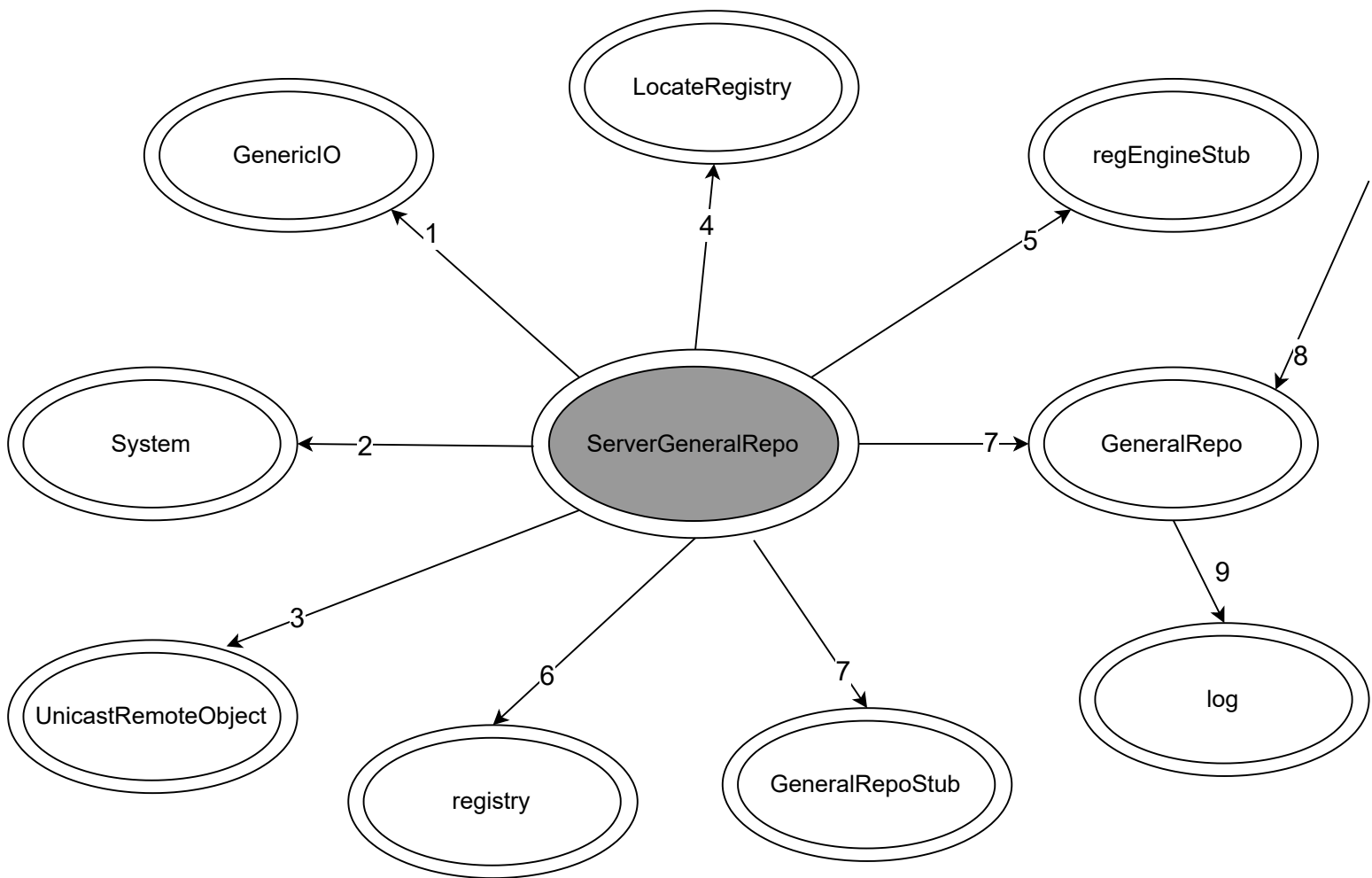


- 1. `writeInString`
- 2. `getSecurityManager`, `setSecurityManager`
- 3. `exportObject`
- 4. `getRegistry`
- 5. `instantiate`
- 6. `instantiate`, `rebind`
- 7. `bind`, `unbind`, `rebind`



1. writeInString

2. getSecurityManager, setSecurityManager

3. exportObject

4. getRegistry

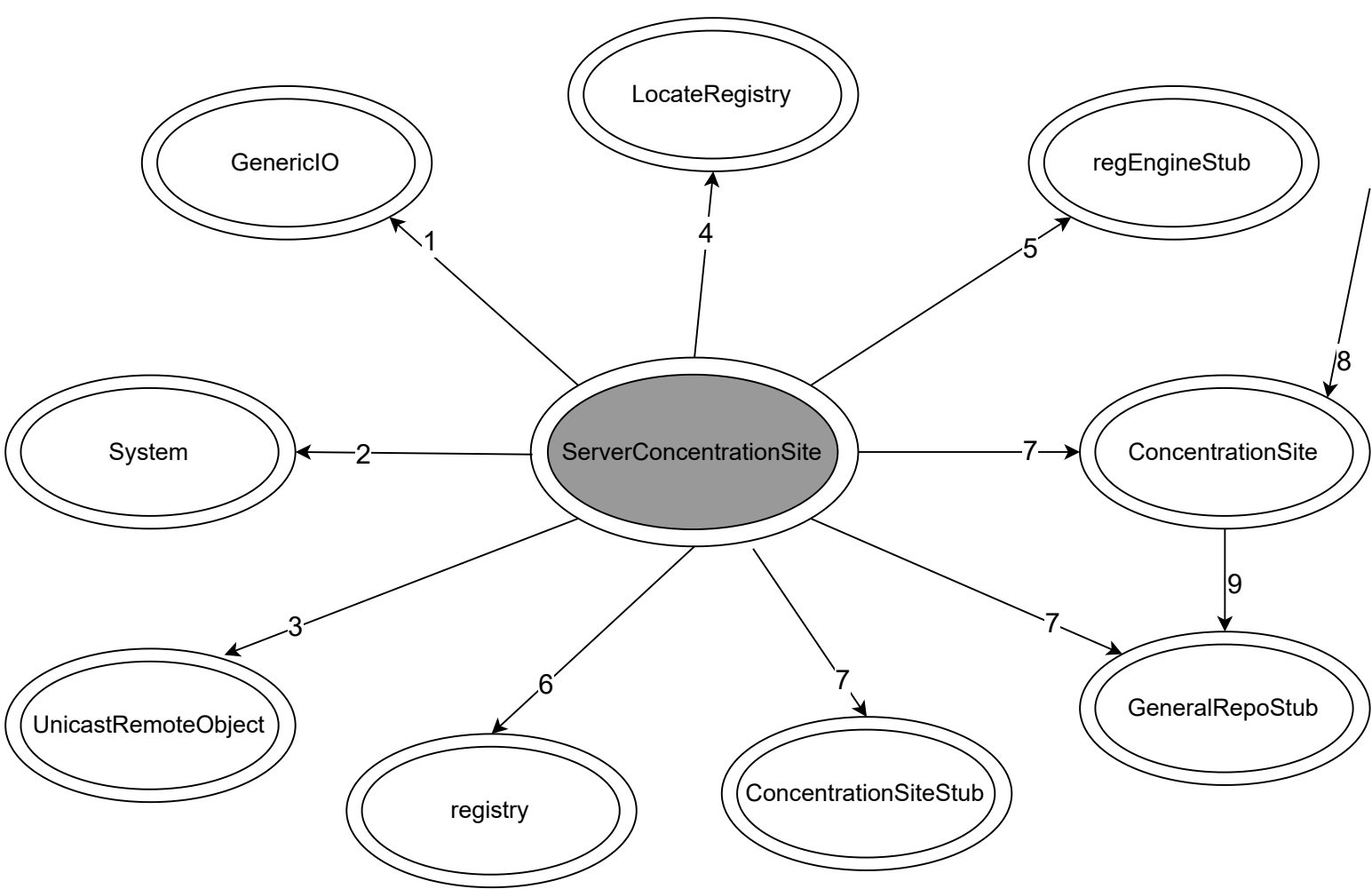
5. instantiate, bind, unbind

6. instantiate, lookup

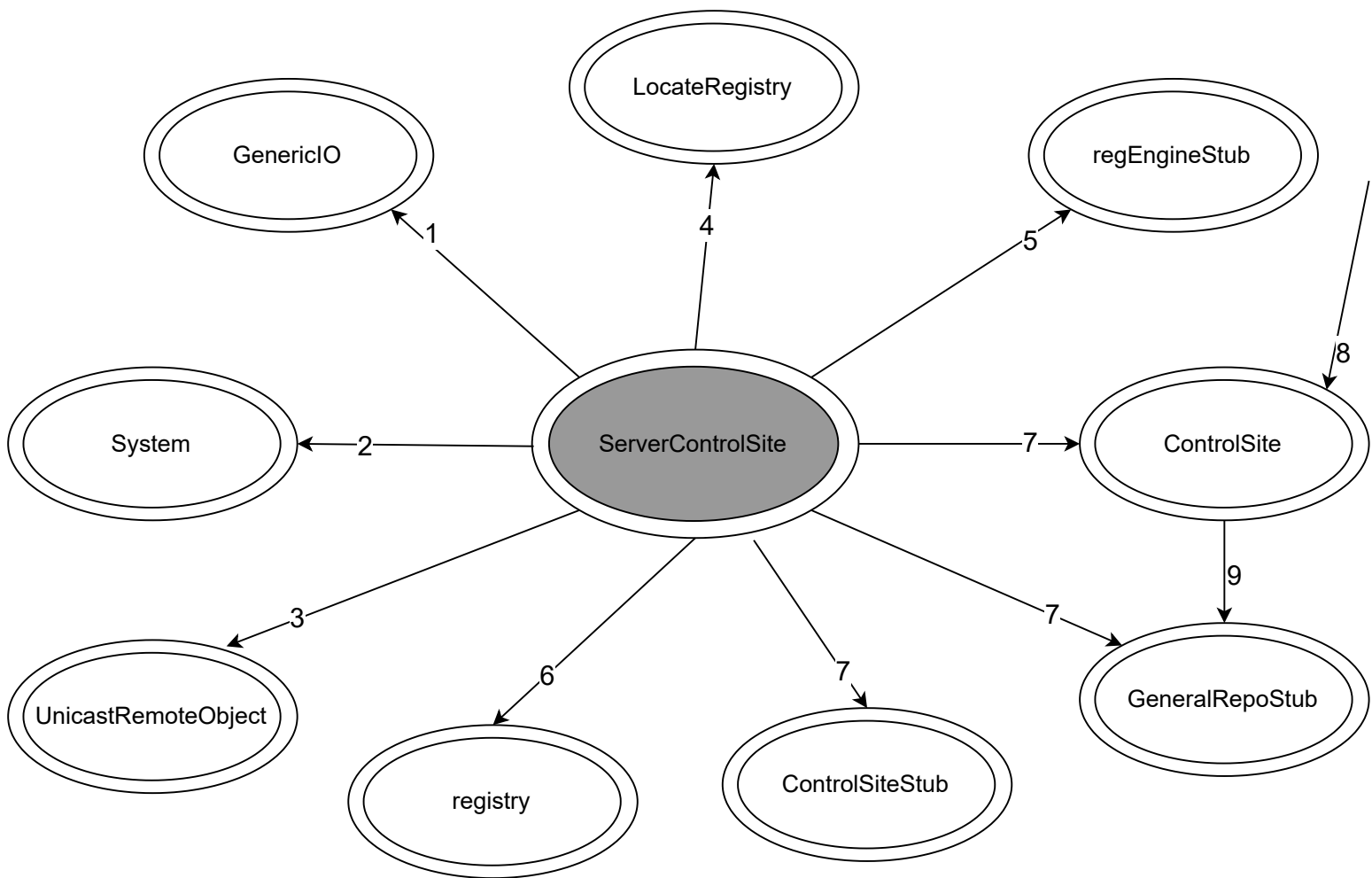
7. instantiate

8. reportInitialDistances, reportRoomNumCanvas, reportThievesAgility, setMasterThiefState, setOrdinaryThiefState, setOrdinaryThiefMaxDisplacement, setDistanceToRoom, setPaintingsInRoom, setOrdinaryThiefSituation, setOrdinaryThiefPosition, setOrdinaryThiefCanvas, setOrdinaryAll, resetOrdinaryAll, setAssaultPartyRoom, endAssault, shutdown

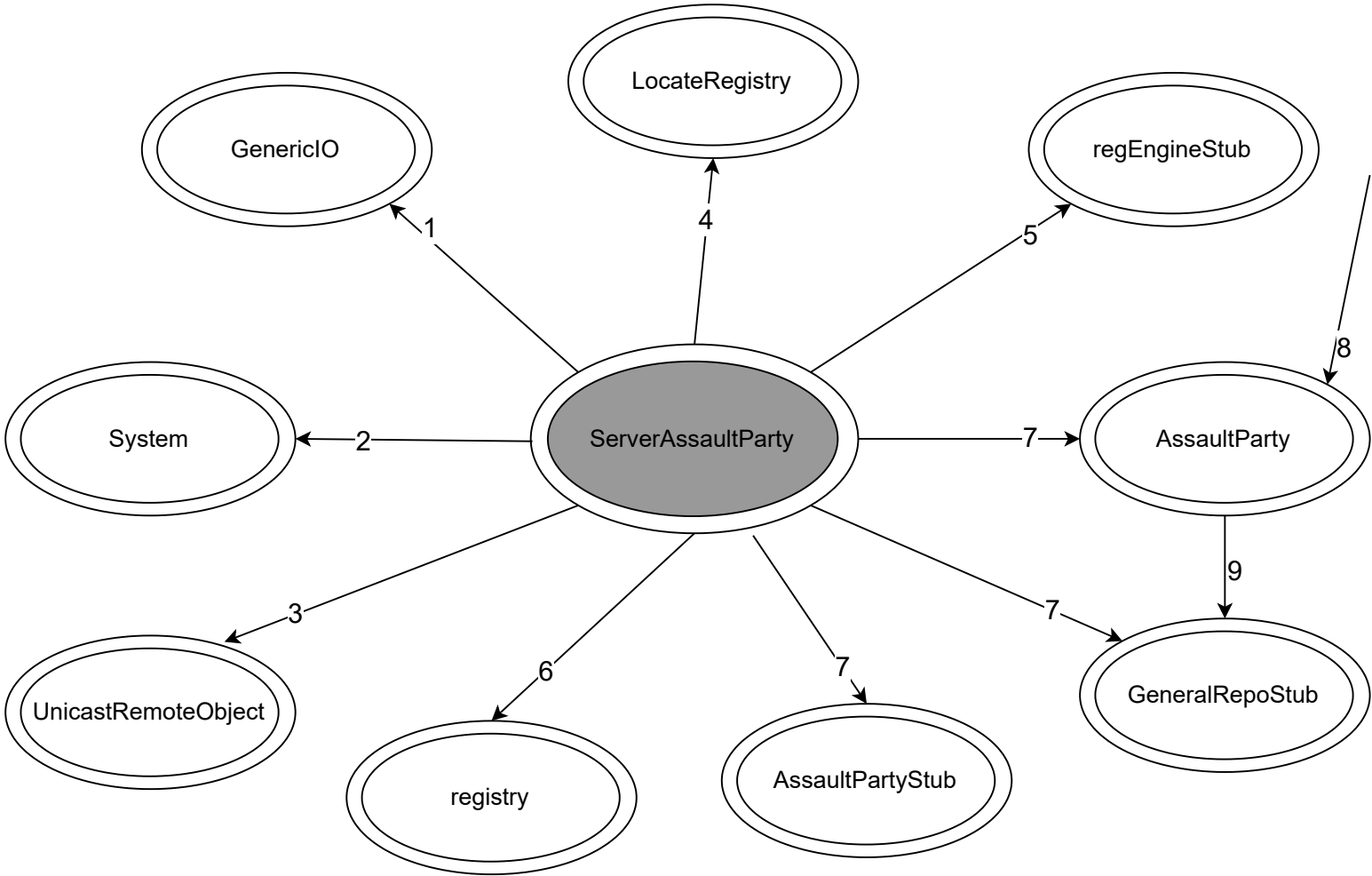
9. instantiate, open, write, close



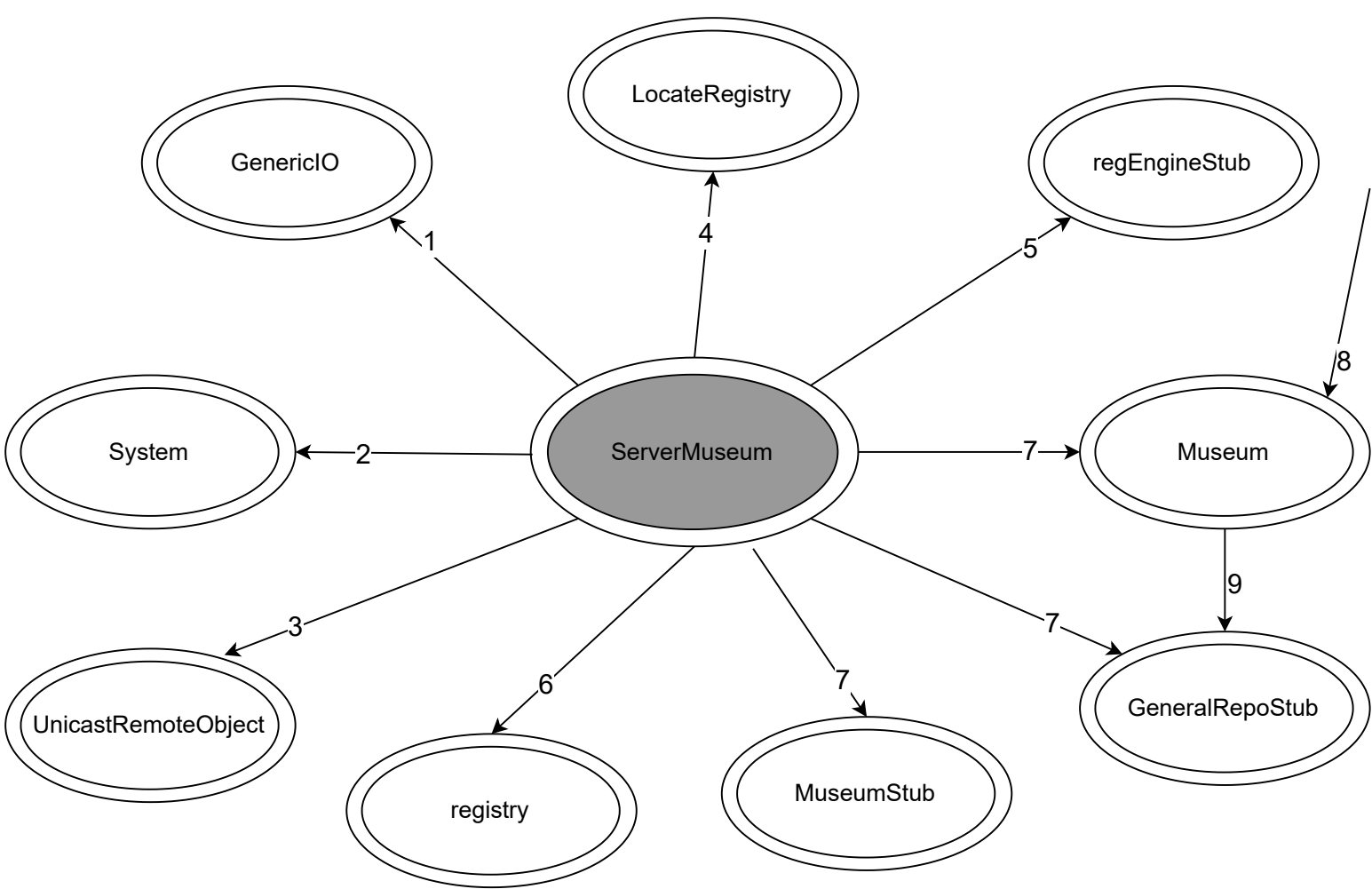
- 1. writeInString
- 2. getSecurityManager, setSecurityManager
- 3. exportObject
- 4. getRegistry
- 5. instantiate, bind, unbind
- 6. instantiate, lookup
- 7. instantiate
- 8. amINeeded, prepareExcursion, prepareAssaultParty, sumUpResults, shutdown
- 9. resetOrdinaryAll, setMasterThiefState



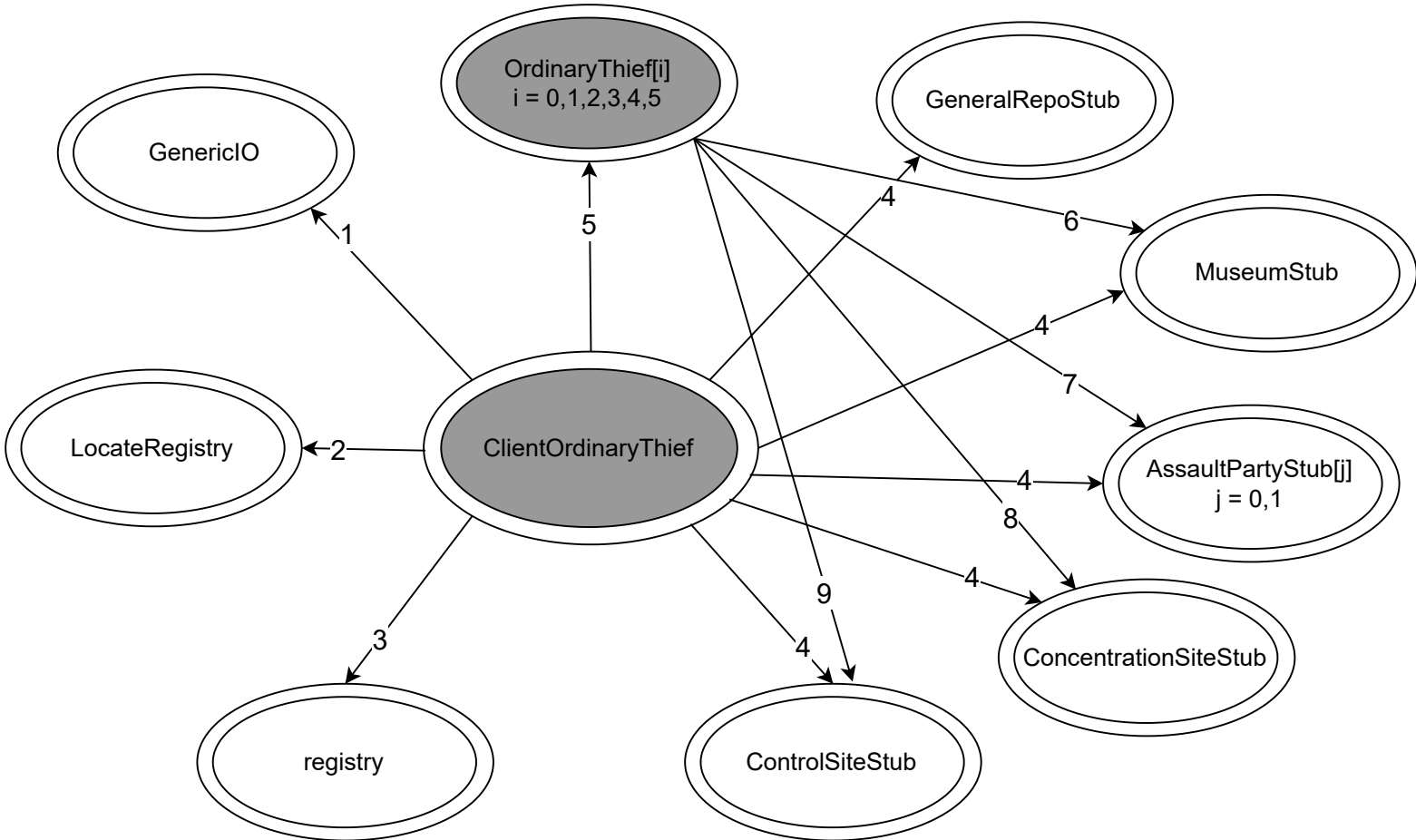
1. writelnString
2. getSecurityManager, setSecurityManager
3. exportObject
4. getRegistry
5. instantiate, bind, unbind
6. instantiate, lookup
7. instantiate
8. startOfOperation, handACanvas, collectACanvas, getRoomWithCanvasID, getCurrentAssaultPartyRoom, getCurrentAssaultParty, getAssaultPartyID, appraiseSit, takeARest, getCollectedCanvas, shutdown
9. setOrdinaryThiefState, setAssaultPartyRoom, setMasterThiefState



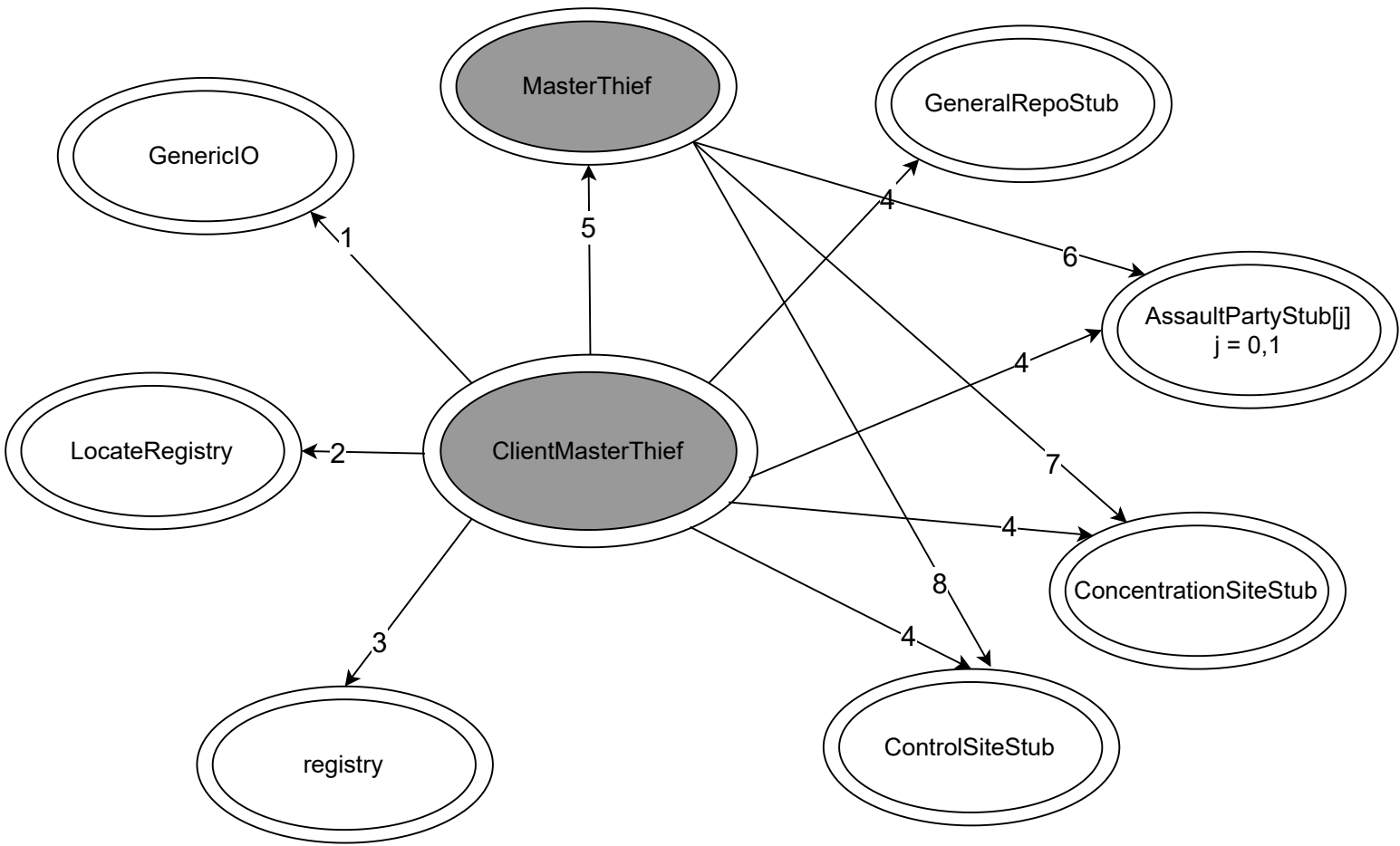
1. `printlnString`
2. `getSecurityManager, setSecurityManager`
3. `exportObject`
4. `getRegistry`
5. `instantiate, bind, unbind`
6. `instantiate, lookup`
7. `instantiate`
8. `crawlIn, crawlOut, sendAssaultParty, reverseDirection, shutdown`
9. `setOrdinaryAll, setOrdinaryThiefPosition, setOrdinaryThiefState`



1. writeLnString
2. getSecurityManager, setSecurityManager
3. exportObject
4. getRegistry
5. instantiate, bind, unbind
6. instantiate, lookup
7. instantiate
8. getNumRooms, setCanvas, rollACanvas, shutdown
9. setOrdinaryThiefCanvas, setOrdinaryThiefState



1. writeInString
2. getRegistry
3. instantiate, lookup
4. instantiate, shutdown
5. instantiate, start, join
6. rollACanvas
7. crawlIn, crawlOut, reverseDirection
8. amINeeded, prepareExcursion
9. handACanvas



- 1. writeInString
- 2. getRegistry
- 3. instantiate, lookup
- 4. instantiate, shutdown
- 5. instantiate, start, join
- 6. sendAssaultParty
- 7. prepareAssaultParty, sumUpResults
- 8. startOfOperation, appraiseSit, getAssaultPartyID, getRoomWithCanvasID, takeARest, collectACanvas, getCollectedCanvas, sumUpResults