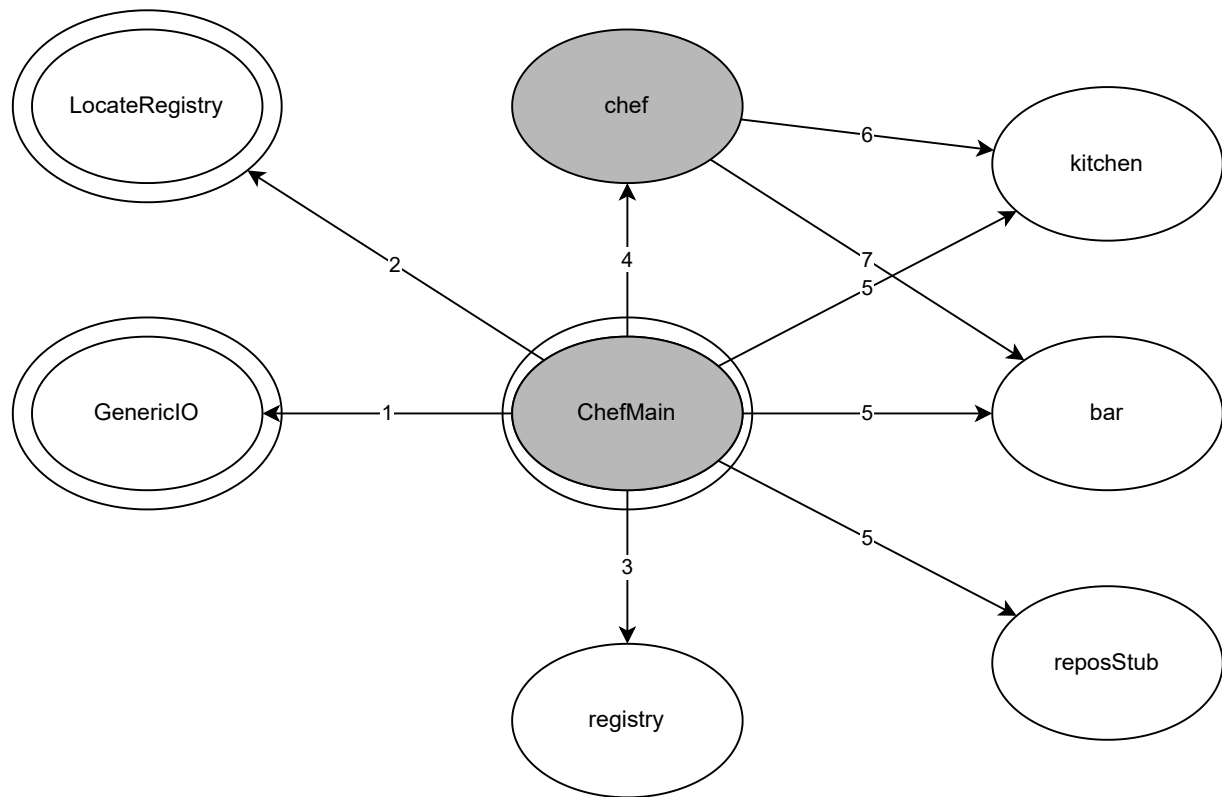


WaiterMain



- 1 - writeInString
- 2- getRegistry
- 3- instantiate, lookup
- 4- instantiate, start, join
- 5 - instantiate, shutdown
- 6 - saluteClient, returnBar, getThePad, haveAllClientsBeenServed, deliverPortion, presentBill
- 7 - handNoteToChef, returnToBar, collectPortion
- 8 - lookAround, getStudentBeingAnswered, preprepareBill, sayGoodbye

ChefMain



1 - writeInString

2- getRegistry

3- instantiate, lookup

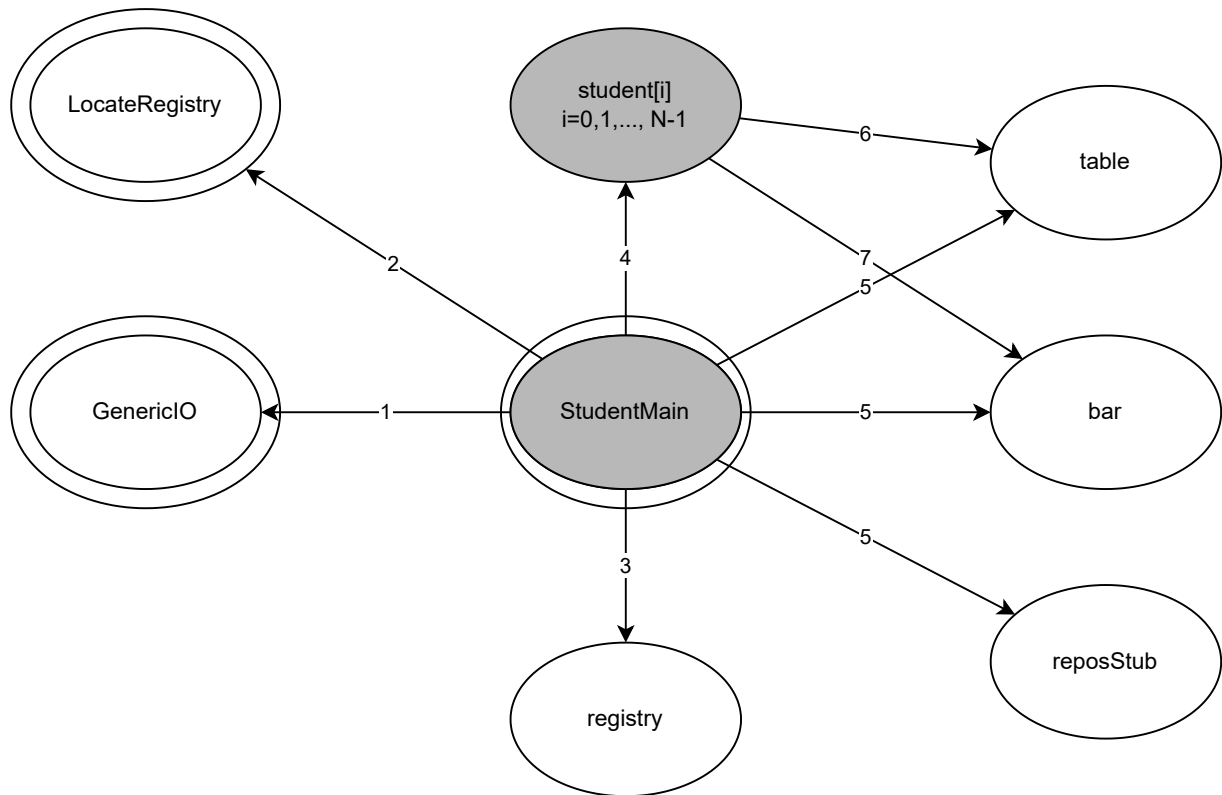
4- instantiate, start, join

5 - instantiate, shutdown

6 - watchTheNews, startPreparation, continuePreparation, haveAllPortionsBeenDelivered, haveNextPortionReady, hasOrderBeenCompleted, cleanUp

7 - alertWaiter

StudentMain



1 - writeInString

2- getRegistry

3- instantiate, lookup

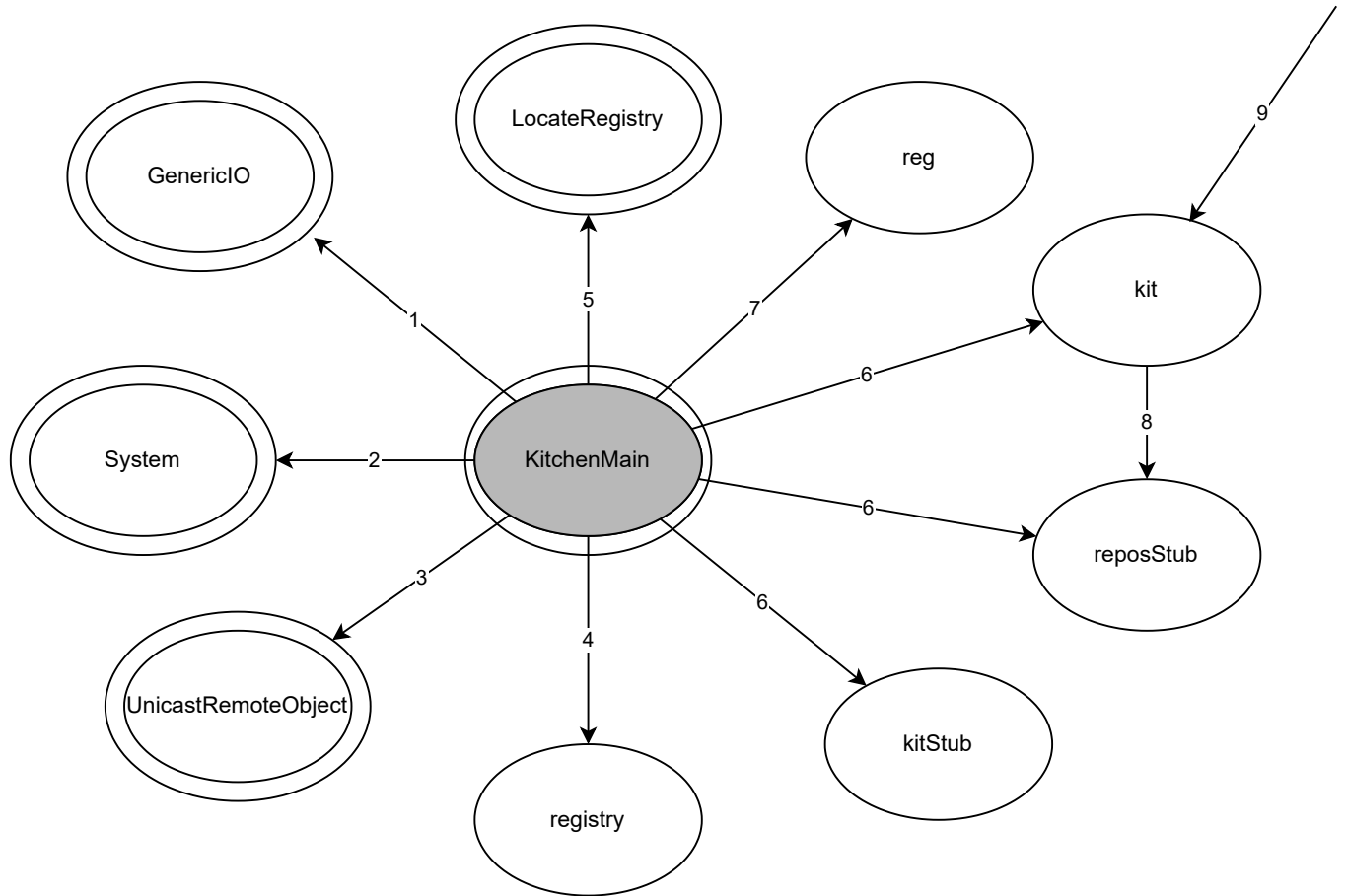
4- instantiate, start, join

5 - instantiate, shutdown

6 - readMenu, getFirstToArrive, prepareOrder, addUpOnesChoices, everybodyHasChosen, describeOrder, joinTalk, informCompanion, haveAllCoursesBeenEaten, startEating, endEating, hasEverybodyFinishedEatinggetLastToEat, shouldHaveArrivedEarlier, honourBill

7 - enter, callWaiter, signalWaiter, exit

KitchenMain



1 - writelnString

2- getSecurityManager, setSecurityManager

3- exportObject, unexportObject

4- instantiate, lookup

5 - getRegistry

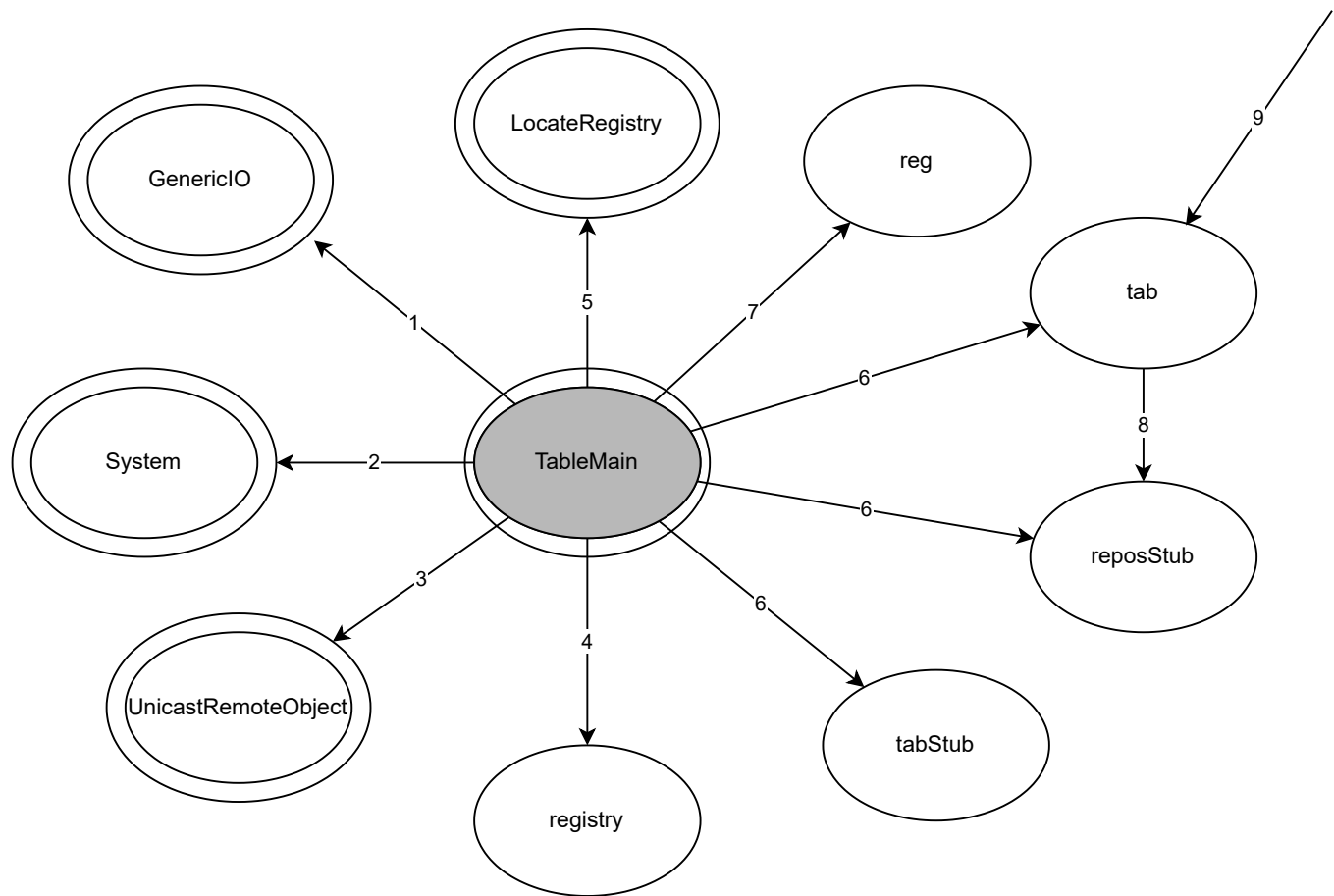
6 - instantiate

7 - instantiate, bind, unbind

8 - updateChefState, updatePortionAndCourse, updatePortion, updateCourse, updateWaiterState

9 - watchTheNews, startPreparation, proceedToPresentation, haveNextPortionReady, continuePreparation, haveAllPortionsBeenDelivered, hasOrderBeenCompleted, cleanUp, returnToBar, handNoteToChef, collectPortion, shutdown

TableMain



1 - writeInString

2- getSecurityManager, setSecurityManager

3- exportObject, unexportObject

4- instantiate, lookup

5 - getRegistry

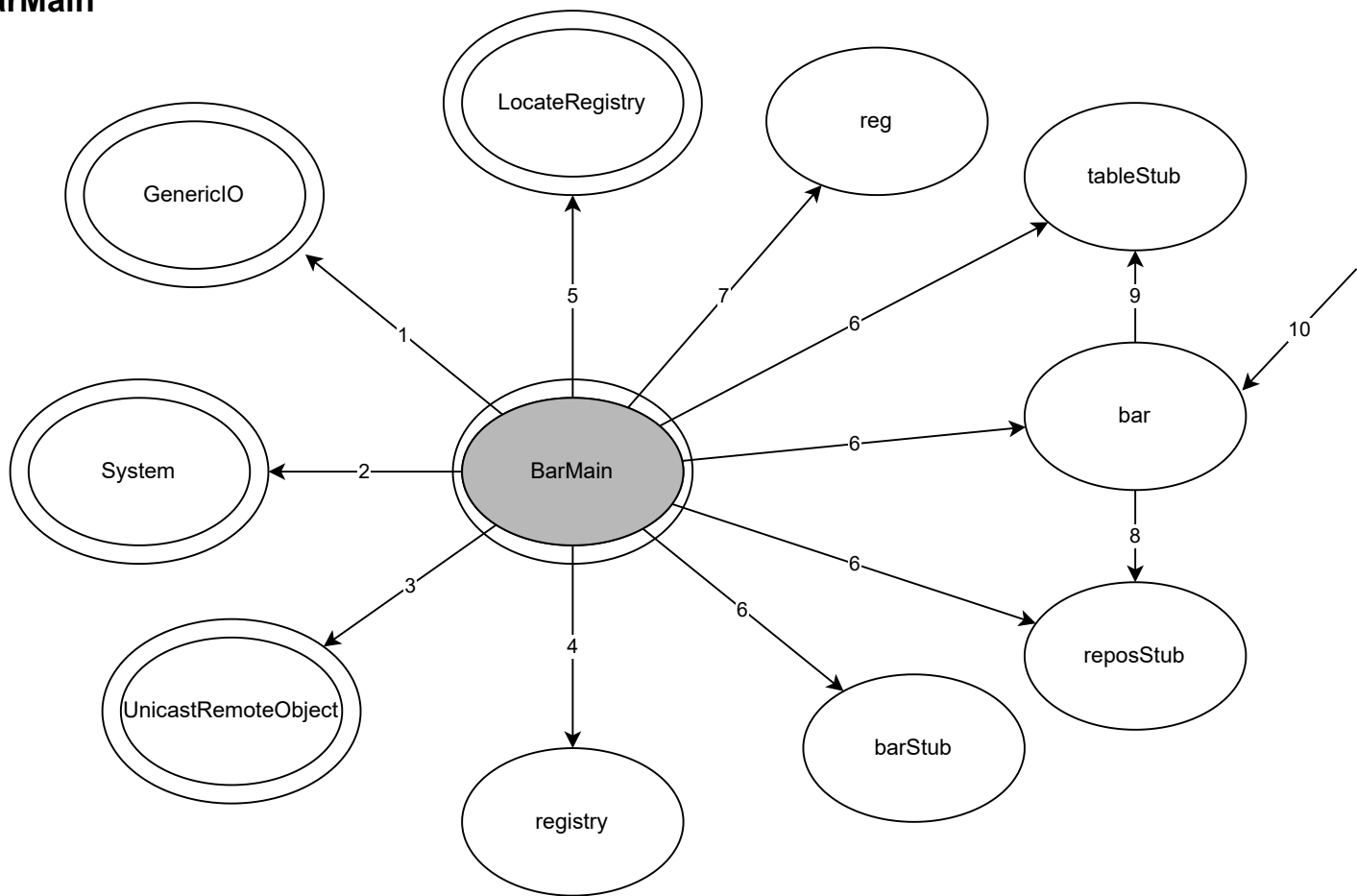
6 - instantiate

7 - instantiate, bind, unbind

8 - updateStudentState, updateWaiterState

9 - getFirstToArrive, getLastToEat, setFirstToArrive, setLastToArrive, saluteClient, returnBar, getThePad, haveAllClientsBeenServed, deliverPortion, presentBill, seatAtTable, readMenu, prepareOrder, everybodyHasChosen, addUpOnesChoices, describeOrder, joinTalk, informCompanion, startEating, endEating, hasEverybodyFinishedEating, honourBill, haveAllCoursesBeenEaten, shouldHaveArrivedEarlier, shutdown

BarMain



1 - writelnString

2- getSecurityManager, setSecurityManager

3- exportObject, unexportObject

4- instantiate, lookup

5 - getRegistry

6 - instantiate

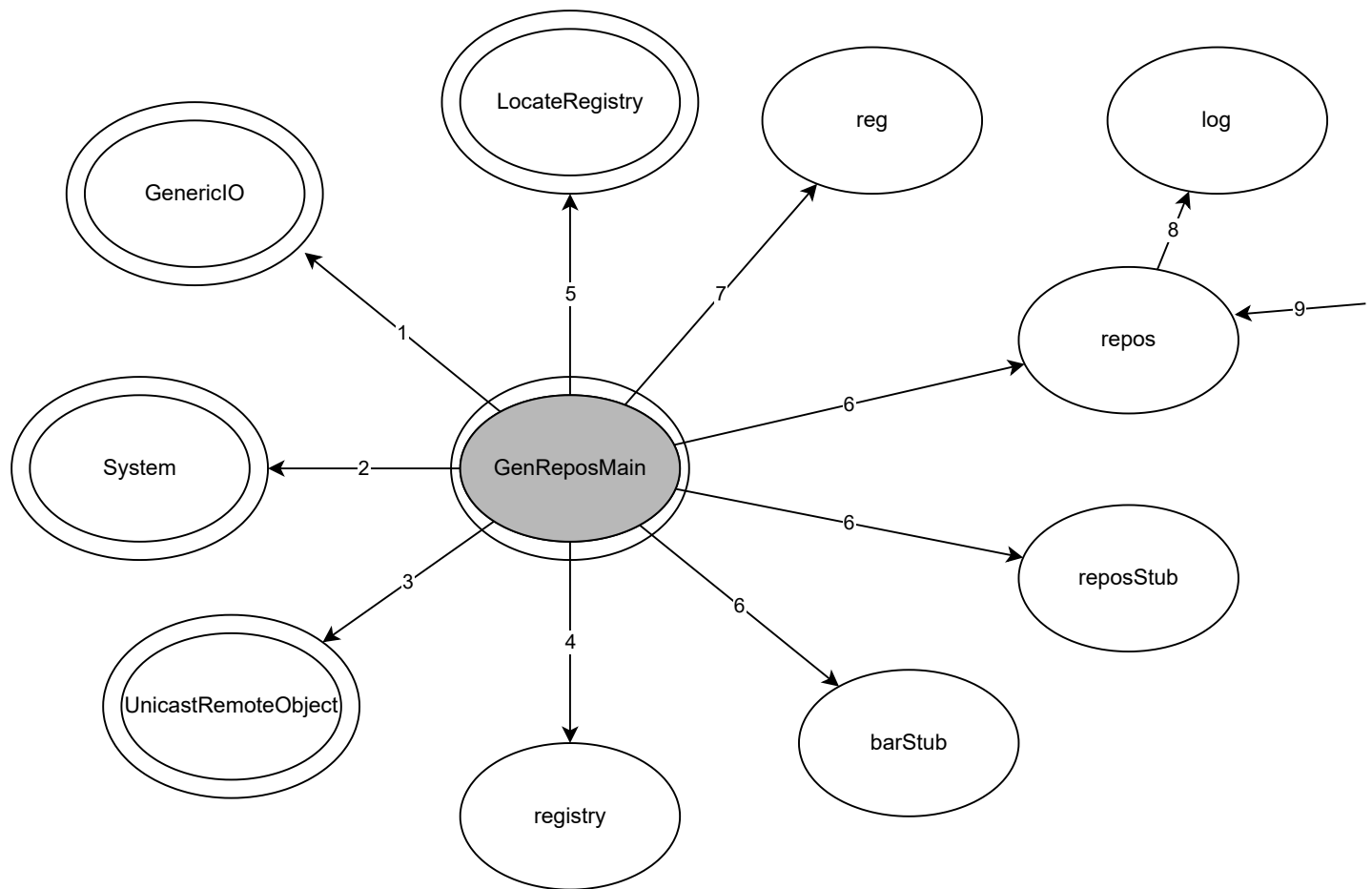
7 - instantiate, bind, unbind

8 - updateStudentState, updateStudentSeatAndState, updateWaiterState, updateChefState

9 - setFirstToArrive, setLastToArrive, seatAtTable

10 - getStudentBeingAnswered, getNumberOfStudentsAtRestaurant, enter, callWaiter, signalWaiter, exit, lookAround, sayGoodbye, prepareBill, alertWaiter, shutdown

GenReposMain



1 - writeInString

2- getSecurityManager, setSecurityManager

3- exportObject, unexportObject

4- instantiate, lookup

5 - getRegistry

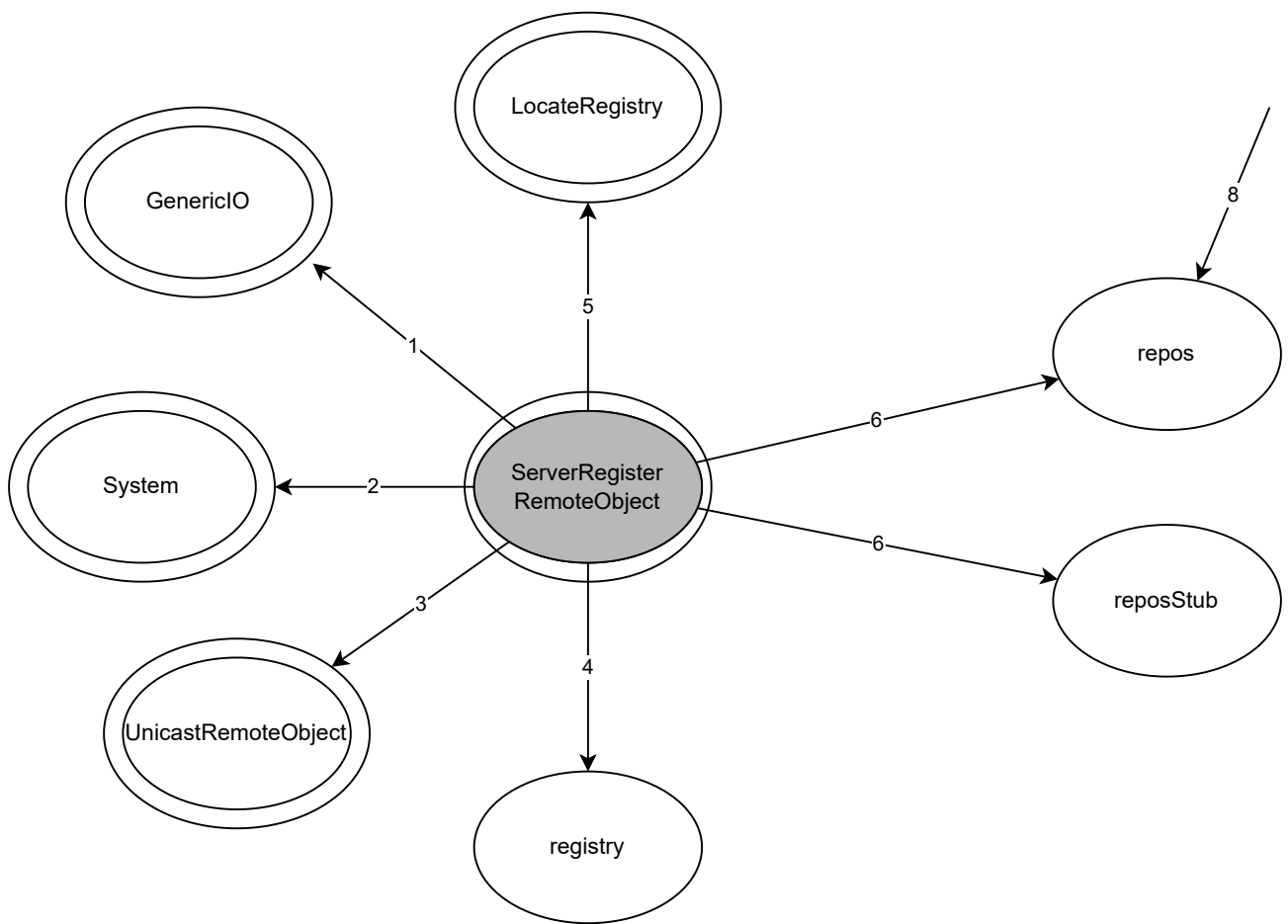
6 - instantiate

7 - instantiate, bind, unbind

8 - instantiate, openForWriting, openForAppending, close, writeInString

9 - updateStudentState, updateStudentSeatAndState, updateWaiterState, updateChefState, updatePortion, updateCourses, updatePortionAndCourse, updateStudentSeat, getStudentSeat, shutdown

ServerRegisterRemoteObject



- 1 - writeInString
- 2- getSecurityManager, setSecurityManager
- 3- exportObject
- 4- instantiate, rebind
- 5 - getRegistry
- 6 - instantiate
- 7 - bind, unbind, rebind