

1- coach/contestants/referee .start()

2- ContestantBench.addContestant()

3- ContestantsBench.getContestant()

4- ContestantBench.pickYourTeam()

5- ContestantBench.setSelectedContestants()

6- Playground.addContestant()

7- RefereeSite.informReferee()

8- Playground.watchTrial()

9- Playground.resultAsserted()

10- ContestantBench.waitForNextTrial()

11- Playgroud.startPulling()

12- RefereeSite.bothTeamsReady()

13- GeneralInformationRepository.printLineUpdate()

14- GeneralInformationRepository.printLineUpdate()
GeneralInformationRepository.setTeamPlacement()

15- GeneralInformationRepository.printLineUpdate()

16- GeneralInformationRepository.printLineUpdate()

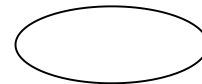
17- setFlagPosition() setTrialNumber() printGameHeader() printLineUpdate()
resetTeamPlacement() setGameScore() printGameNumber() printMatchWinner()
printMatchDraw()



non-instantiated data type, its the active entity



instantiated data type, active entity



instantiated data type, passive entity