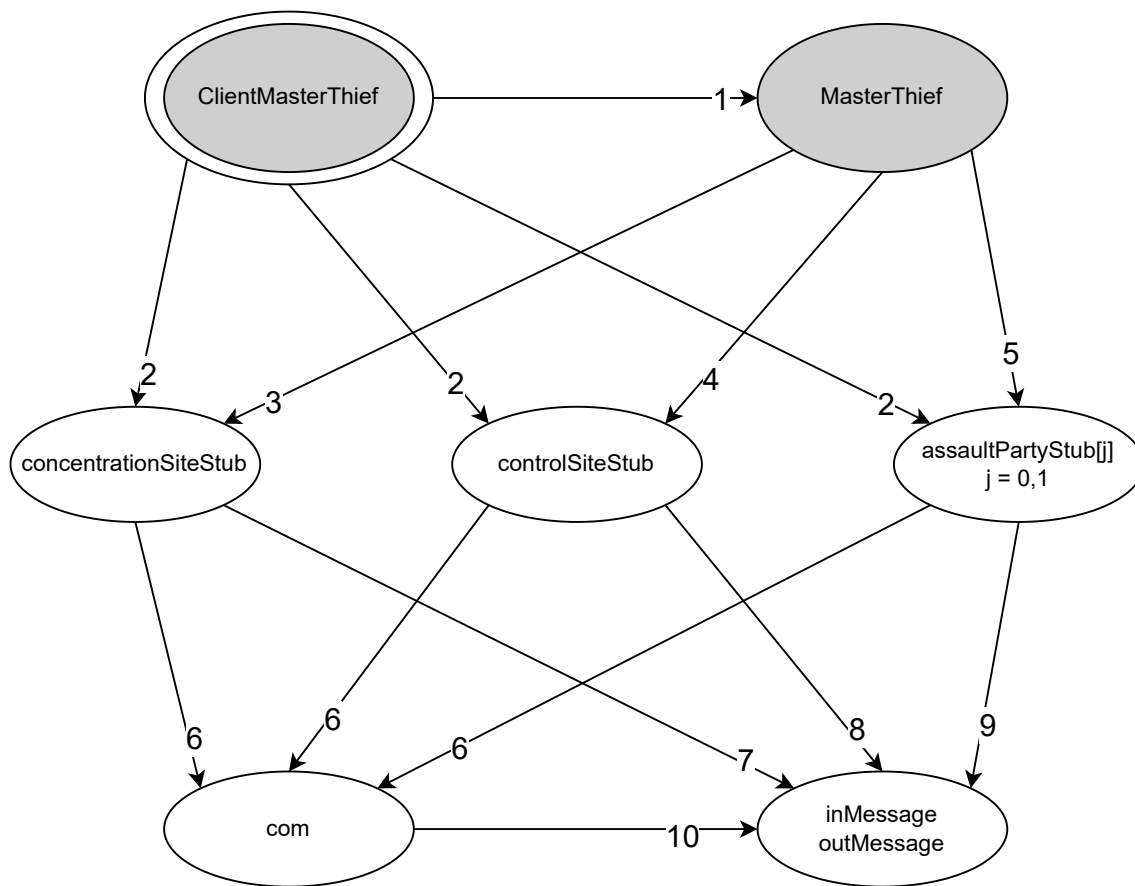
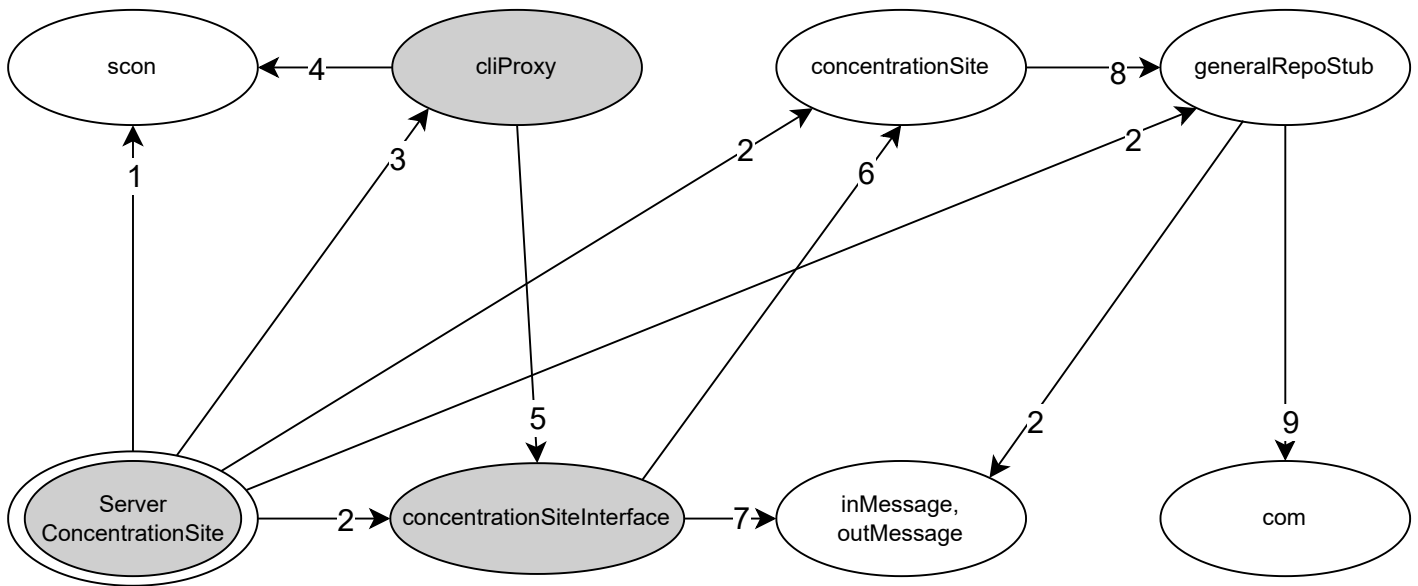


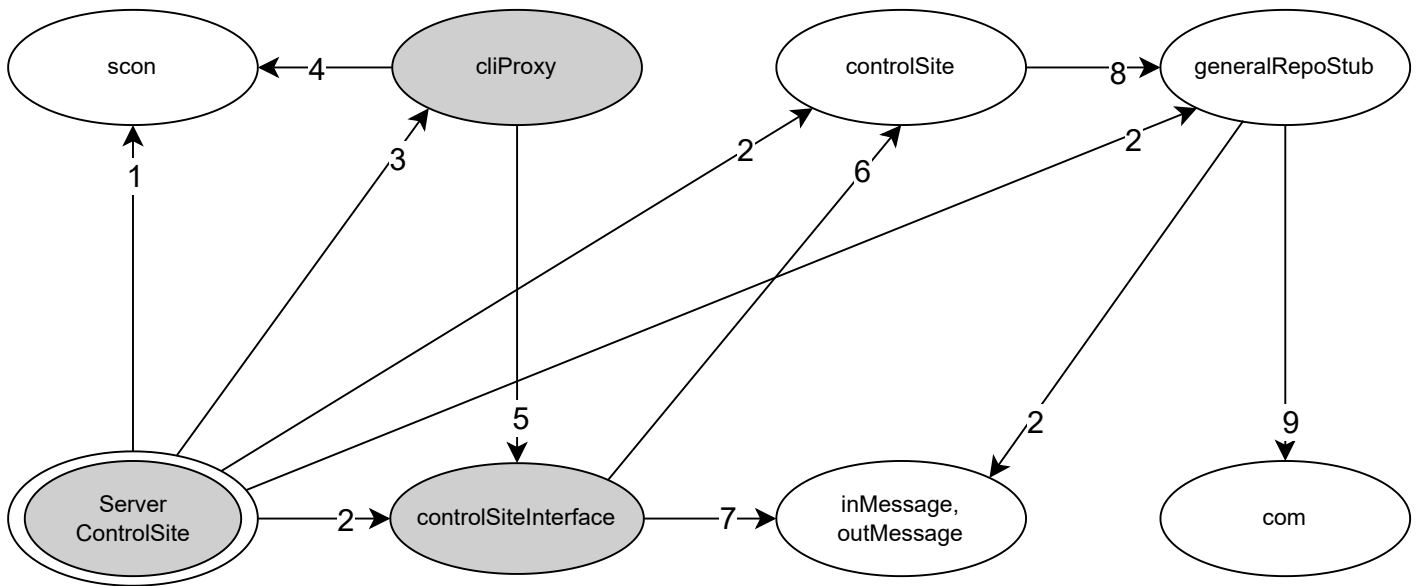
1. instantiate, start, join
2. instantiate, shutdown
3. amIneeded, prepareExcursion
4. handACanvas
5. rollACanvas
6. crawlIn, reverseDirection, crawlOut
7. instantiate, open, close, writeObject, readObject
8. getMsgType, getThiefId, getThiefState, toString, getThiefIsNeeded, getThiefAssaultPartyId, getThiefRoomId
9. getMsgType, getThiefId, getThiefState, toString
10. getMsgType, toString, getThiefRoomId, getThiefHasCanvas, getThiefId
11. getMsgType, toString, getThiefId, getThiefState, getThiefRoomId
12. instantiate
13. instantiate, shutdown, setRoomDistances
14. instantiate, shutdown, setPaintingsInRoom



1. instantiate, start, join
2. instantiate, shutdown
3. prepareAssaultParty, sumUpResults
4. startOperation, appraiseSit, getAssaultPartyId, getRoomWithCanvasId, takeARest, collectACanvas
5. sendAssaultParty
6. instantiate, open, close, writeObject, readObject
7. getMsgType, toString, getMasterAssaultPartyId, getMasterRoomId, getMasterState
8. getMsgType, toString, getMasterState, getMasterRoomId, getMasterAssaultPartyId, getOperation, getNumStolenPaintings
9. getMsgType, toString
10. instantiate



1. instantiate, start, join, end
2. instantiate
3. instantiate, start
4. readObject, writeObject, close
5. processAndReply
6. amIneeded, prepareExcursion, prepareAssaultParty, sumUpResults, shutdown
7. getMsgType, getThiefId, getThiefState, getMasterState, getMasterAssaultPartyId, getMasterRoomId, getNumStolenPaintings
8. resetOrdinaryAll, setMasterThiefState,
9. instantiate, open, close, readObject, writeObject



1. instantiate, start, join, end

2. instantiate

3. instantiate, start

4. readObject, writeObject, close

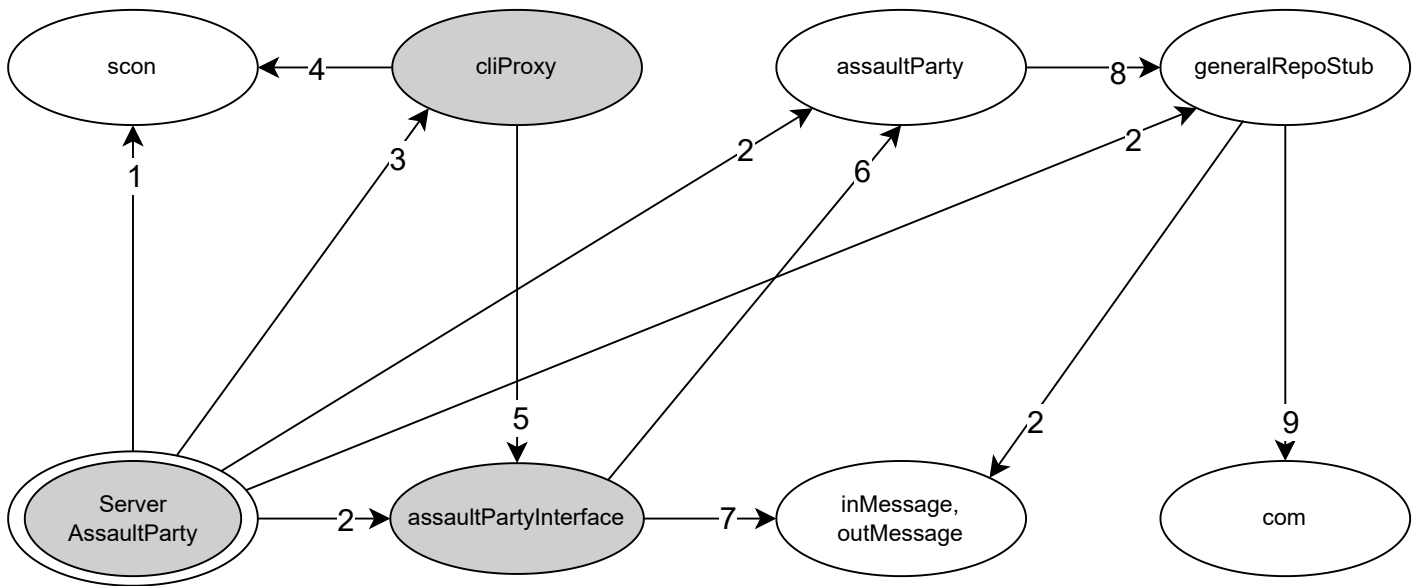
5. processAndReply

6. startOfOperation, handACanvas, collectACanvas, getRoomWithCanvasID, getAssaultPartyID, appraiseSit, takeARest, getCollectedCanvas, shutdown

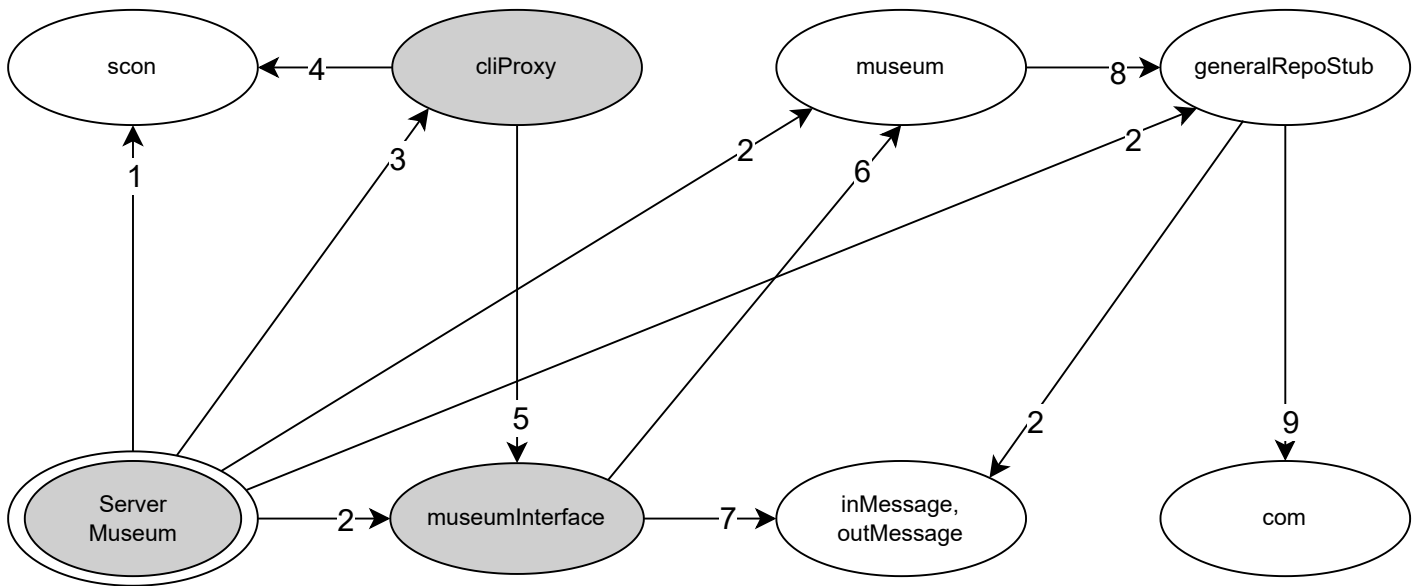
7. getMsgType, getThiefId, getThiefState, getMasterState, getThiefAssaultPartyId, getThiefRoomId, getThiefHasCanvas

8. setOrdinaryThiefState, setAssaultPartyRoom, setMasterThiefState

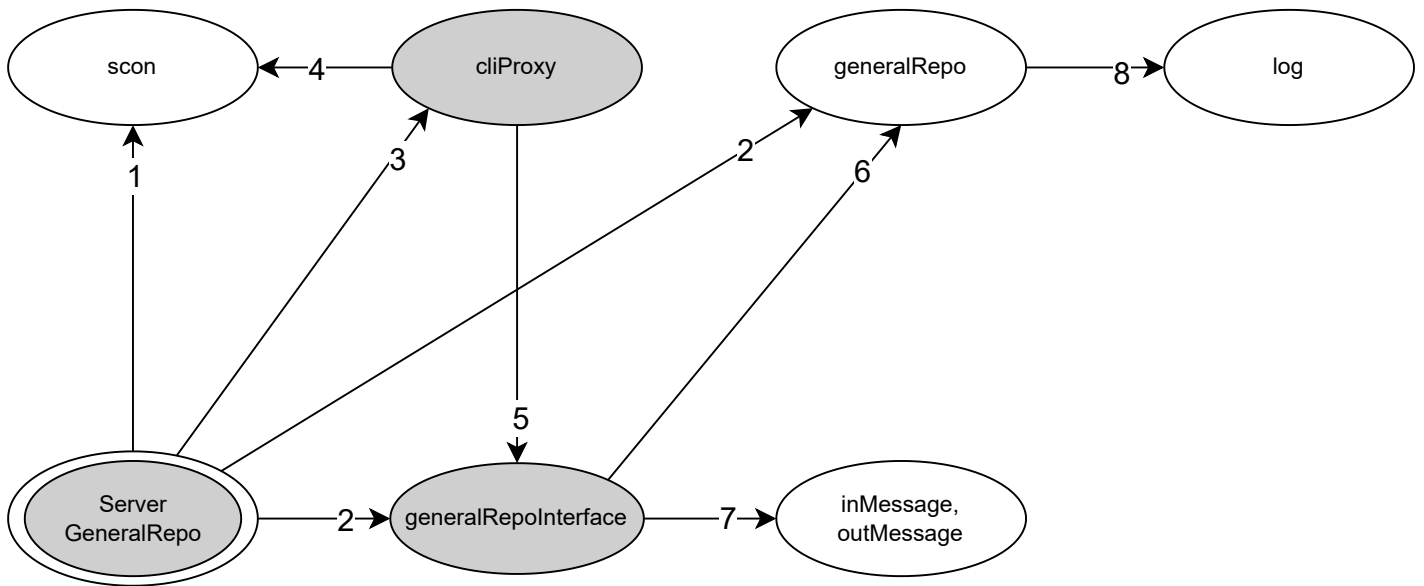
9. instantiate, open, close, readObject, writeObject



1. instantiate, start, join, end
2. instantiate
3. instantiate, start
4. readObject, writeObject, close
5. processAndReply
6. crawlIn, crawlOut, setDistanceToRoom, reverseDirection, sendAssaultParty, shutdown
7. getThiefId, getThiefState, getThiefRoomId, getThiefAssaultPartyId, getThiefAgility, getMasterAssaultPartyId, getDistanceToRoom, getMasterState
8. setOrdinaryAll, setOrdinaryThiefPosition, setOrdinaryThiefState
9. instantiate, open, close, readObject, writeObject



1. instantiate, start, join, end
2. instantiate
3. instantiate, start
4. readObject, writeObject, close
5. processAndReply
6. rollACanvas, setCanvas, shutdown
7. getThiefId, getThiefState, getThiefRoomId, getCanvasInRoom
8. setOrdinaryThiefState, setOrdinaryThiefCanvas
9. instantiate, open, close, readObject, writeObject



1. instantiate, start, join, end

2. instantiate

3. instantiate, start

4. readObject, writeObject, close

5. processAndReply

6. setMasterThiefState, setOrdinaryThiefState, setOrdinaryThiefPosition, setOrdinaryThiefCanvas, setOrdinaryAll, resetOrdinaryAll, setAssaultPartyRoom, setDistanceToRoom, setOrdinaryThiefMaxDisplacement, setPaintingsInRoom, shutdown, endAssault

7. getMsgType, getThiefId, getThiefState, getMasterState, getThiefPos, getThiefCanvasAlt, getThiefRoomId, getThiefSituation, getThiefAssaultPartyId, getDistanceToRoom, getThievesAgility, getCanvasInRoom,

8. instantiate, open, write, close