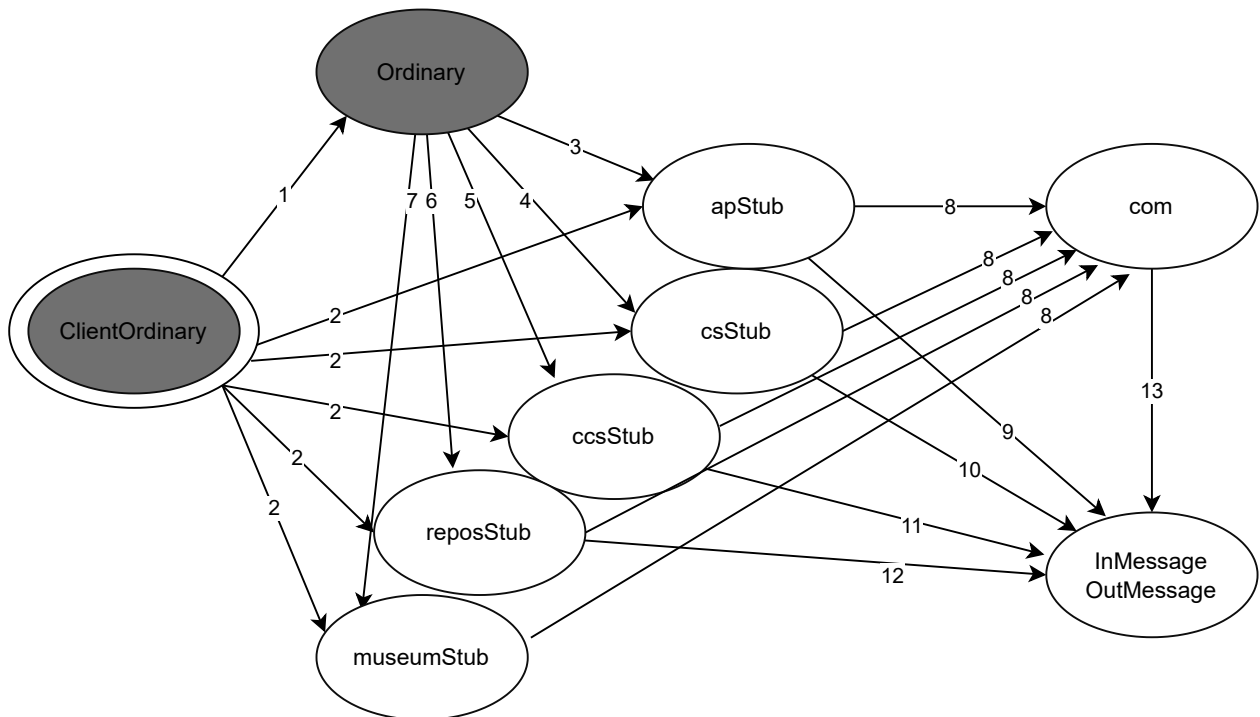
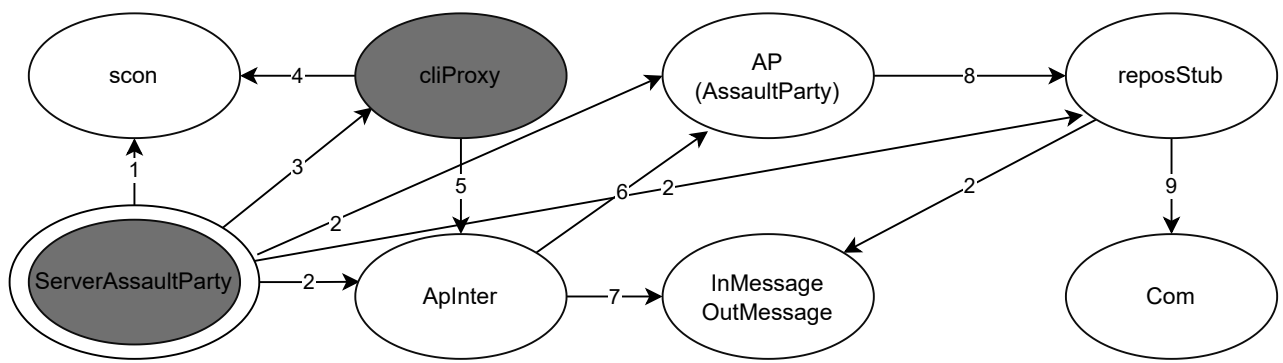


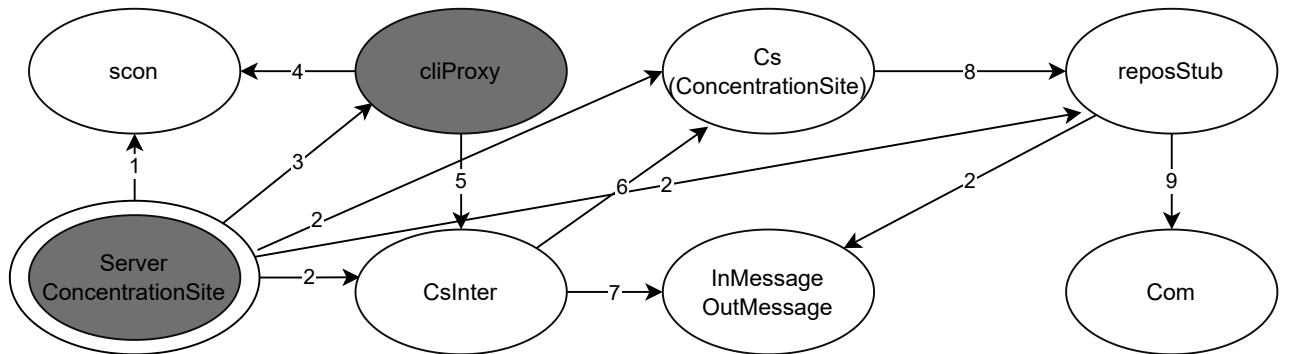
1. Instantiate,start,join
2. instatiate,shutdown
3. sendAssaultParty
4. apraiseSit,getAssaultParty,getRoom,prepareAssaultParty
5. startOperation,getRoomIdx,takeARest,collectACanvas
6. instantiate,open,close,writeObject,readObject
7. assignMember,instatiate,getType,toString
8. getAssaultParty,appraiseSit,getRoomCS,instatiate,prepareExcursion,getType,toString,amINeeded,getEndOp
9. getRoomIdx,instatiate,getType,toString,
10. getMD,instatiate,getType,toString,getDistances
11. instatiate



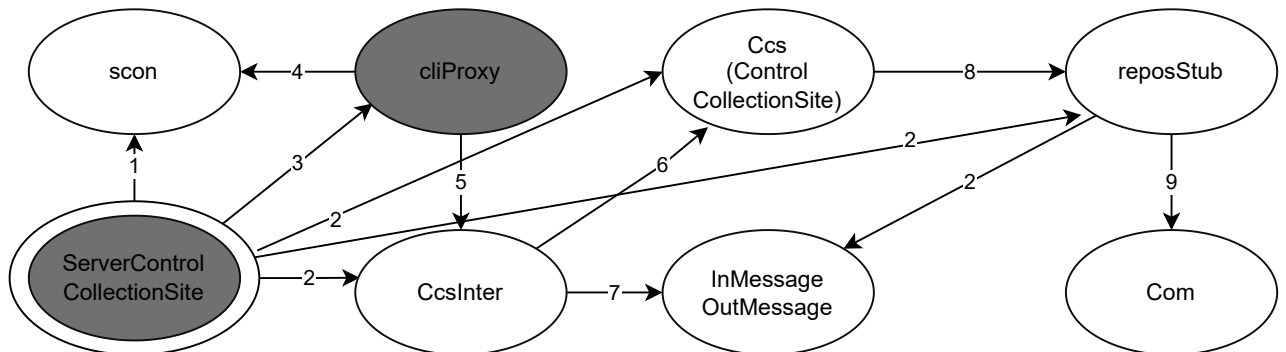
1. Instantiate,start,join
2. instatiate,shutdown
3. crawlIn,assignMember,getRoom,crawlOut,reserveDirection
4. amINeeded,prepareExcursion,getRoom
5. handACanvas,
6. getOrdinaryMD
7. .rollACanvas
8. instantiate,open,close,writeObject,readObject
9. assignMember,instatiate,getType,toString
10. getAssaultParty,appraiseSit,getRoomCS,instatiate,prepareExcursion,getType,toString,amINeeded,getEndOp
11. getRoomIdx,instatiate,getType,toString,
12. getMD,instatiate,getType,toString,getDistances
13. instatiate



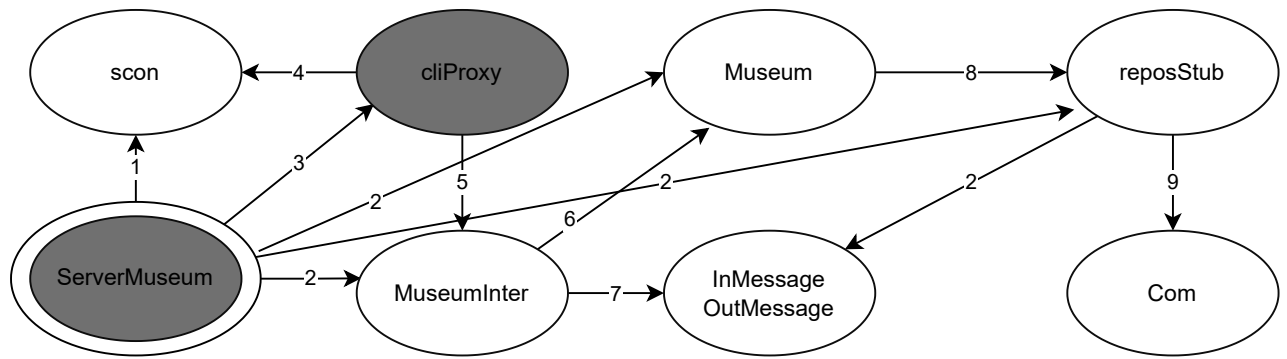
1. instantiate,start,accpet,end
2. instatiate
3. instatiate,start
4. readObject,writeObject,close
5. processAndReply
6. sendAssaultParty,crawlOut,getRoom,shutdown,crawlIn,reverseDirection,assignMember
7. instatiate,getMsgType,getOrdinaryId,getOrdinaryState,getMasterState,
getAp,getMember,getMD,getRoom
8. setOrdinaryState,setMasterState,getRoomDistances,setPosition,setOrdinaryState
9. instatiate,open,close,readObject,writeObject



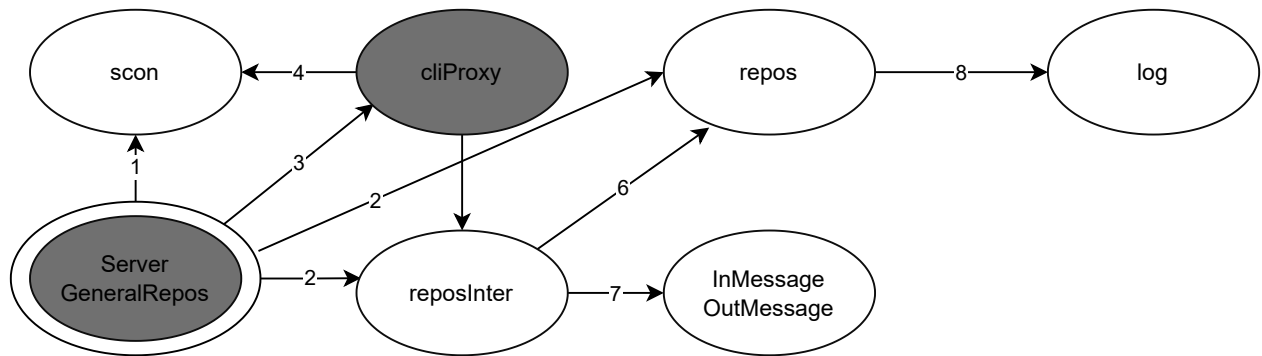
1. instantiate,start,accpet,end
2. instatiate
3. instatiate,start
4. readObject,writeObject,close
5. processAndReply
6. prepareExcursion,amlNeeded,prepareAssaultParty,sumUpResults,
getRoom,getAssaultParty,appraiseSit,endOperation,shutdown
7. instatiate,getMsgType,getOrdinaryId,getOrdinaryState,getMasterState,getMsgType,getAp,
getRoomStt,getOrdinaryId
8. setApRoom,setMasterState,setOrdinaryState,setOrdinarySituation
9. instatiate,open,close,readObject,writeObject



1. instantiate,start,accpet,end
2. instatiate
3. instatiate,start
4. readObject,writeObject,close
5. processAndReply
6. startOperation,takeARest,collectACanvas,getRoomIdx,handACanvas,shutdown
7. getMsgType,getMasterState,getCanvas,getRoom,getAp,getMember
setMasterState,setCanvas,
8. instatiate,open,close,readObject,writeObject
- 9.



1. instantiate,start,accpet,end
2. instatiate
3. instatiate,start
4. readObject,writeObject,close
5. processAndReply
6. rollACanvas,shutdown
7. getMsgType,getRoom,getAp,getMember,instatiate
8. setRoomPaitings,setCanvas,
9. instatiate,open,close,readObject,writeObject



1. instantiate,start,accpet,end
2. instatiate
3. instatiate,start
4. readObject,writeObject,close
5. processAndReply
6. setMasterState,setOrdinaryState,setOrdinarySituation,getOrdinaryMD,setApRoom,setApElement,
setCanvas,setPosition,setRoomPaitings,getRoomDistances,setRobbedPaintings,shutdown
7. getMsgType,getAp,getElem,getRoom,getTid,getCanvas,getPos,getPaintings
8. openForWriting,writelnString,close,openForAppending,