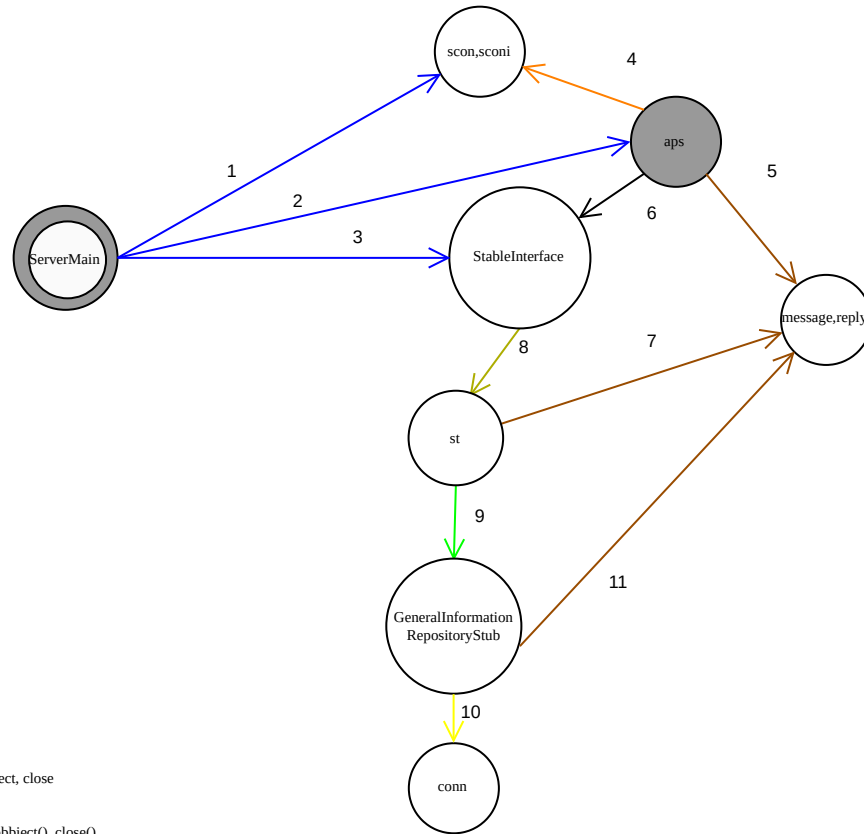
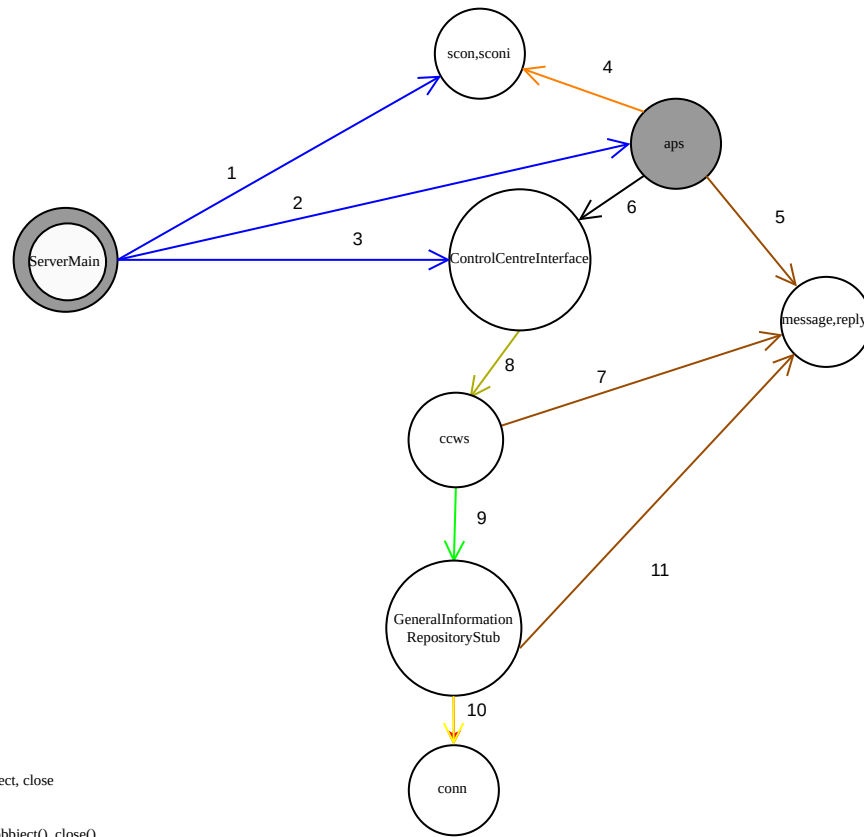


Stable

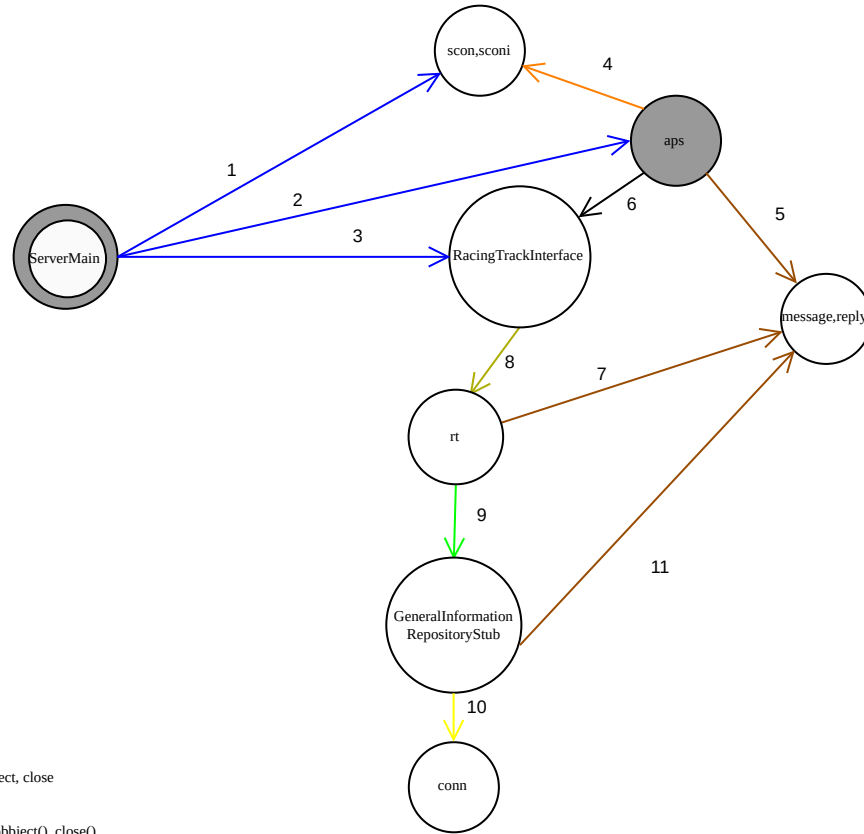


Control Centre



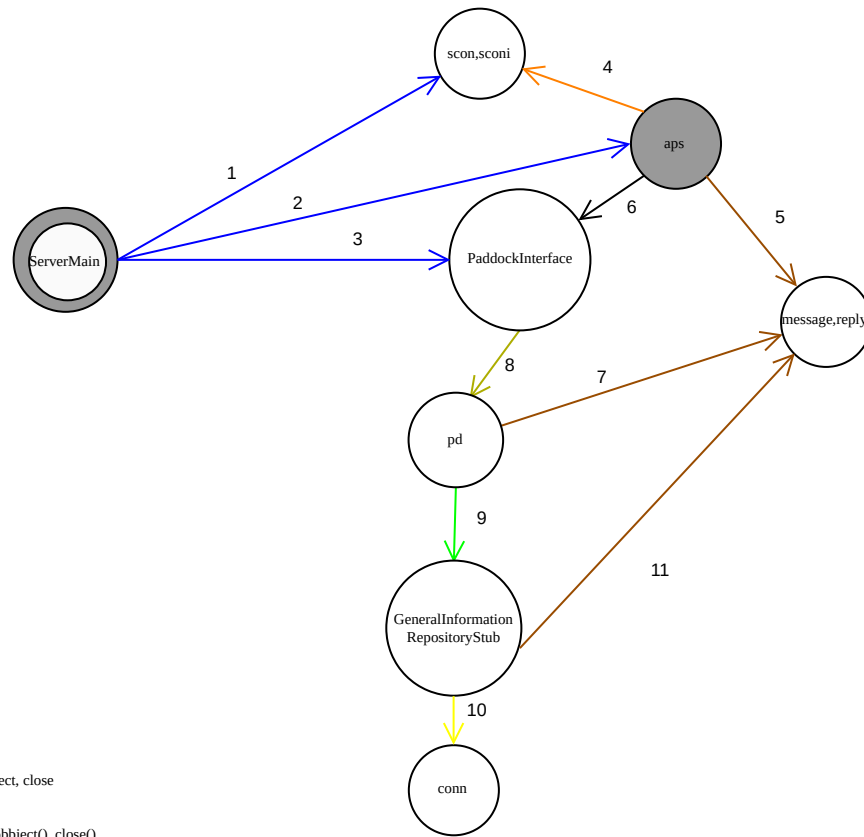
- 1 - Instantiation ,start,accept,close
- 2- Instantiation,start
- 3- Instantiation
- 4- readObject, writeObject, close
- 5- processAndReply
- 6- Instantiation
- 7- Instantiation, readObject, writeObject, close
- 8- Instantiation,processAndReply
- 9- Instantiation
- 10- Instantiation,writeobject(), readobject(), close()
- 11- processAndReply

Racing Track



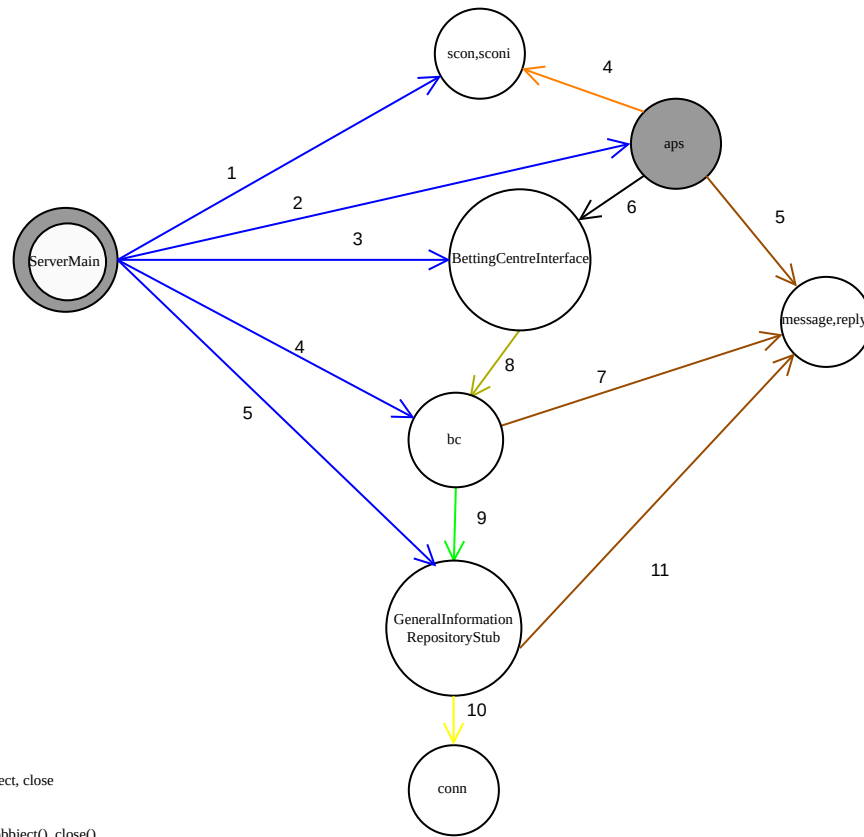
- 1 - Instantiation ,start,accept,close
- 2- Instantiation,start
- 3- Instantiation
- 4- readObject, writeObject, close
- 5- processAndReply
- 6- Instantiation
- 7- Instantiation, readObject, writeObject, close
- 8- Instantiation,processAndReply
- 9- Instantiation
- 10- Instantiation,writeobject(), readobject(), close()
- 11- processAndReply

Paddock



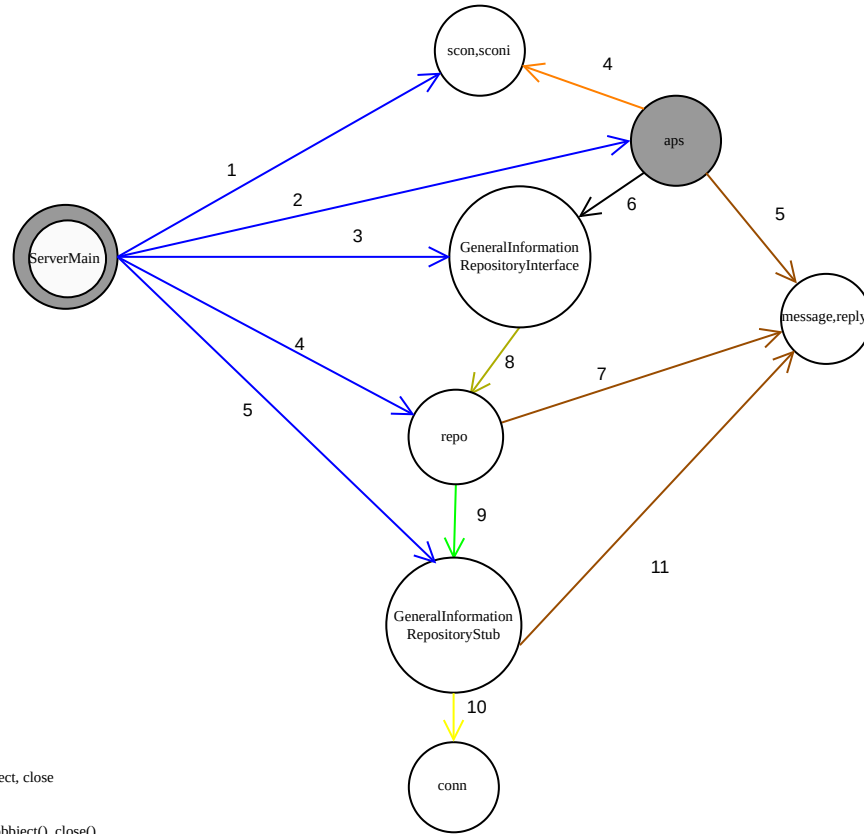
- 1 - Instantiation ,start,accept,close
- 2- Instantiation,start
- 3- Instantiation
- 4- readObject, writeObject, close
- 5- processAndReply
- 6- Instantiation
- 7- Instantiation, readObject, writeObject, close
- 8- Instantiation,processAndReply
- 9- Instantiation
- 10- Instantiation,writeobject(), readobject(), close()
- 11- processAndReply

Betting Centre



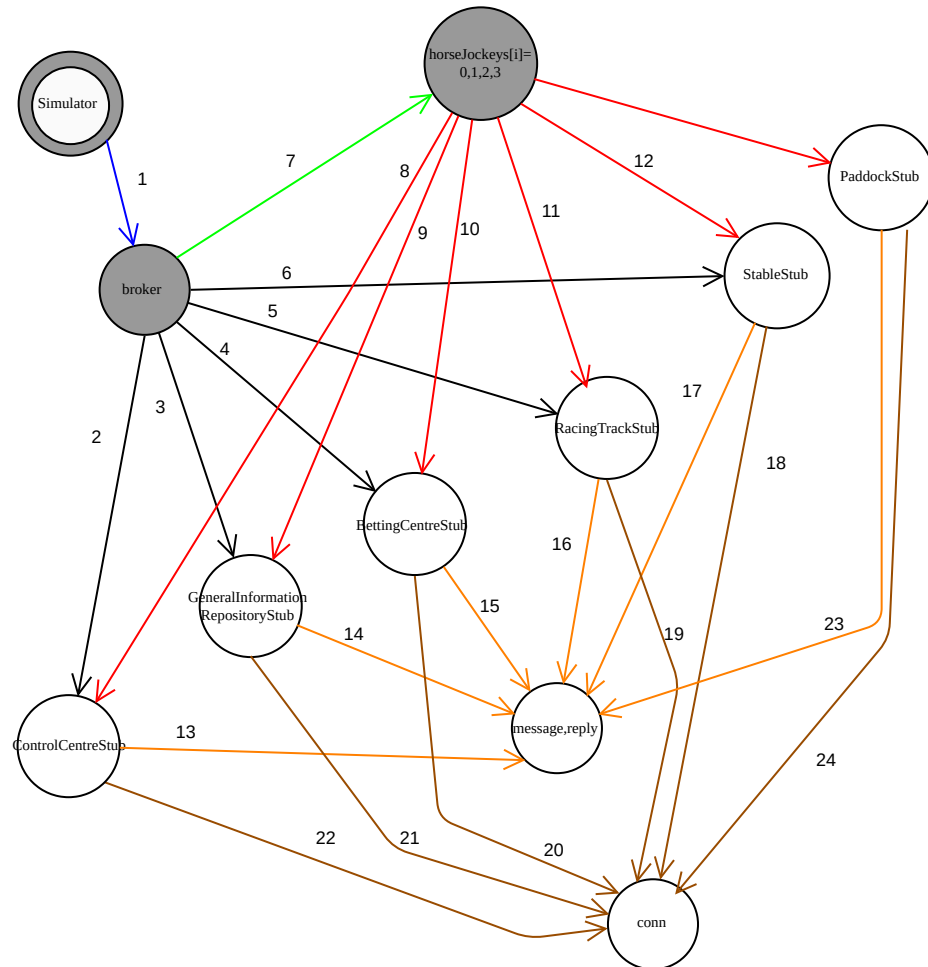
- 1 - Instantiation ,start,accept,close
- 2- Instantiation,start
- 3- Instantiation
- 4- readObject, writeObject, close
- 5- processAndReply
- 6- Instantiation
- 7- Instantiation, readObject, writeObject, close
- 8- Instantiation,processAndReply
- 9- Instantiation
- 10- Instantiation,writeobject(), readobject(), close()
- 11- processAndReply

General Information Repository



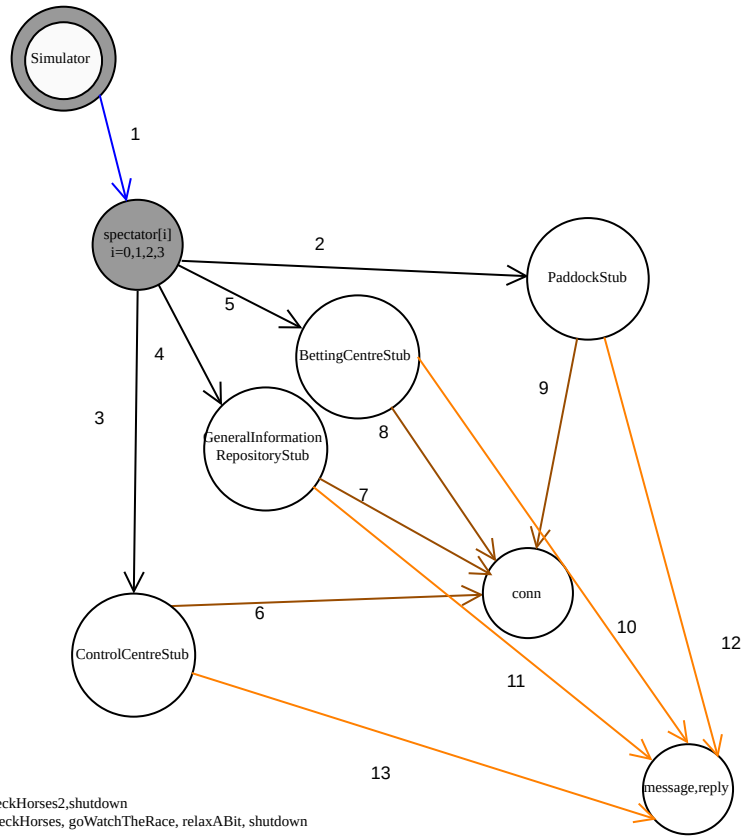
- 1 - Instantiation ,start,accept,close
- 2- Instantiation,start
- 3- Instantiation
- 4- readObject, writeObject, close
- 5- processAndReply
- 6- Instantiation
- 7- Instantiation, readObject, writeObject, close
- 8- Instantiation,processAndReply
- 9- Instantiation
- 10- Instantiation,writeobject(), readobject(), close()
- 11- processAndReply

Broker



- 1 - Instantiation, start, join
- 2- Instantiation, summonHorsesToPaddock, startTheRace,reportResults, entertainTheGuests, shutdown
- 3- Instantiation, shutdown
- 4-Instantiation, acceptTheBets, honourTheBets, shutdown
- 5- Instantiation, startTheRace, shutdown
- 6- Instantiation, summonHorsesToPaddock, shutdown
- 7- Instantiation, start, join
- 8-Instantiation, proceedToPaddock, lastHorseCrossedLine, shutdown
- 9-Instantiation, shutdown
- 10-Instantiation, setHorseJockeyOdd, shutdown
- 11-Instantiation, proceedToStartLine, makeAMove, hasFinishLineBeenCrossed, shutdown
- 12-Instantiation, proceedToStable, proceedToStable2, shutdown
- 13-Instantiation, writeObject(), writeObject(), close()
- 14-Instantiation, writeObject(), writeObject(), close()
- 15-Instantiation, writeObject(), writeObject(), close()
- 16-Instantiation, writeObject(), writeObject(), close()
- 17-Instantiation, writeObject(), writeObject(), close()
- 18-Instantiation
- 19-Instantiation
- 20-Instantiation
- 21-Instantiation
- 22-Instantiation
- 23-Instantiation, writeObject(), writeObject(), close()
- 24- Instantiation

Spectators



- 1- Instantiation, start,join
- 2- Instantiation, goCheckHorses1 ,goCheckHorses2,shutdown
- 3- Instantiation, waitForNextRace, goCheckHorses, goWatchTheRace, relaxABit, shutdown
- 4- Instantiation,shutdown
- 5- Instantiation, placeABet,haveIWon,goCollectTheGains ,shutdown
- 6- Instantiation
- 7- Instantiation
- 8- Instantiation
- 9- Instantiation
- 10- Instantiation, writeObject(), writeObject(), close()
- 11- Instantiation, writeObject(), writeObject(), close()
- 12- Instantiation, writeObject(), writeObject(), close()
- 13- Instantiation, writeObject(), writeObject(), close()