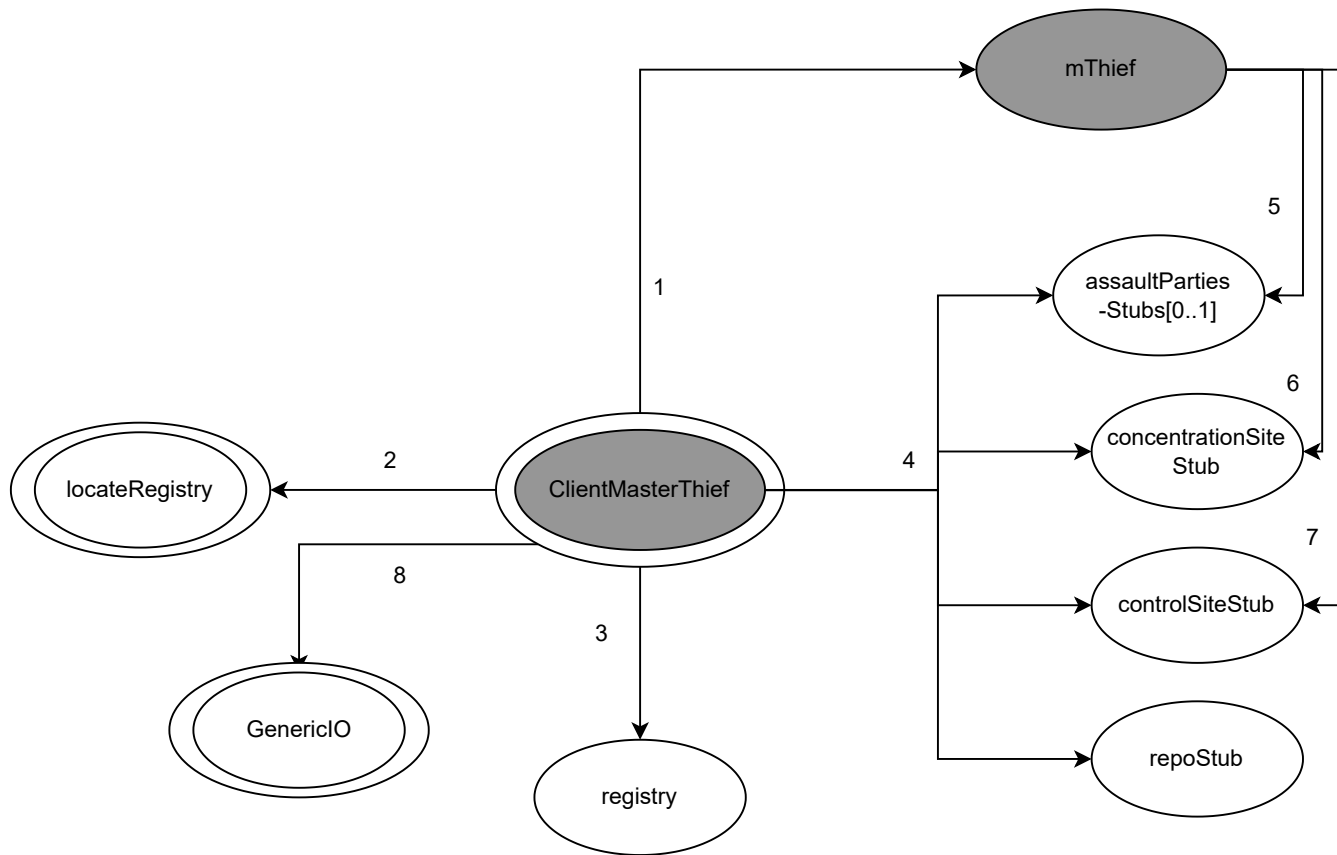# ClientMasterThief

1 - instantiate,start,join

2 - getRegistry

3 - instantiate,lookup

4 - instantiate,shutdown
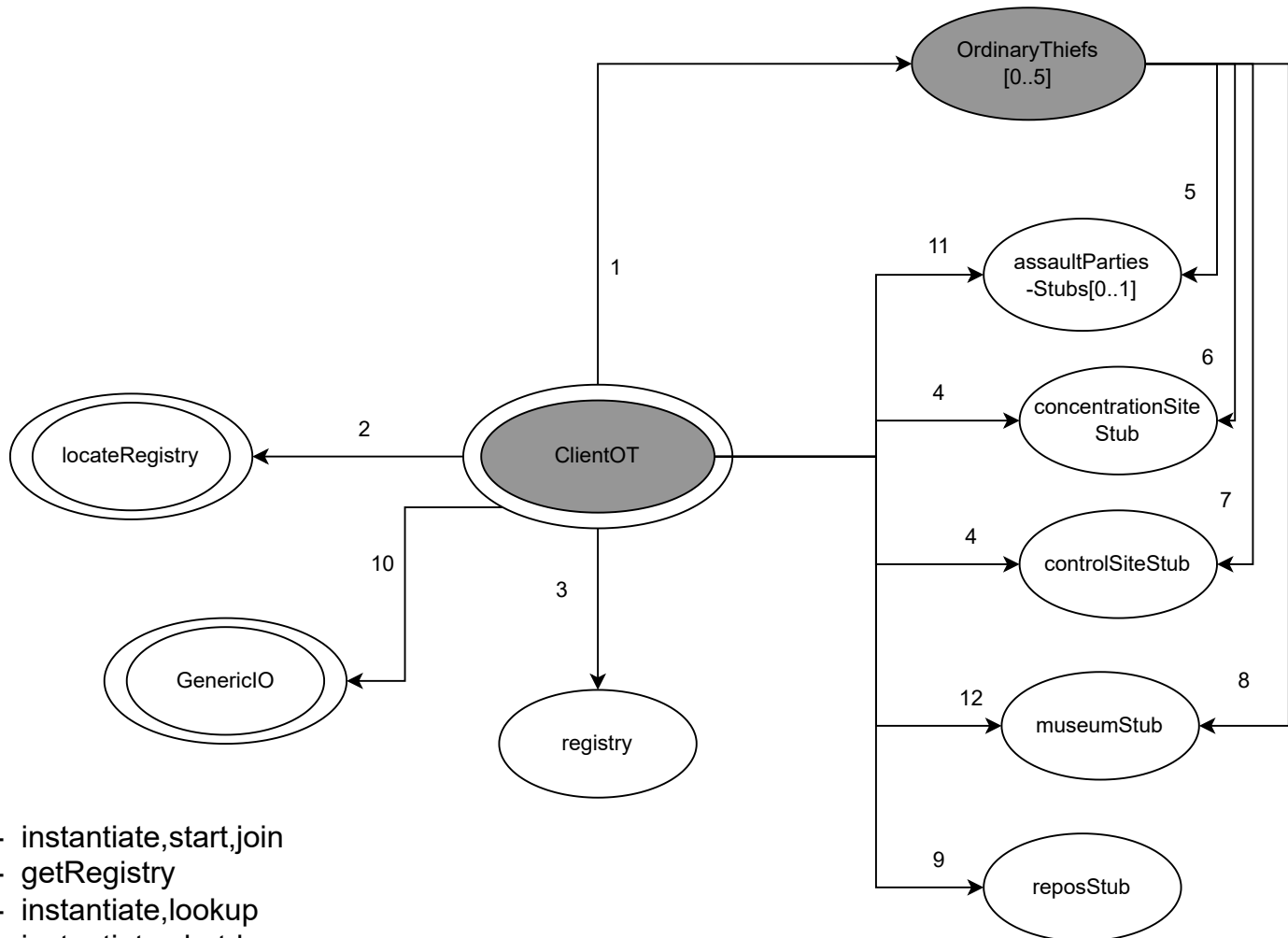
5 - addThievesToParty,ResetAssaultParty

6 - setAssignedApid,setAssignedRoomID,concentrationSiteStub,appraiseSit,waitForThieves,
assignedAssaultPartyID,buildParty,prepareAssaultParty,sendAssaultParty,sumUpResults

7 - takeARest,collectACanvas

8 - WriteLnString

Client Ordinary Thief

1 - instantiate,start,join
2 - getRegistry
3 - instantiate,lookup
4 - instantiate,shutdown
5 - moveFirstPartyMember,CrawlIn,GetDistFromOutside,GetAssaultP_roomID,
reverseDirection,CrawlOut,GetThiefIndex
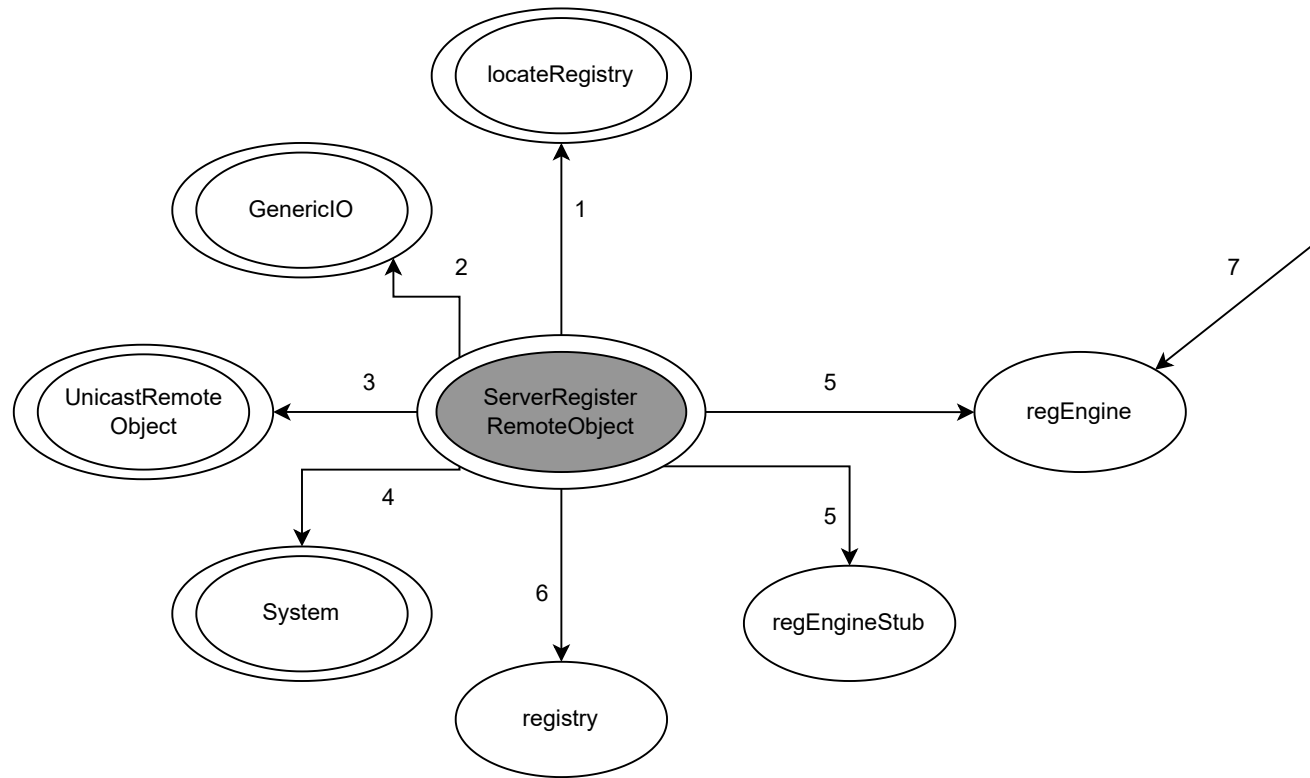6 - amINeeded,prepareExcursion,setRoomStates
7 - handACanvas
8 - rollACanvas
9- instantiate,shutdown,initSimul,setOrdinaryThief_maxDisp
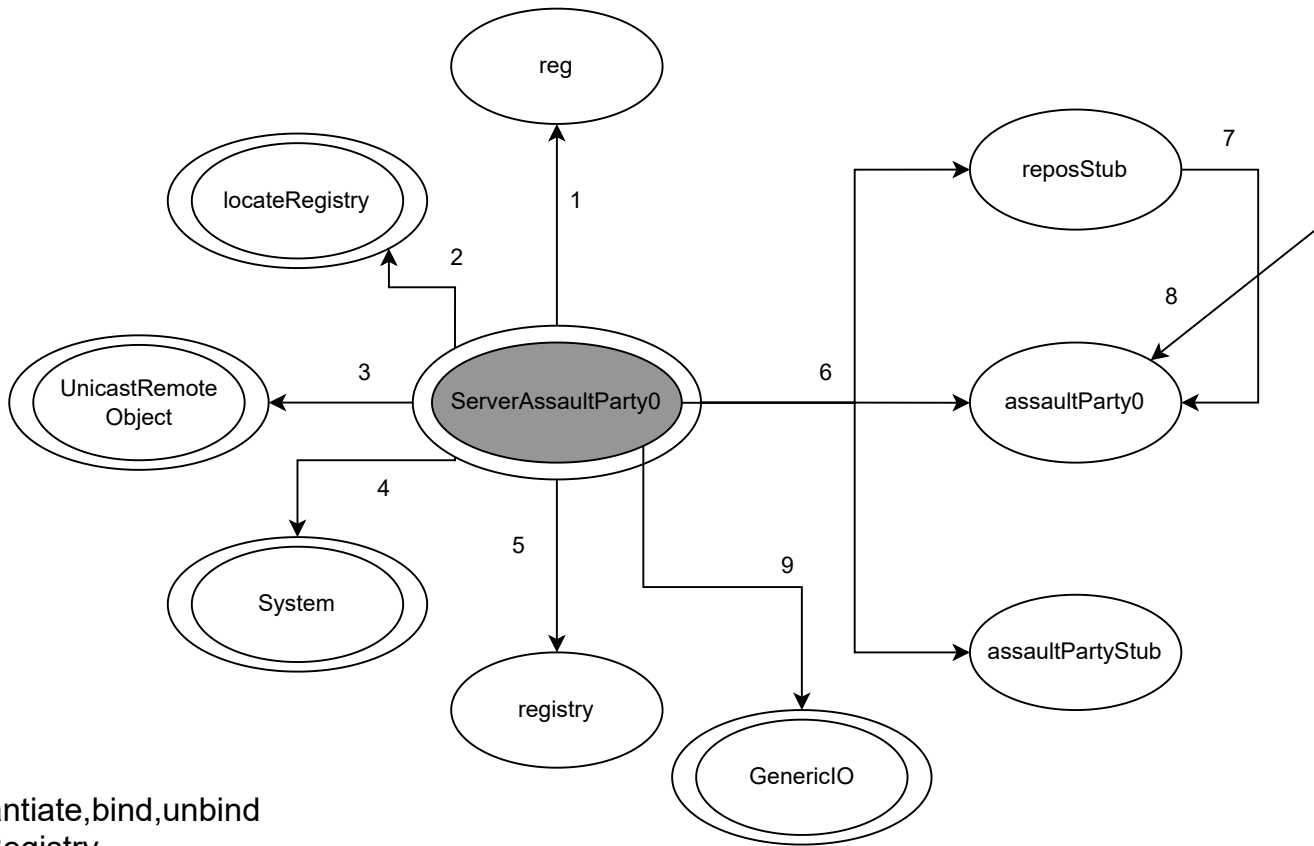10 - WriteLnString
11 -instantiate,shutdown,initAssaultPartyDist
12 -instantiate,shutdown, initInfoMuseum

Server RMI Registry Service

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

Server AssaultParty 0

1 - instantiate,bind,unbind
2 - getRegistry
3 - exportObject,unexportObject
4 - getSecurityManager,setSecurityManager
5 - instantiate,lookup
6 - instantiate
7 - setMRoom_DT_outsideG,setAParty_Elem_POS,setAParty_elem_id,setAssaultParty_RId
setAParty_elemCV,setOTstate
8 - getAssaultParty_ID,getAssaultP_roomID,setAssaultP_roomID,getDistFromOutside,
getAssaultP_thieves,initAssaultPartyID,initAssaultPartyDist,moveFirstPartyMember,
addThievesToParty,CrawlIn,CrawlOut,Shutdown,setAssaultPartyId,ResetAssaultParty,
ReverseDirection,getThiefIndex,getThiefIndex_position
9 - WriteLnString

Server AssaultParty 1

1 - instantiate,bind,unbind
2 - getRegistry
3 - exportObject,unexportObject
4 - getSecurityManager,setSecurityManager
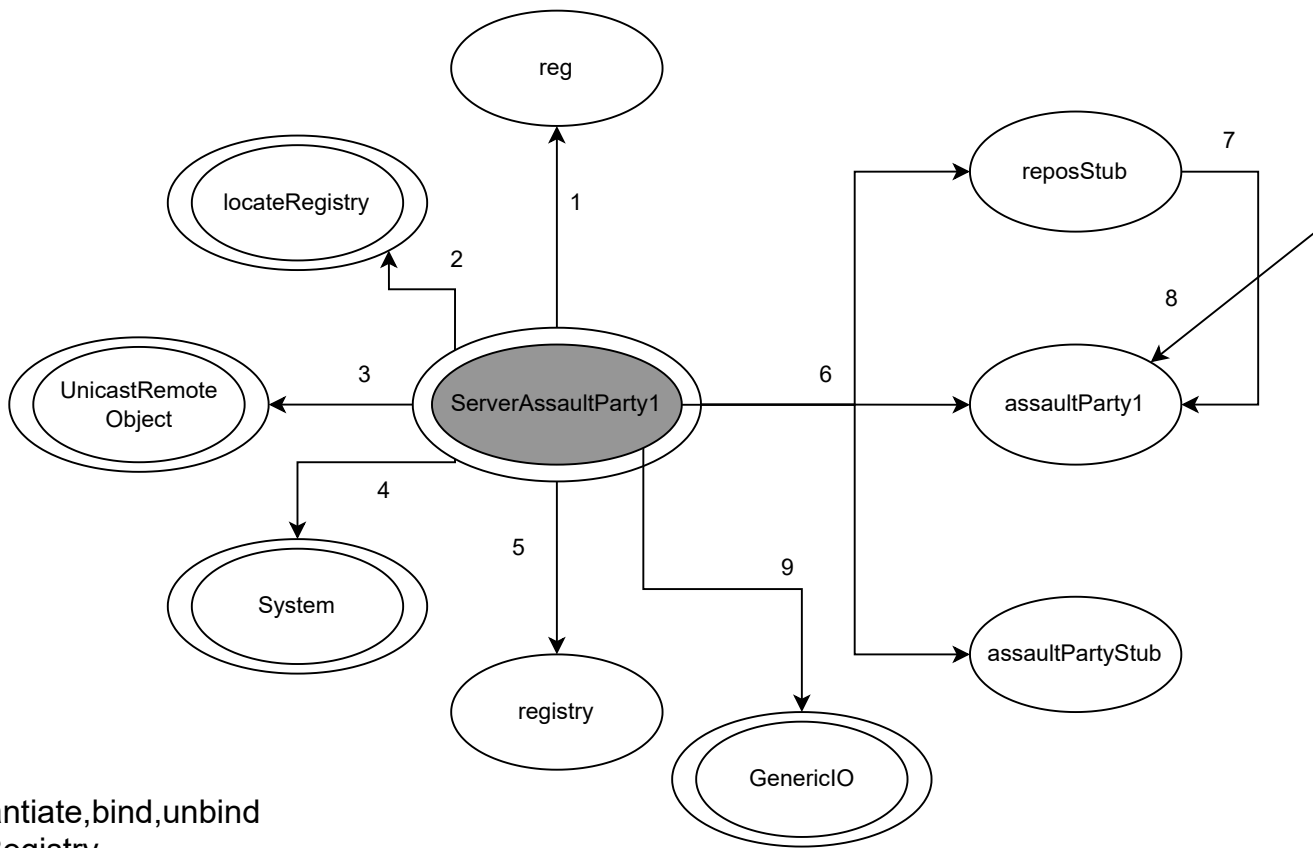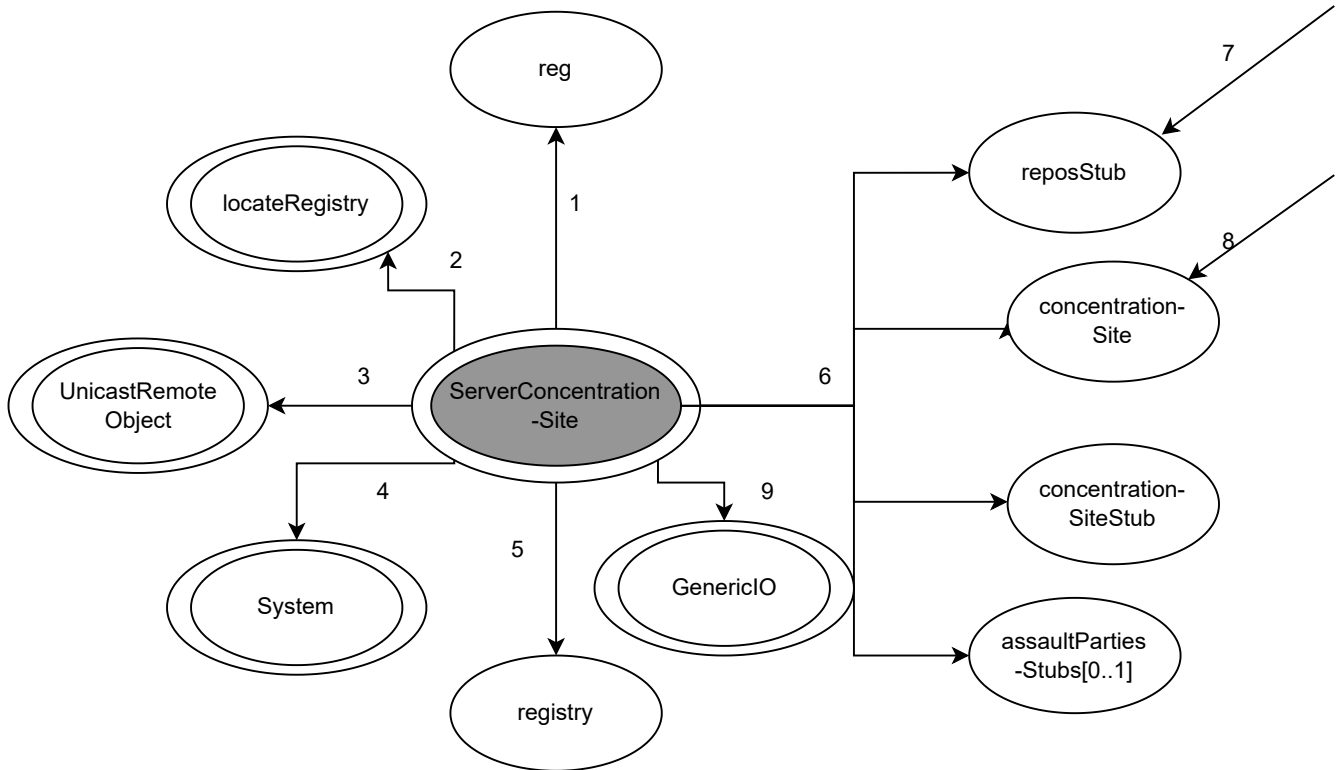5 - instantiate,lookup
6 - instantiate
7 - setMRoom_DT_outsideG,setAParty_Elem_POS,setAParty_elem_id,setAssaultParty_RId
setAParty_elemCV,setOTstate
8 - getAssaultParty_ID,getAssaultP_roomID,setAssaultP_roomID,getDistFromOutside,
getAssaultP_thieves,initAssaultPartyID,initAssaultPartyDist,moveFirstPartyMember,
addThievesToParty,CrawlIn,CrawlOut,Shutdown,setAssaultPartyId,ResetAssaultParty,
ReverseDirection,getThiefIndex,getThiefIndex_position
9 - WriteLnString

Server Concentration Site

1 - instantiate,bind,unbind
2 - getRegistry
3 - exportObject,unexportObject
4 - getSecurityManager,setSecurityManager
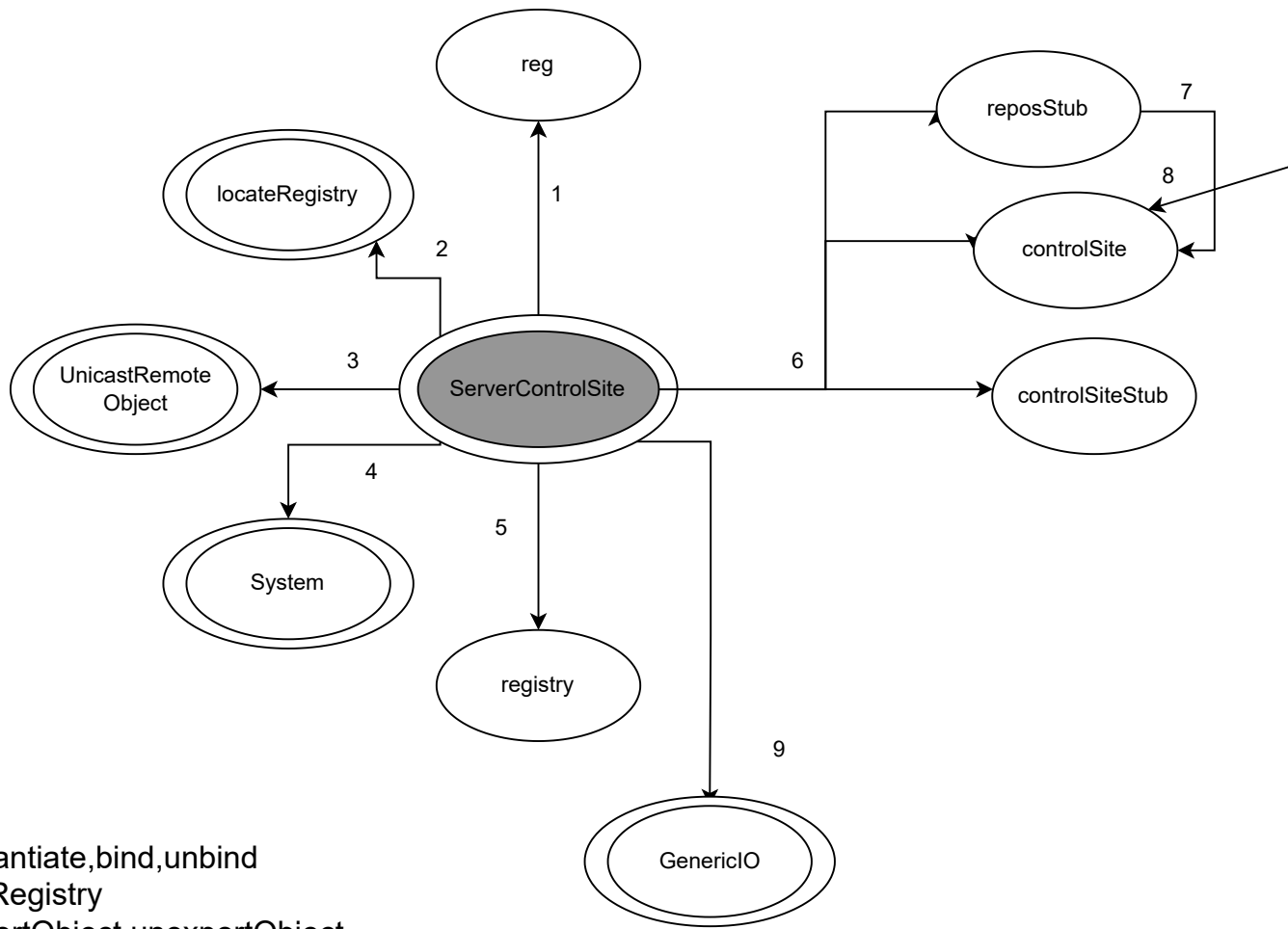5 - instantiate,lookup
6 - instantiate
7 - setMasterThiefState,setOTState,setAParty_Elem_ID,setAssaultParty_RId,setOTSituation,
setOTState
8 - SetAssigedAPid,setAssignedRoomID,startOperations,appraiseSit,waitForThieves,
amINeeded,buildParty,prepareAssaultParty,sendAssaultParty,PrepareExcursion,Shutdown,
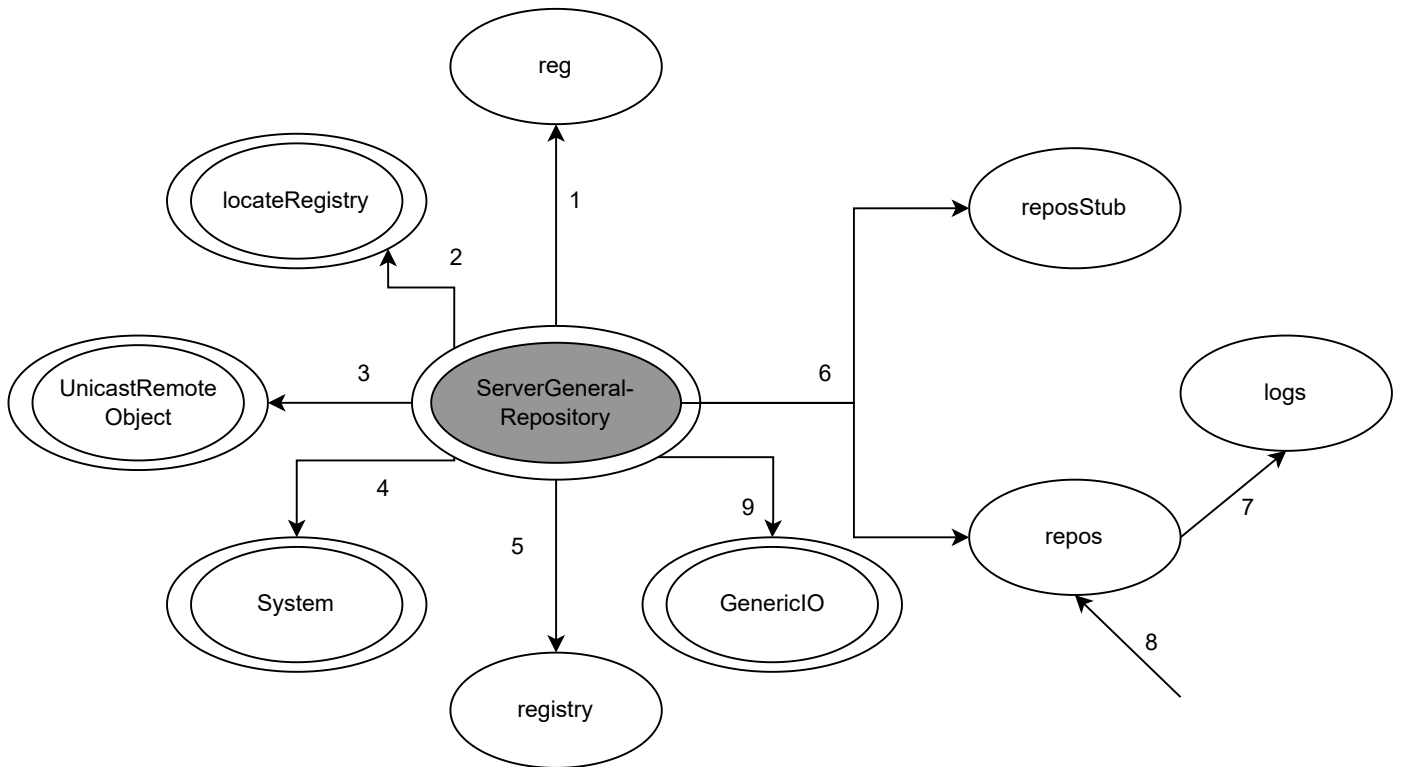AssignAssaultPartyID,assignRoomID
9 - WriteLnString

Server Control Site

1 - instantiate,bind,unbind
2 - getRegistry
3 - exportObject,unexportObject
4 - getSecurityManager,setSecurityManager
5 - instantiate,lookup
6 - instantiate
7 - setMasterThiefState,setOrdinaryThiefState,setAssaultPartyElementCanvas
8 - takeARest,CollectACanvas,handACanvas,shutdown
9 - WriteLnString

Server General Repository

1 - instantiate,bind,unbind
2 - getRegistry
3 - exportObject
4 - getSecurityManager,setSecurityManager
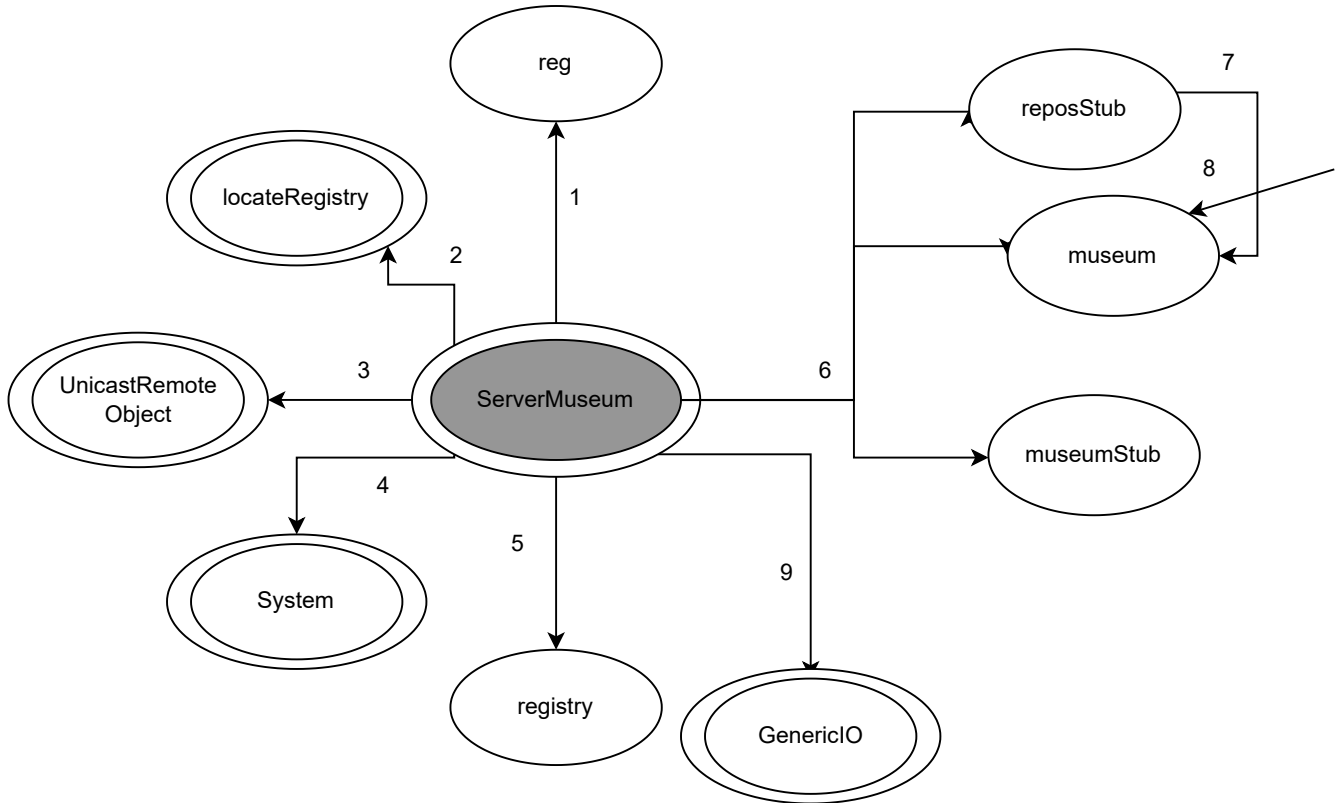5 - instantiate,lookup
6 - instantiate
7 - instantiate,prinHeader,print,printResults,println,flush
8 - initSimul,setMasterThiefState,setOTState,setOTSituation,setOrdinartThief_MaxDisp,
setAssaultParty_RId,setAParty_Elem_ID,setAParty_Elem_POS,setAParty_Elem_CV,
SetMRoom_NPaintings,setMRoom_DT_outsideG
9 - WriteLnString

Server Museum

1 - instantiate,bind,unbind
2 - getRegistry
3 - exportObject,unexportObject
4 - getSecurityManager,setSecurityManager
5 - instantiate,lookup
6 - instantiate
7 - setMRoom_NPaintings,setOTState
8 - initInfoMuseum,rollACanvas,nPaintingsRooms,shutdown
9 - WriteLnString