

4.

13.

14.

15.

instantiate, start, join writeInString 6. instantiate, openForWriting, openForAppending,close, writelnString 7. instantiate, full, write, read startOperacion,takeARest,CollectCanvas,getRoomldx 8. 9. appraiseSite,prepareAssaultParty,sumUpResults 10. sendAssaultParty crawlIn,crawlOut,reverseDirection,assignMember,getRoom 11. rollACanvas 12.

handACanvas

prepareExcursion,amlNeeded

setMasterState,setOrdinaryState,setOridnarySituation setMasterState,setRobbedPantings 16. 17. setRoomPaintings 18. setPosition,setOrdinaryState,setApElement,setMasterState