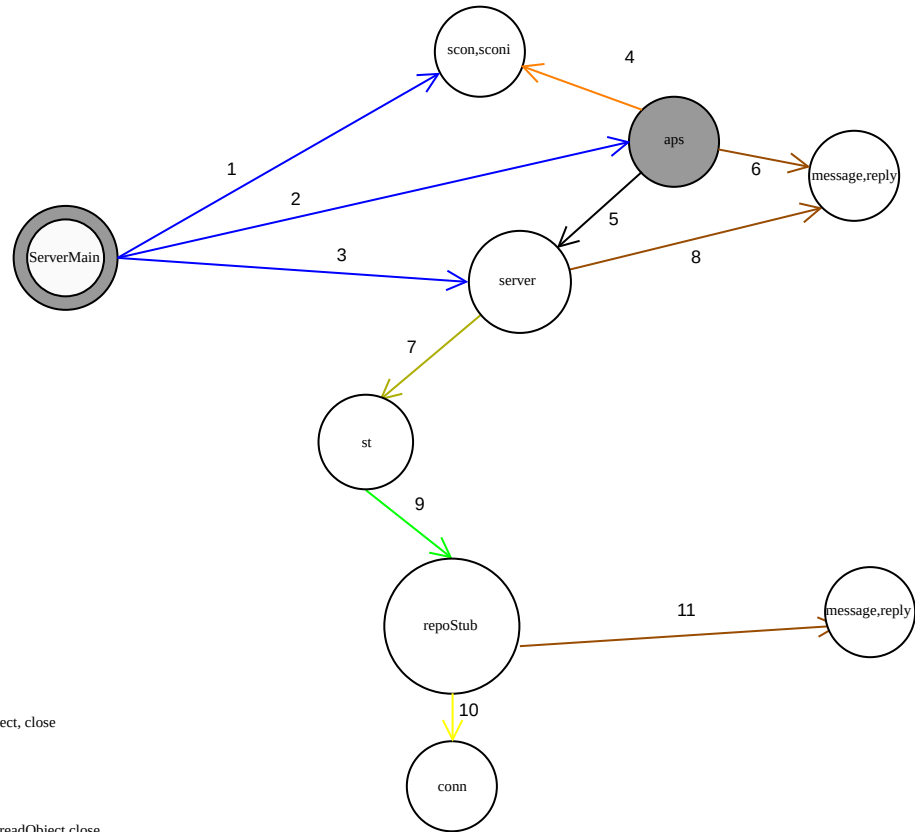
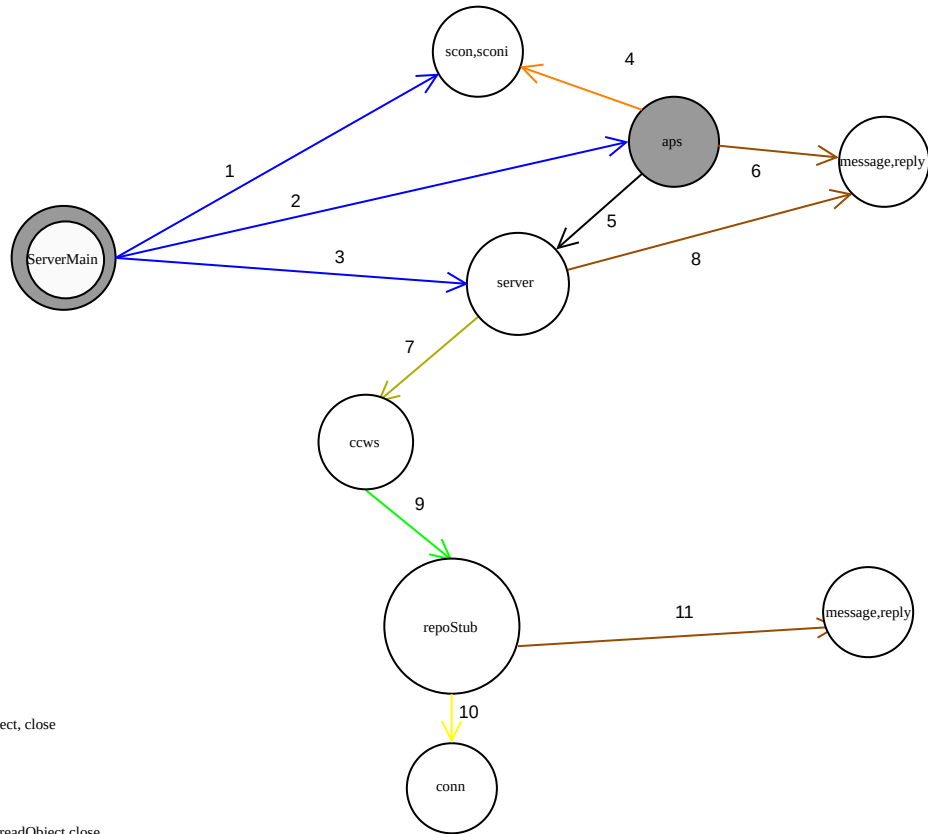


# Stable



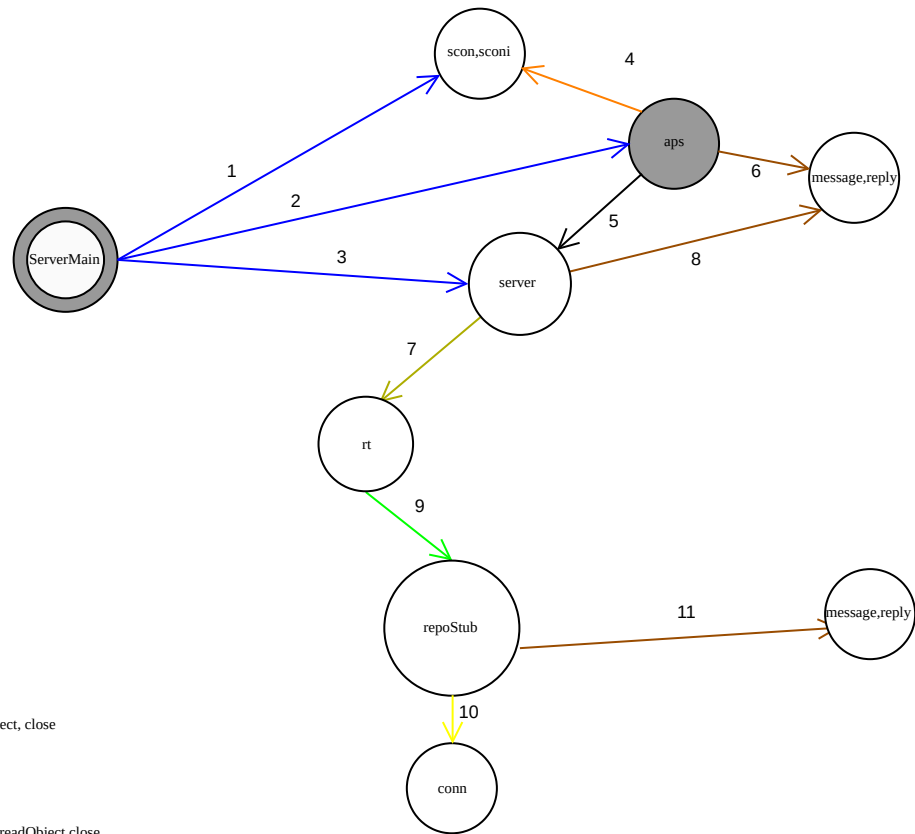
- 1 - Instantiation ,start,accept,close
- 2 - Instantiation,start
- 3 - Instantiation
- 4 - Instantiation,readObject, writeObject, close
- 5 - Instantiation, processAndReply
- 6 - Instantiation, getType
- 7 - Instantiation
- 8 - Instantiation,getType
- 9 - Instantiation
- 10- Instantiation, open, writeObject, readObject,close
- 11- Instantiation

# Control Centre



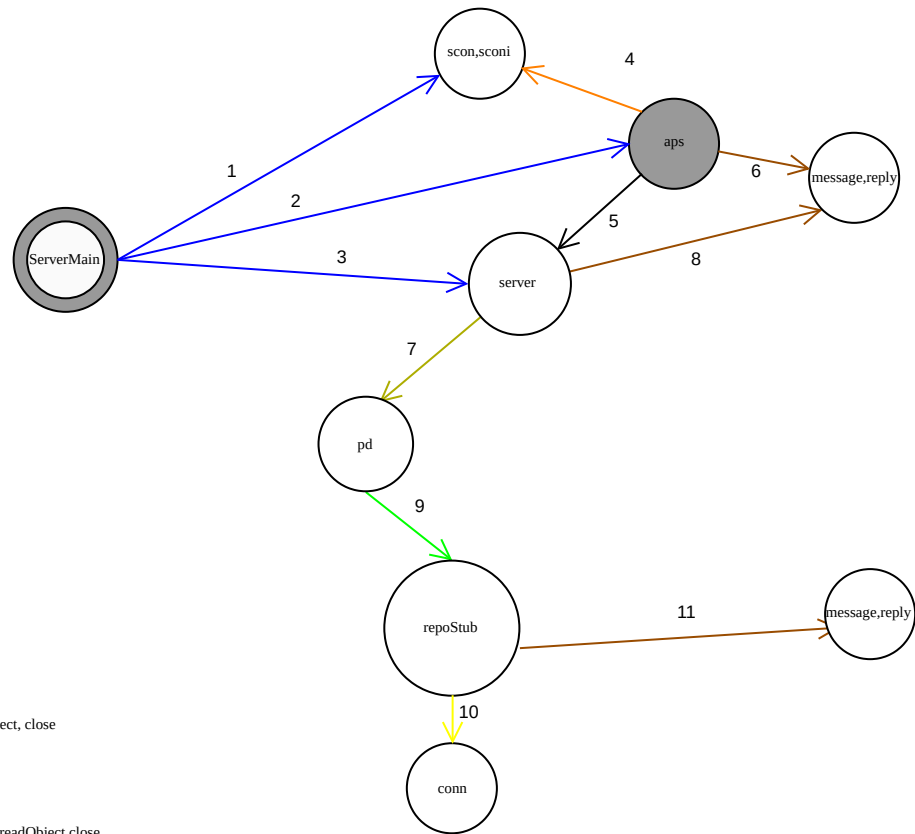
- 1 - Instantiation ,start,accept,close
- 2 - Instantiation,start
- 3 - Instantiation
- 4 - Instantiation,readObject, writeObject, close
- 5 - Instantiation, processAndReply
- 6 - Instantiation, getType
- 7 - Instantiation
- 8 - Instantiation,getType
- 9 - Instantiation
- 10- Instantiation, open, writeObject, readObject,close
- 11- Instantiation

# Racing Track

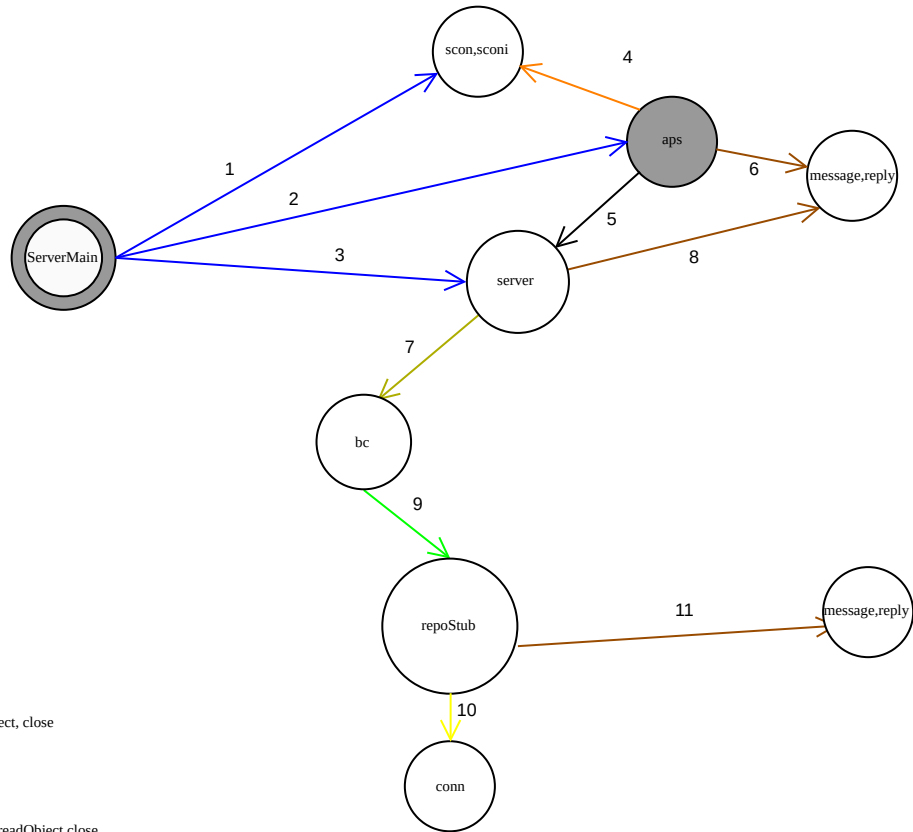


- 1 - Instantiation ,start,accept,close
- 2 - Instantiation,start
- 3 - Instantiation
- 4 - Instantiation,readObject, writeObject, close
- 5 - Instantiation, processAndReply
- 6 - Instantiation, getType
- 7 - Instantiation
- 8 - Instantiation,getType
- 9 - Instantiation
- 10- Instantiation, open, writeObject, readObject,close
- 11- Instantiation

# Paddock

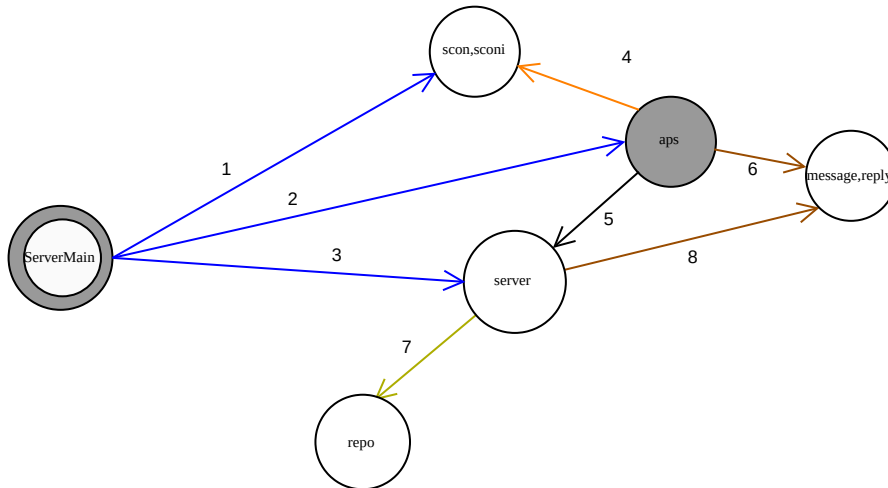


# Betting Centre



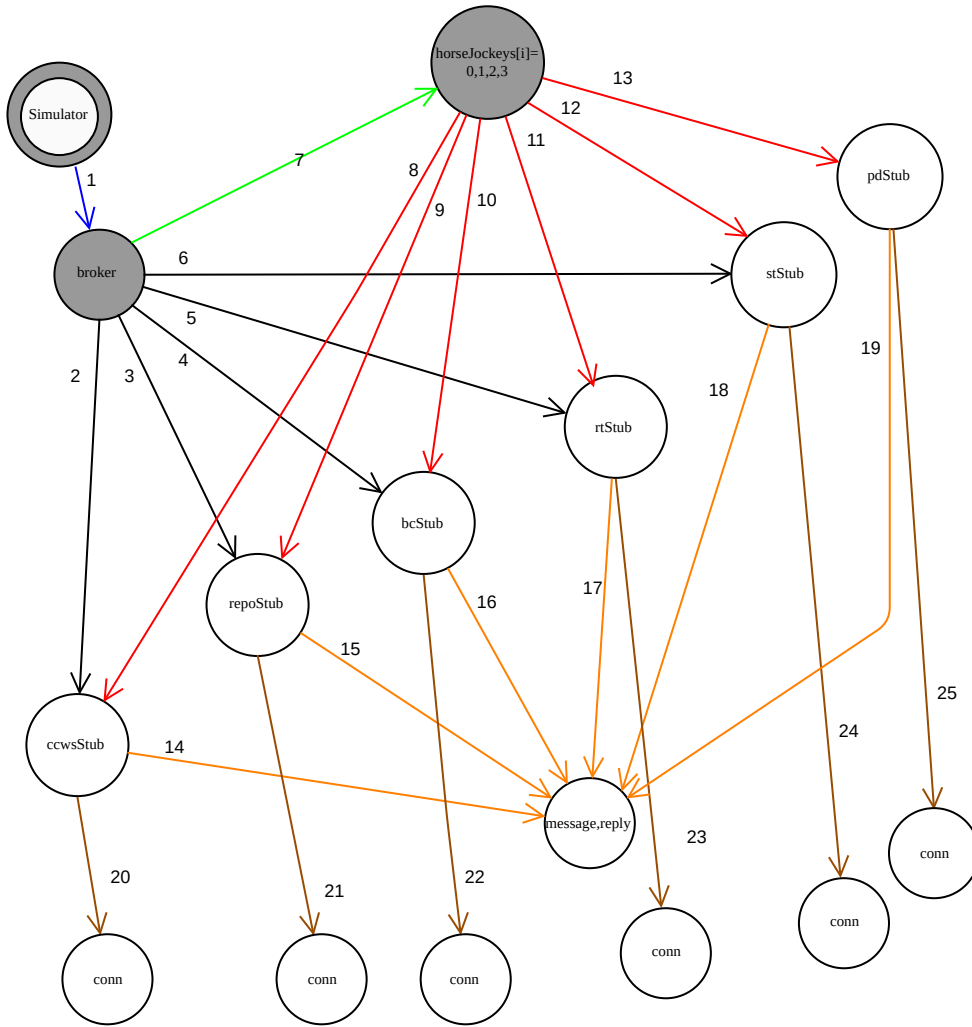
- 1 - Instantiation ,start,accept,close
- 2 - Instantiation,start
- 3 - Instantiation
- 4 - Instantiation,readObject, writeObject, close
- 5 - Instantiation, processAndReply
- 6 - Instantiation, getType
- 7 - Instantiation
- 8 - Instantiation,getType
- 9 - Instantiation
- 10- Instantiation, open, writeObject, readObject,close
- 11- Instantiation

# General Information Repository



- 1 - Instantiation ,start,accept,close
- 2 - Instantiation,start
- 3 - Instantiation
- 4 - Instantiation,readObject, writeObject, close
- 5 - Instantiation, processAndReply
- 6 - Instantiation, getType
- 7 - Instantiation
- 8 - Instantiation,getType

# Broker

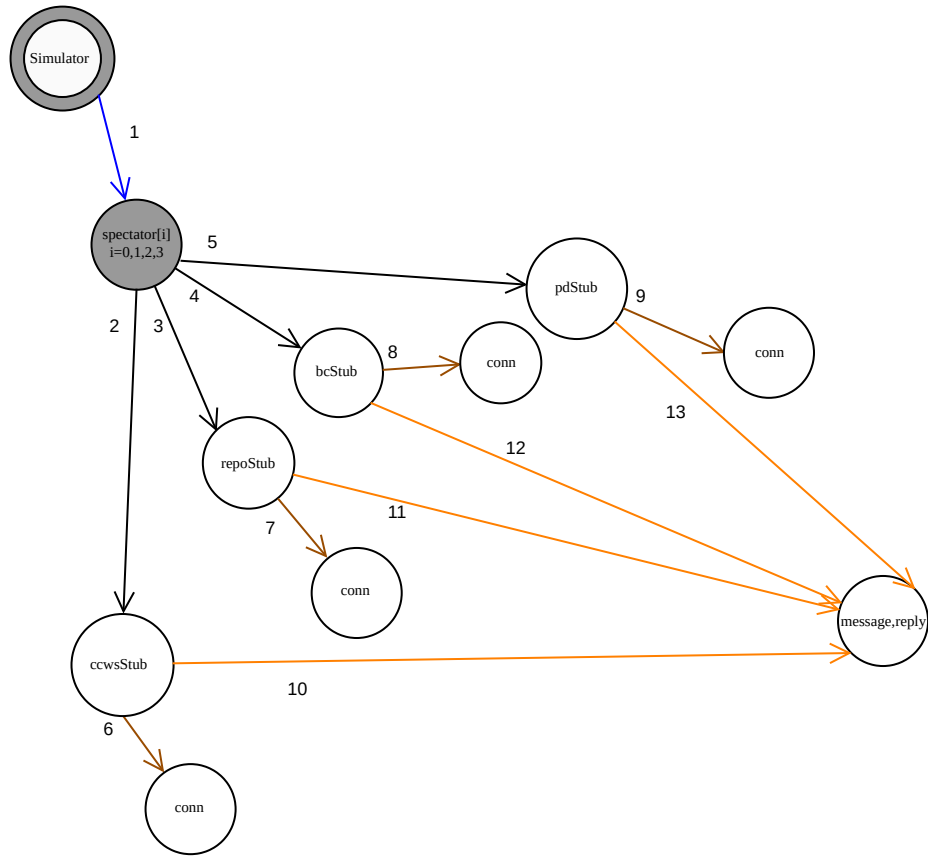


- 1 - Instantiation, start, join
- 2- Instantiation, summonHorsesToPaddock, startTheRace,reportResults, entertainTheGuests, shutdown
- 3- Instantiation, setBrokerState,shutdown
- 4- Instantiation, acceptTheBets, areThereAnyWinners, honourTheBets, shutdown
- 5- Instantiation, startTheRace, reportResults,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





# Spectators



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