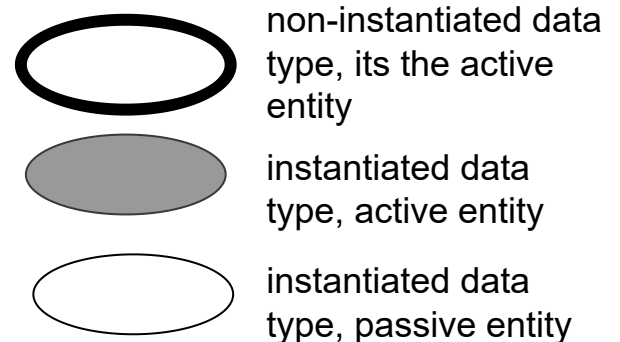
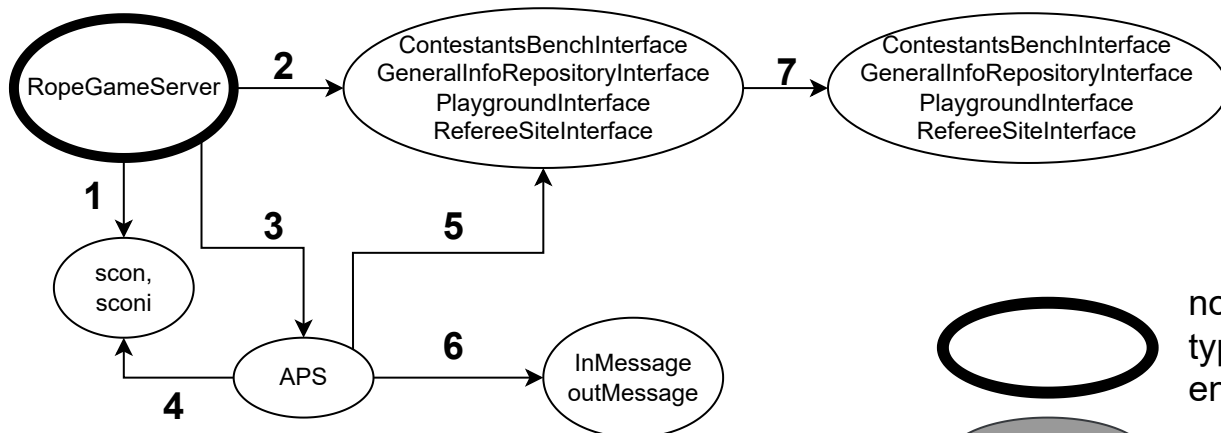


1- .start() accordingly to the arguments passed to the RopeGameClient

2- stub initialization by the according entity and method invoquing

3- Scom open()

4- Auxiliar functions: getType(), setState(), getStrength(), setStrength(), setTeam(), setFlagPosition(), ...



1-accept(), start()

2-Instance

3-Instance, start()

4-read(), write()

5-precess()AndReply(), isGoingToShutDown()

6-getType()

7-setTeamPlacement()printLineUpdate(), setFlagPosition() setTrialNumber()

printGameHeader() printLineUpdate() resetTeamPlacement()

setGameScore() printGameNumber() printMatchWinner() printMatchDraw()