



1 - writeLnString

2 - initiate

3 - initiate

4 - initiate, start, accept

5 - readObject, writeObject, close

6 - initiate, start

7 - processAndReply

8 - stealPainting, getNumberOfStolenPaintings, getDistance

9 - getType, getNrSala

10 - open, writeObject, close