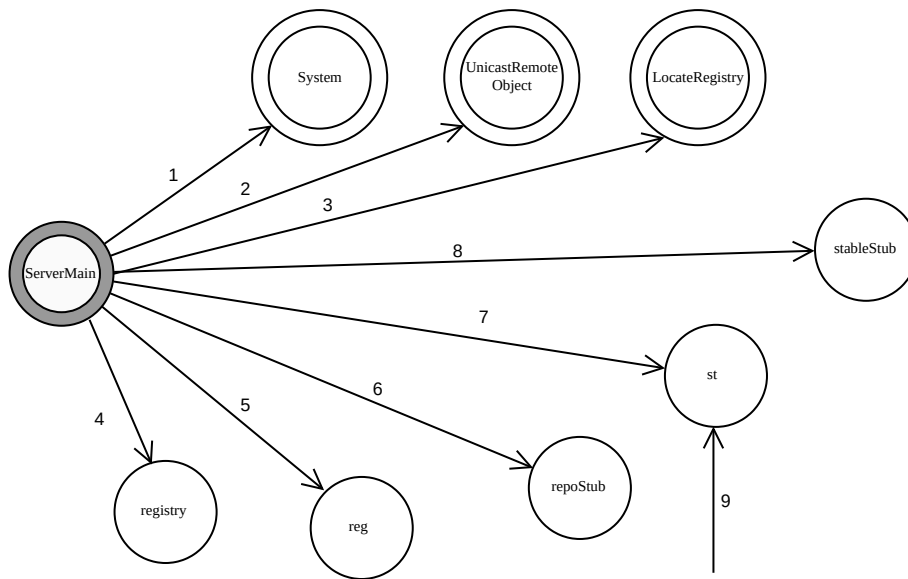
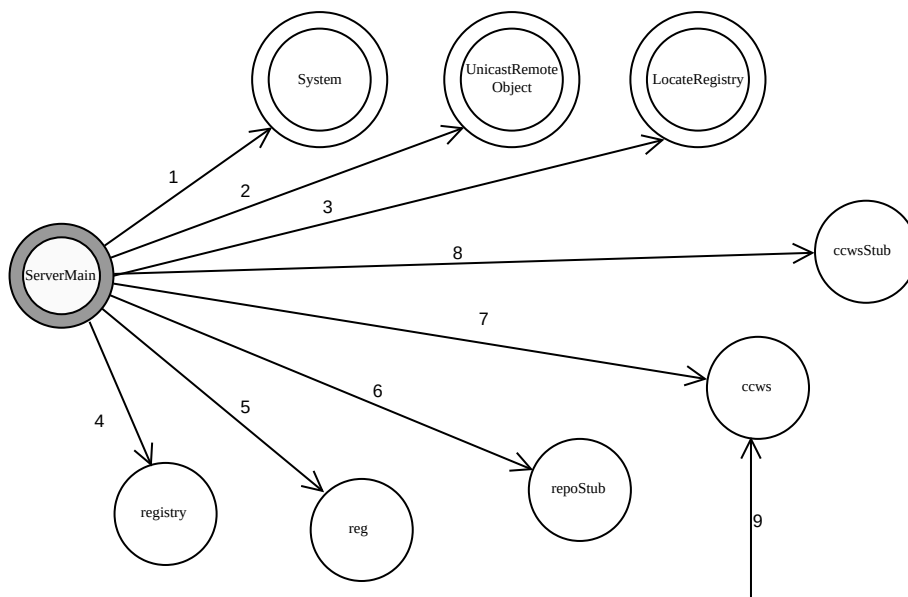


Stable



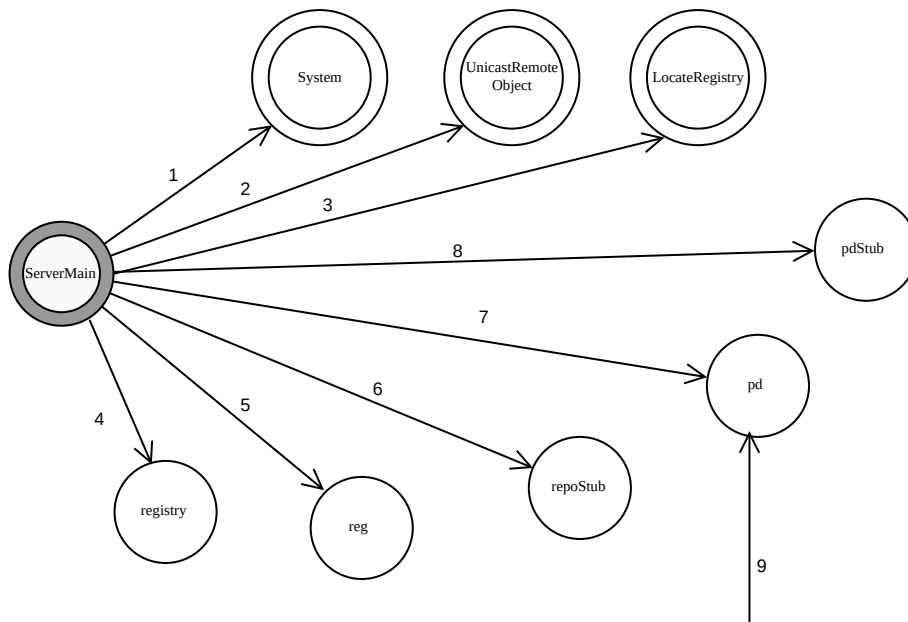
- 1- getSecurityManager,setSecurityManager
- 2- exportObject ,unexportObject
- 3- getRegistry
- 4- instantiate,lookup
- 5- instantiate, bind, rebind,unbind
- 6- instantiate
- 7- instantiate,isShutdown
- 8- instantiate
- 9- summonHorsesToPaddock, proceedToStable, proceedToStable2, shutdown

Control Centre



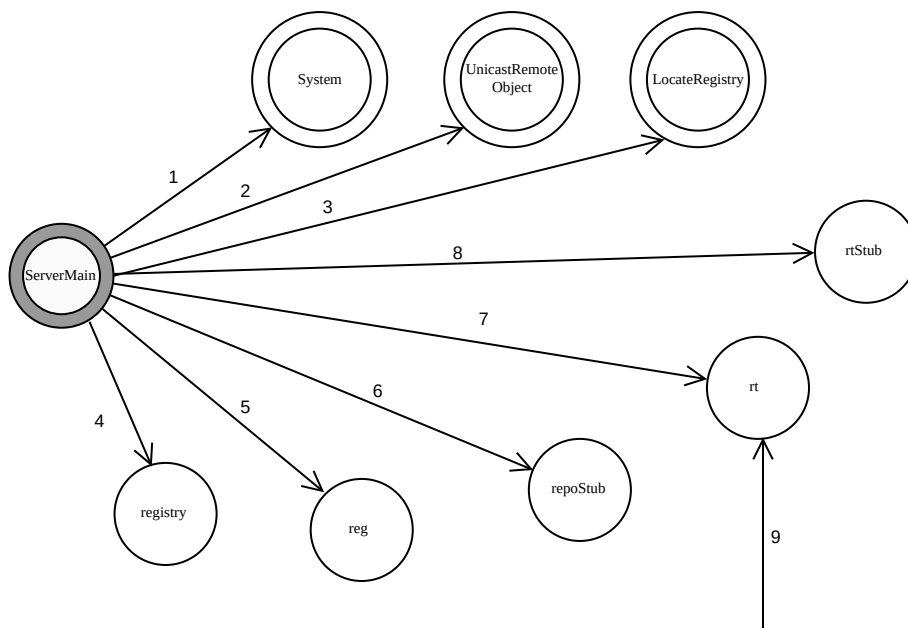
- 1- getSecurityManager,setSecurityManager
- 2- exportObject ,unexportObject
- 3- getRegistry
- 4- instantiate,lookup
- 5- instantiate, bind, rebind,unbind
- 6- instantiate
- 7- instantiate,isShutdown
- 8- instantiate
- 9- summonHorsesToPaddock, startTheRace, reportResults, entertainTheGuests, proceedToPaddock, waitForNextRace, goCheckHorses, goWatchTheRace, relaxABit, lastHorseCrossedLine, shutdown

Paddock



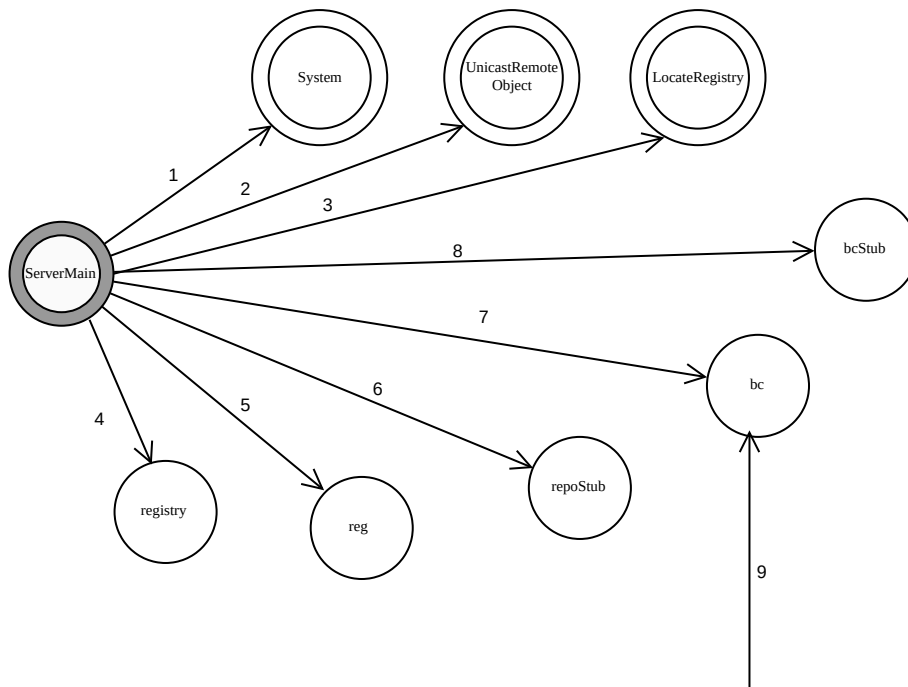
- 1- getSecurityManager,setSecurityManager
- 2- exportObject ,unexportObject
- 3- getRegistry
- 4- instantiate,lookup
- 5- instantiate, bind, rebind,unbind
- 6- instantiate
- 7- instantiate,isShutdown
- 8- instantiate
- 9- proceedToPaddock1, proceedToPaddock2, goCheckHorses1, goCheckHorses2, shutdown

Racing Track



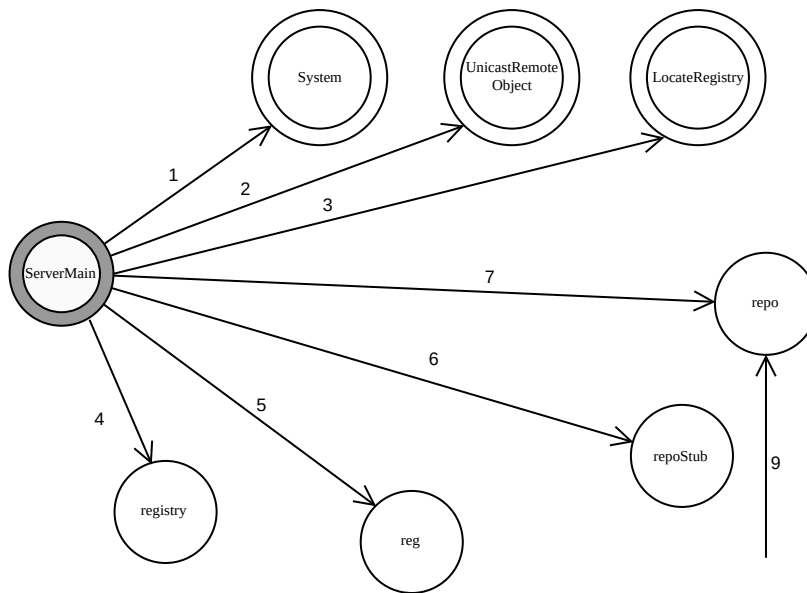
- 1- getSecurityManager,setSecurityManager
- 2- exportObject ,unexportObject
- 3- getRegistry
- 4- instantiate,lookup
- 5- instantiate, bind, rebind,unbind
- 6- instantiate
- 7- instantiate,isShutdown
- 8- instantiate
- 9- startTheRace, proceedToStartLine1, proceedToStartLine2, makeAMove, hasFinishLineBeenCrossed, reportResults, shutdown

Betting Centre



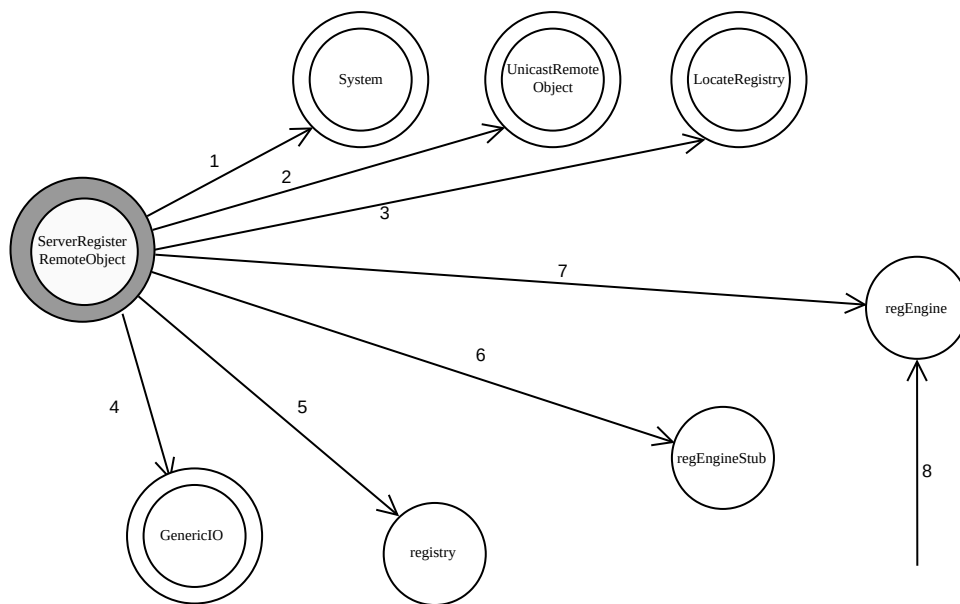
- 1- getSecurityManager,setSecurityManager
- 2- exportObject ,unexportObject
- 3- getRegistry
- 4- instantiate,lookup
- 5- instantiate, bind, rebind,unbind
- 6- instantiate
- 7- instantiate,isShutdown
- 8- instantiate
- 9- acceptTheBets, areThereAnyWinners, honourTheBets, placeABet, haveIWon, goCollectTheGains, setHorseJockeyOdd, shutdown

General Information Repository



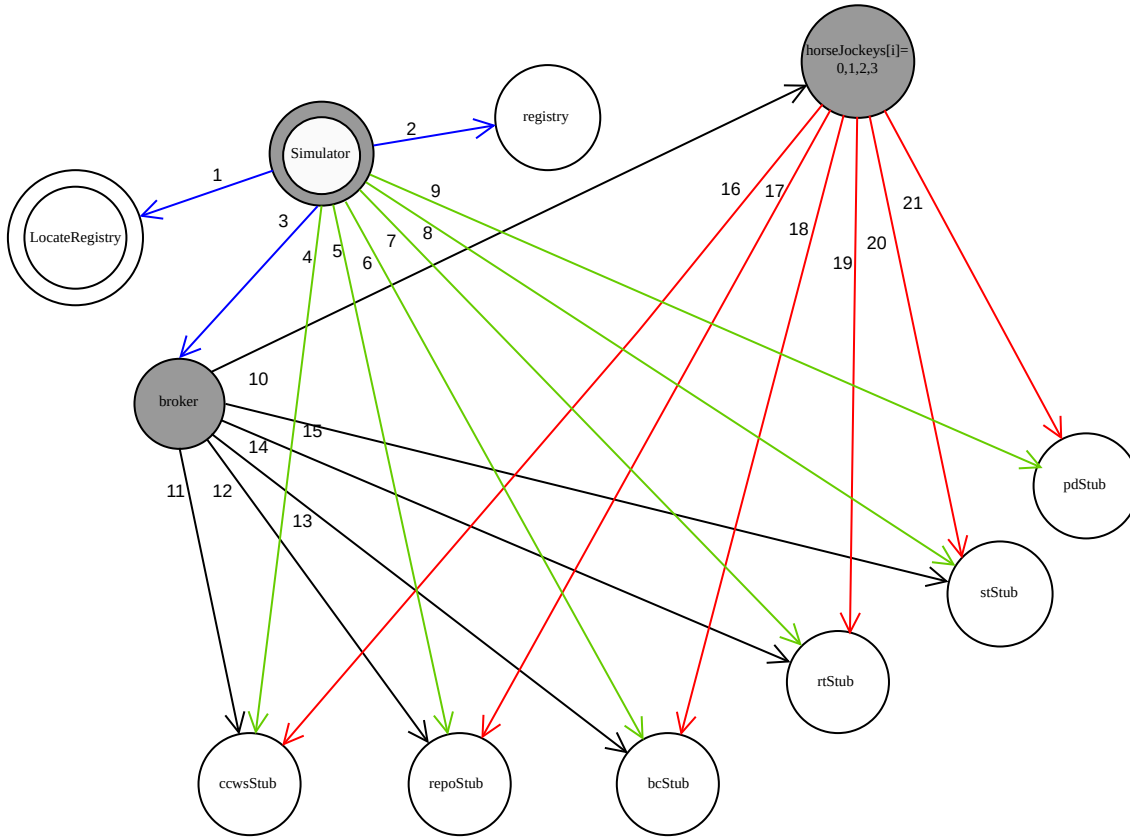
- 1- getSecurityManager, setSecurityManager
- 2- exportObject, unexportObject
- 3- getRegistry
- 4- instantiate, lookup
- 5- instantiate, bind, rebind, unbind
- 6- instantiate
- 7- instantiate, isShutdown
- 8- instantiate
- 9- reportStatus, setBrokerState, setSpectatorState, setSpectatorMoney, setRaceNumber, setHorseJockeyState, setHorseJockeyAgility, setTrackDistance, setSpectatorBet, setOdd, setIterationStep, setCurrentPos, setStandingPos, shutdown

Server Register Remote Object



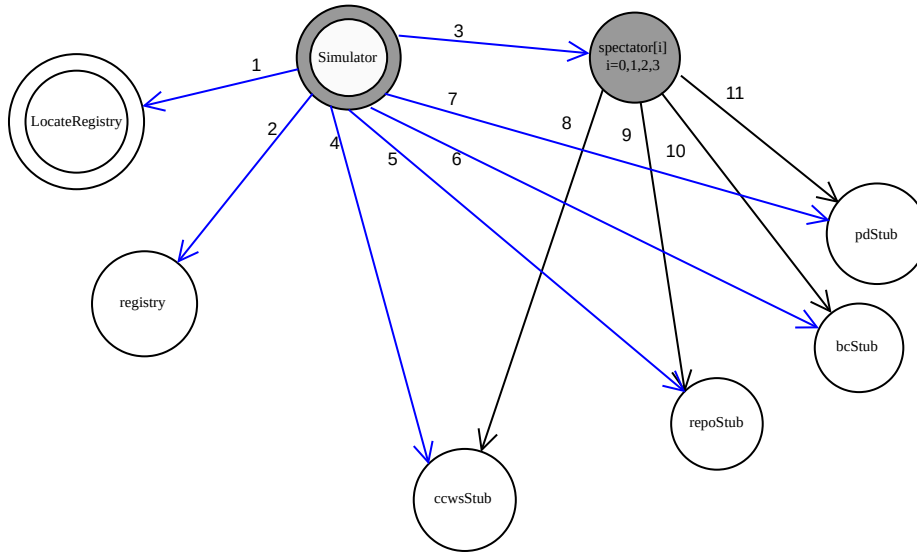
- 1- getSecurityManager, setSecurityManager
- 2- exportObject , unexportObject
- 3- getRegistry
- 4- writeLnString
- 5- instantiate rebind
- 6- instantiate
- 7- instantiate
- 8- bind, unbind, rebind

Broker



- 1- Instantiation, getRegistry
- 2- Instantiation, lookup
- 3- Instantiation, start, join
- 4- Instantiation
- 5- Instantiation
- 6- Instantiation
- 7- Instantiation
- 8- Instantiation
- 9- Instantiation
- 10- summonHorsesToPaddock, startTheRace, reportResults, entertainTheGuests, shutdown
- 11- setBrokerState, shutdown
- 12- acceptTheBets, areThereAnyWinners, honourTheBets, shutdown
- 13- startTheRace, reportResults, shutdown
- 14- summonHorsesToPaddock, shutdown
- 15- Instantiation, start, join, getAgility
- 16- Instantiation, proceedToPaddock, lastHorseCrossedLine
- 17- Instantiation, setHorseJockeyAgility, setHorseJockeyState
- 18- Instantiation, setHorseJockeyOdd
- 19- Instantiation, proceedToStartLine, makeAMove, hasFinishLineBeenCrossed
- 20- Instantiation, proceedToStable, proceedToStable2
- 21- Instantiation, proceedToPaddock1, proceedToPaddock2

Spectators



- 1- Instantiation,getRegistry
- 2- Instantiation,lookup
- 3 - Instantiation, start,join
- 4- Instantiation
- 5- Instantiation
- 6- Instantiation
- 7- Instantiation
- 8- waitForNextRace, goCheckHorses, goWatchTheRace, relaxABit, shutdown
- 9- setSpectatorMoney, setSpectatorState, reportStatus, shutdown
- 10- placeABet,haveIWon,goCollectTheGains ,shutdown
- 11- goCheckHorses1 ,goCheckHorses2,shutdown