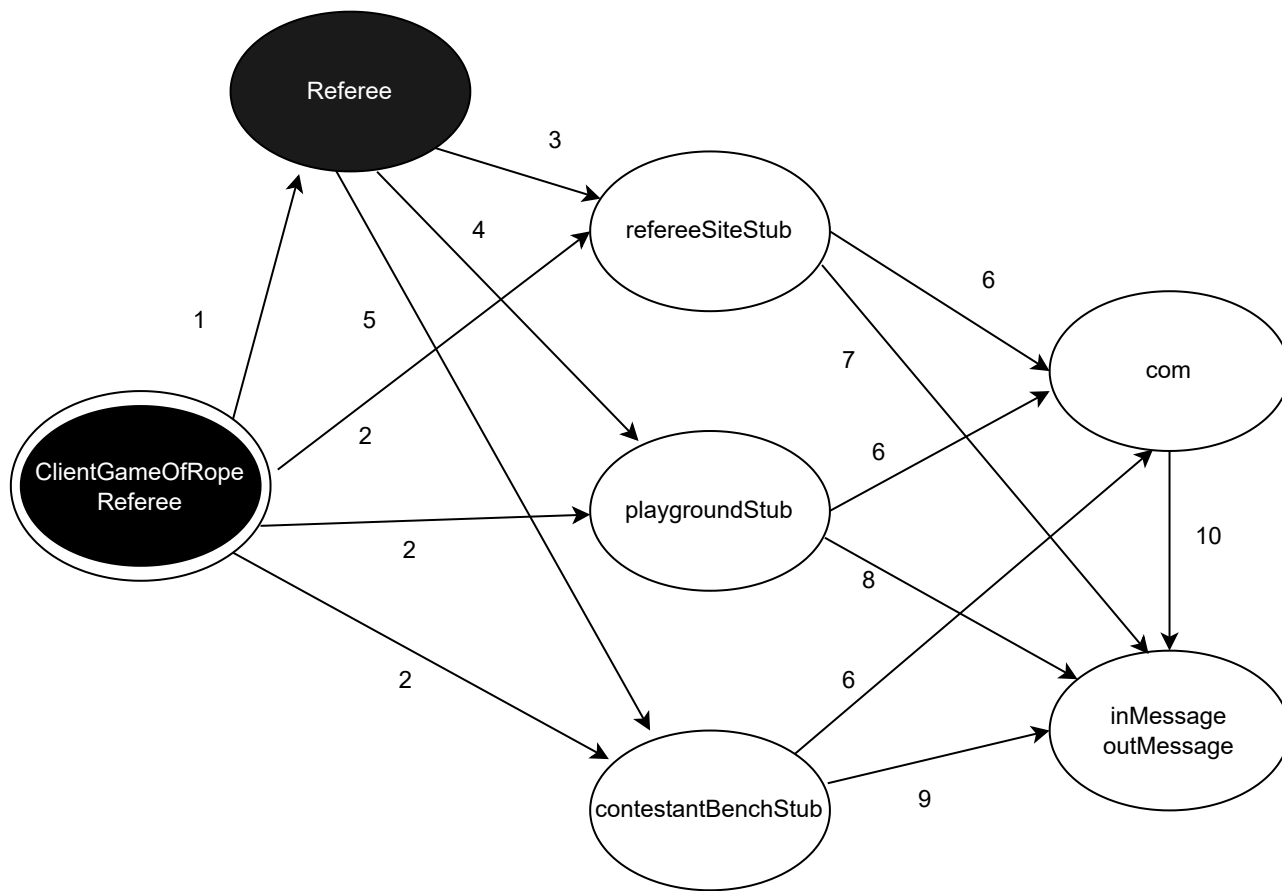




# Referee

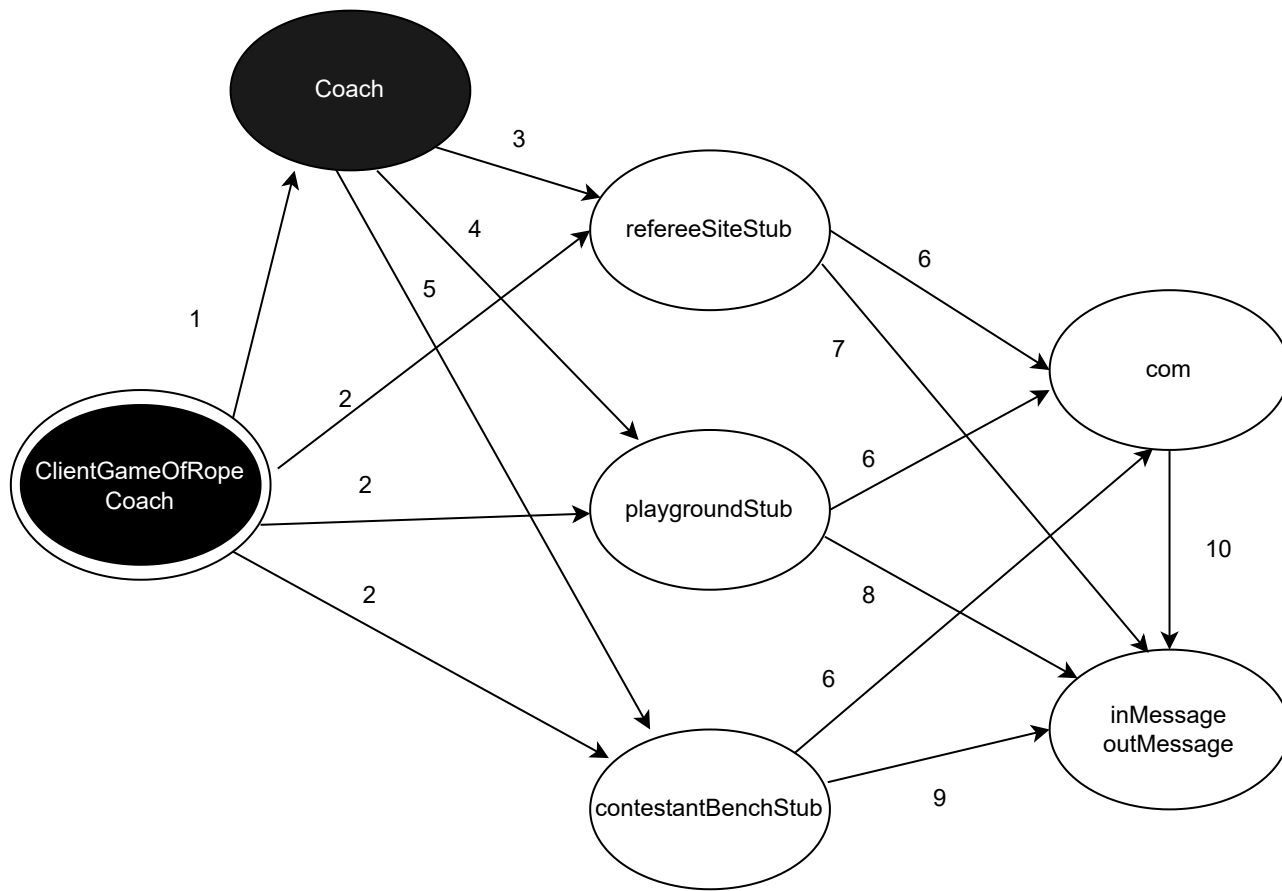


## Description

1. instantiate, start, join
2. intanciate, shutdown
3. announceNewGame,waitforInformReferee
4. startTrial, waitForAmDone, assertTrialDecision, declareGameWinner
5. callTrial ,waitForSeatAtBench, declareMatchWinner
6. instantiate, open, close, writeObject, readObject
7. getMsgType, getEntityState,
8. getMsgType,getEntityState, getRopePosition
9. getMsgType,getEntityState
10. instantiate



# Coach

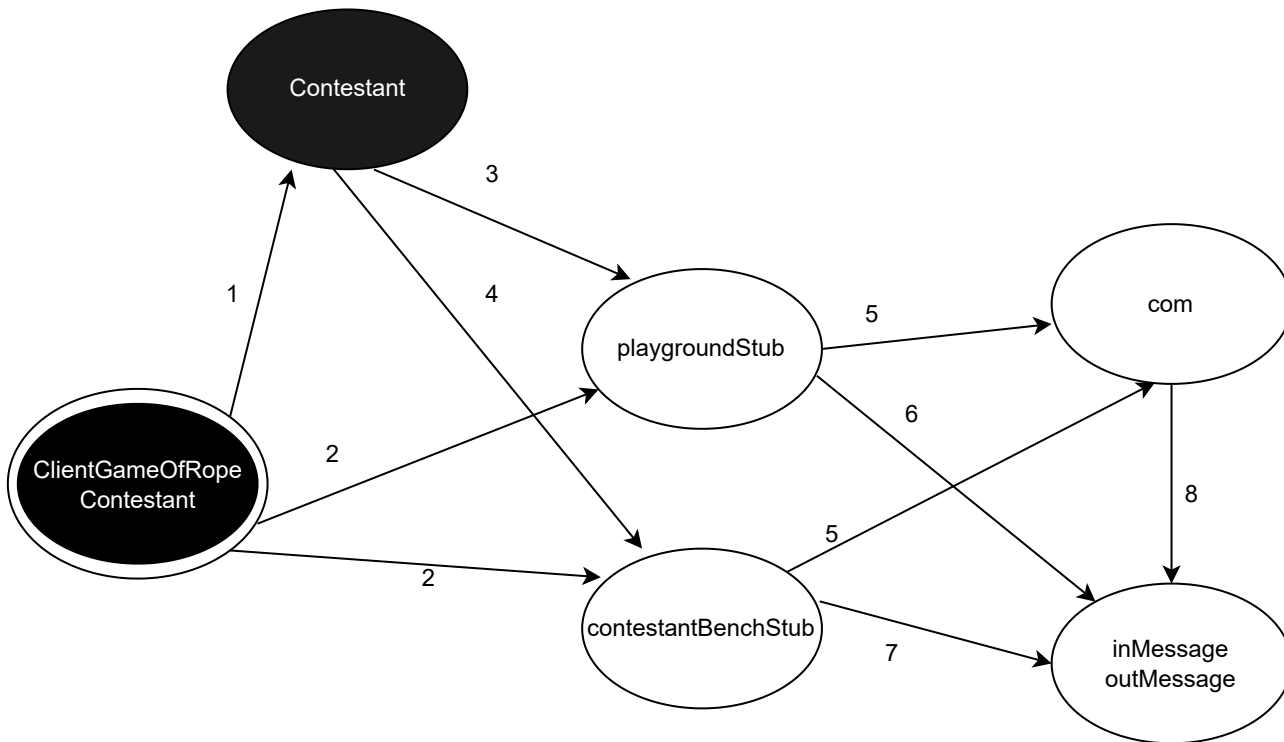


## Description

1. instanciate,start,join
2. intanciate,shutdown
3. informReferee
4. waitForFollowCoachAdvise,waitForAssertTrialDecision,
5. reviewNotes,waitForCallTrial,callContestants,
6. instanciate, open, close, writeObject, readObject
7. getMsgType,
8. getMSgType,getEntityState,getTeam,getID,getStrength
9. getMSgType,getEntityState,getTeam,getID,getStrength
10. instanciate



# Contestant

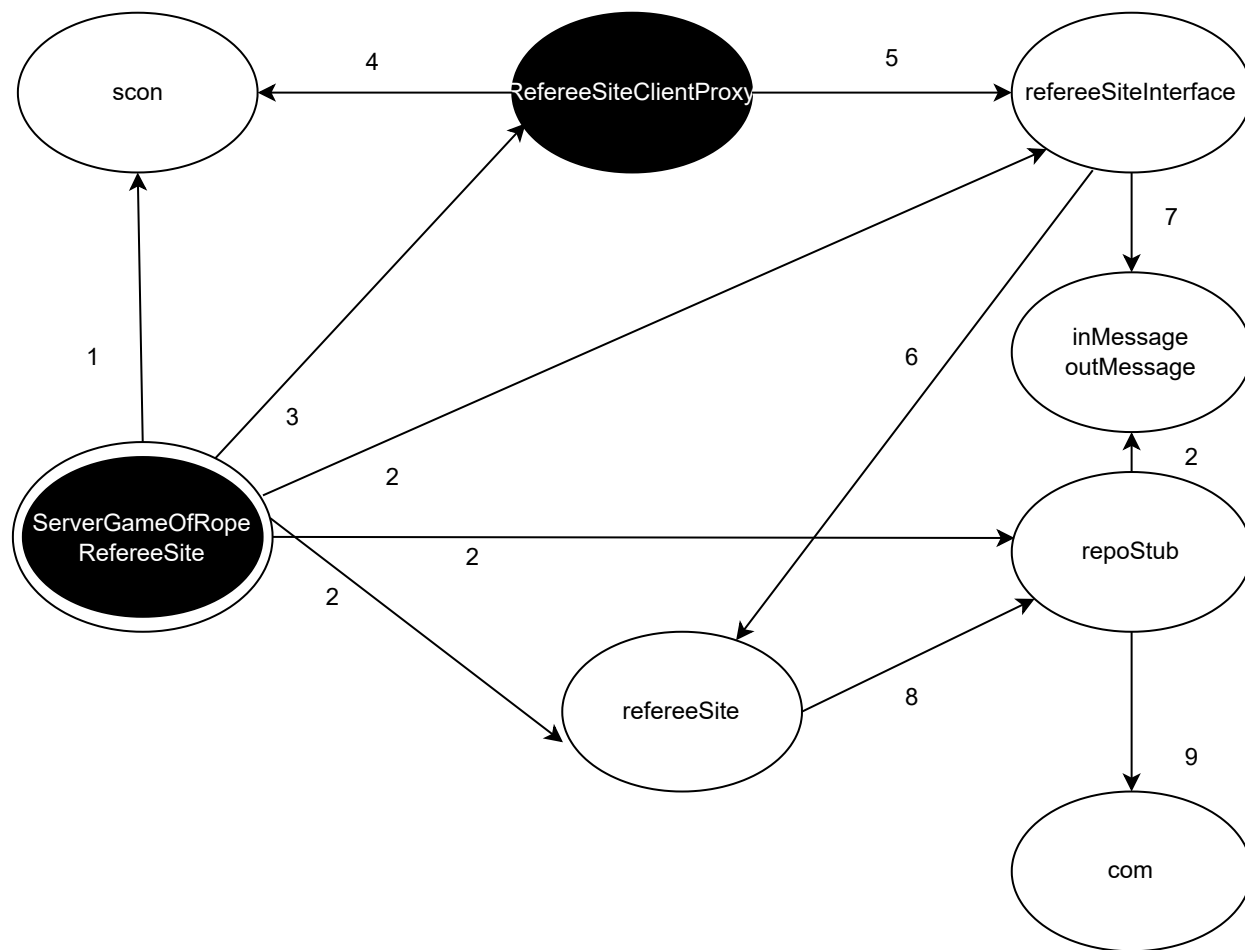


## Description

1. instanciate,start,join
2. intanciate,shutdown
3. followCoachAdvice,waitForStartTrial,getReady,waitForAssertTrialDecision
4. waitForCallContestants,seatDown
5. instanciate, open, close, writeObject, readObject
6. getMSgType,getEntityState,getTeam,getID
7. getMSgType,getEntityState,getTeam,getID,getOrders
8. instanciate



# RefereeSite



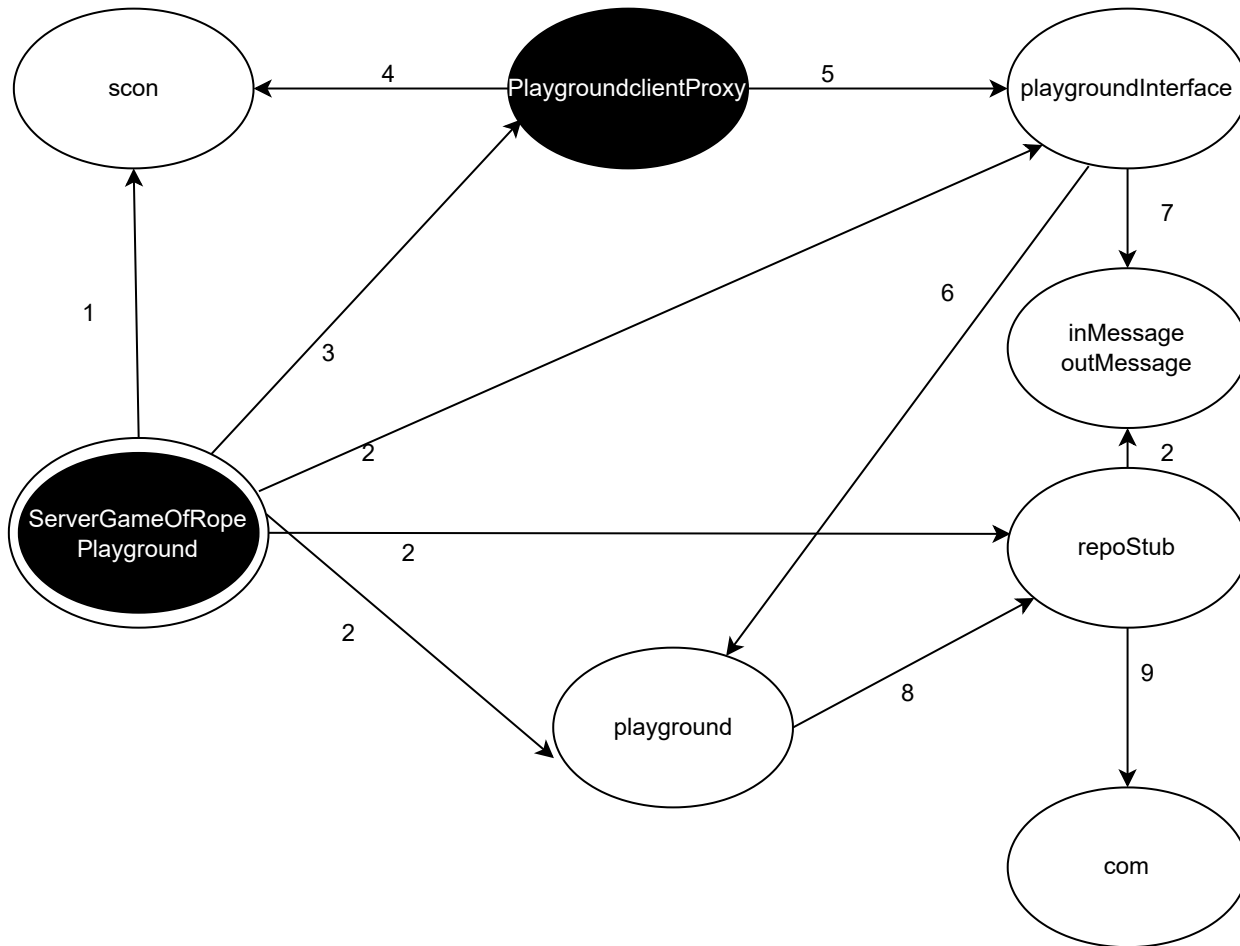
## Description

1. instantiate,start,setTimeout,end
2. instantiate
3. instantiate,start
4. readObject,writeObject,close
5. processAndReply
6. announceNewGame,informReferee,waitForInformReferee,shutdown
7. getMsgType,getEntityState
8. setRefereeState
9. instantiate,open,close,readObject,writeObject





# Playground

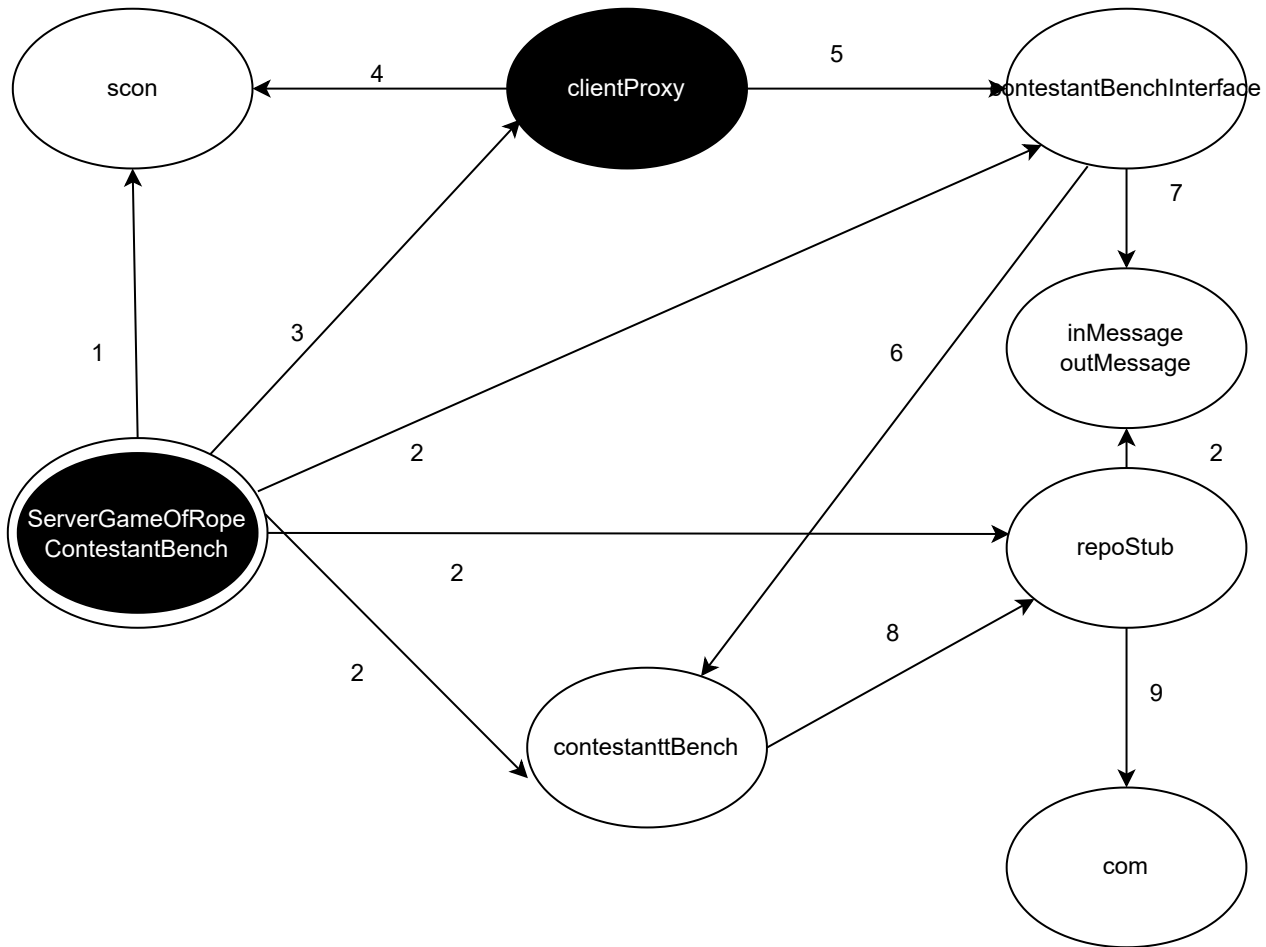


## Description

1. instanciate,start,setTimeout,end
2. instanciate
3. instanciate,start
4. readObject,writeObject,close
5. processAndReply
6. followCoachAdvice,waitForFollowCoachAdvise,startTrial,waitForStartTrial,getReady,waitForAmDone,assertTrialDecision,waitForAssertTrialDecision,decl
7. getMsgType,getEntityState,getTeam,getID,getStrength,getRefereeeState,getCoachState,getContestantState,getEntityState
8. setRefereeState,setContestantState,setCoachState,setStrength,setID,setContestantTeam,setCoachTeam
9. instanciate,open,close,readObject,writeObject



# ContestantBench

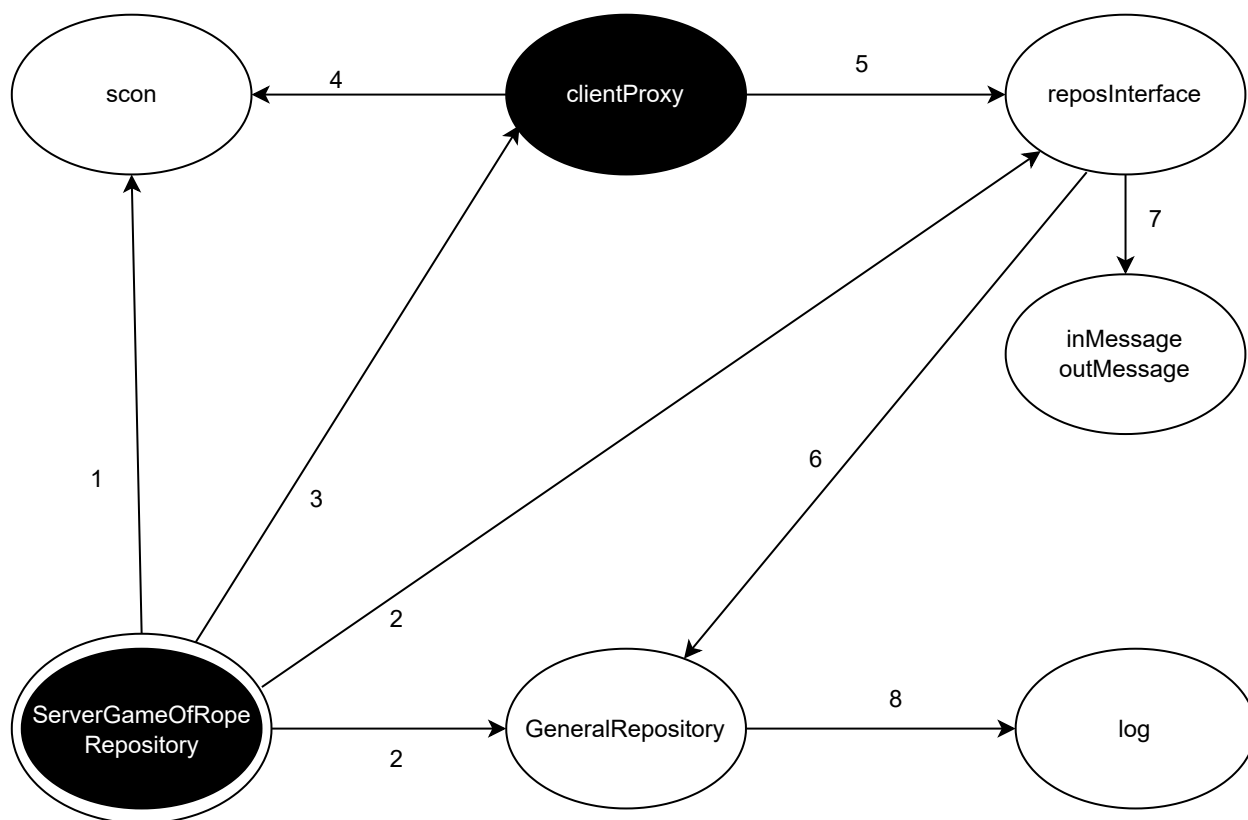


## Description

1. instantiate,start,setTimeout,end
2. instantiate
3. instantiate,start
4. readObject,writeObject,close
5. processAndReply
6. callTrial,seatDown,reviewNotes,waitForCallTrial,callContestants,waitForCallContestants,waitForSeatAtBench,declareMatchWinner
7. getMsgType,getEntityState,getTeam,getID,getStrength,getRefereeeState,getCoachState,getContestantState,getEntityState
8. setRefereeState,setContestantState,setCoachState,setStrength,setID,setContestantTeam,setCoachTeam
9. instantiate,open,close,readObject,writeObject



# GeneralRepository



## Description

1. instanciate,start,setTimeout,end
2. instanciate
3. instanciate,start
4. readObject,writeObject,close
5. processAndReply
6. setRefereeState,setContestantState,setCoachState,setRemoveContestant,setActiveContestant,setContestantStrength,setRopePosition.newgameStartersetEndOfGame,showGameResult,setMatchWinner,initSimul
7. getMsgType,getEntityState,getTeam,getID,getStrength,getRefereeeState,getCoachState,getContestantState,getEntityState,getSc
8. instanciate,open,close,readObject,writeObject