



- 1 - writeLnString
- 2 - instantiate
- 3 - instantiate
- 4 - instantiate, start, accept
- 5 - readObject, writeObject, close
- 6 - instantiate, start
- 7 - processAndReply

- 8 - checkEmptyMuseum, checkGroups, checkEmptyRooms, takeARest, joinGroup, prepareASSaultParty, handACanvas, getGroupNumberOfElements, getGroupPosition, getStolenPaintings, getAssaultingRoom, isGroupFull, flagEmptyRoom, startOperations, sumUpResults
- 9 - getType, getArg1, getArg2, getArg3, getArg4
- 10 - open, close, writeObject, readObject
- 11 - open, close, writeObject, readObject
- 12 - open, close, writeObject, readObject
- 13 - open, close, writeObject, readObject