



1 - writelnString

2 - instantiate, start, join

3 - instantiate

4 - instantiate, reportFinalStatus, reportLegend

5 - startOperations, appraiseSit, waitForThieves, assignAssaultPartyID, assignRoomID, setAssignRoomID, buildParty, prepareAssaultParty, sendAssaultParty, setAssignedAPid, setAssignedRoomID, sumUpResults

6 - takeARest, collectACanvas

7 - addThievesToParty, resetAssaultParty

8 - amINeeded, prepareExcursion, roomStates

9 - handACanvas

10 - moveFirstPartyMember, crawlIN, getAssaultP\_roomID, reverseDirection, crawlOUT, getAssaultP\_roomID, getThiefIndex

11 - roolACanvas

12 - setMasterThiefState, setOTState, setAParty\_Elem\_ID, setAssaultParty\_RId, setOTSituation, setStolenPaintings

13 - setMasterThiefState, setOTState, setAParty\_Elem\_CV, setAssaultParty\_RId, setAssaultParty\_Elem\_ID

14 - setMRoom\_DT\_outsideG, setAParty\_Elem\_Pos, setAParty\_Elem\_CV, setOT\_State, setAParty\_Elem\_ID, setAssaultParty\_RId

15 - setMRoom\_NPaintings, setMRoom\_DT\_outside, setOTState

16 - instantiate, openForWriting, openForAppending, close, writelnString