



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

8 - stealPainting, getNumberOfStolenPaintings,
 getDistance
 9 - getType, getNrSala
 10 - open, writeObject, readObject, close