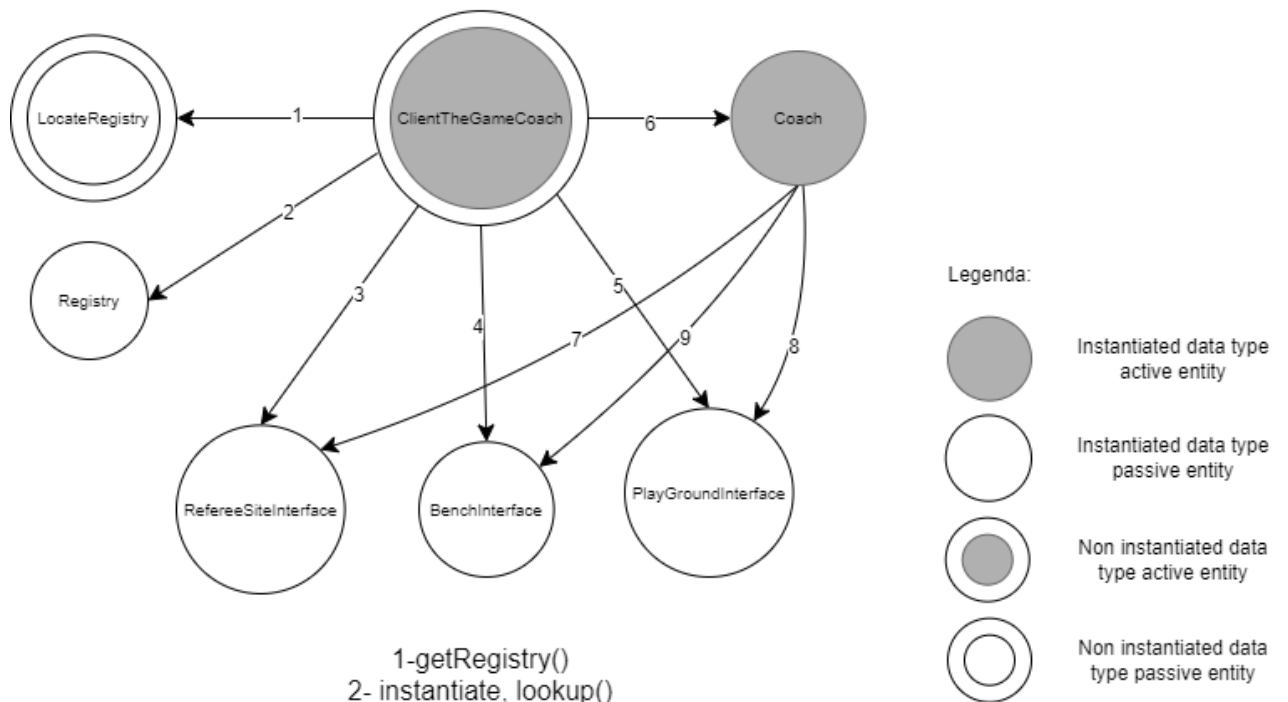
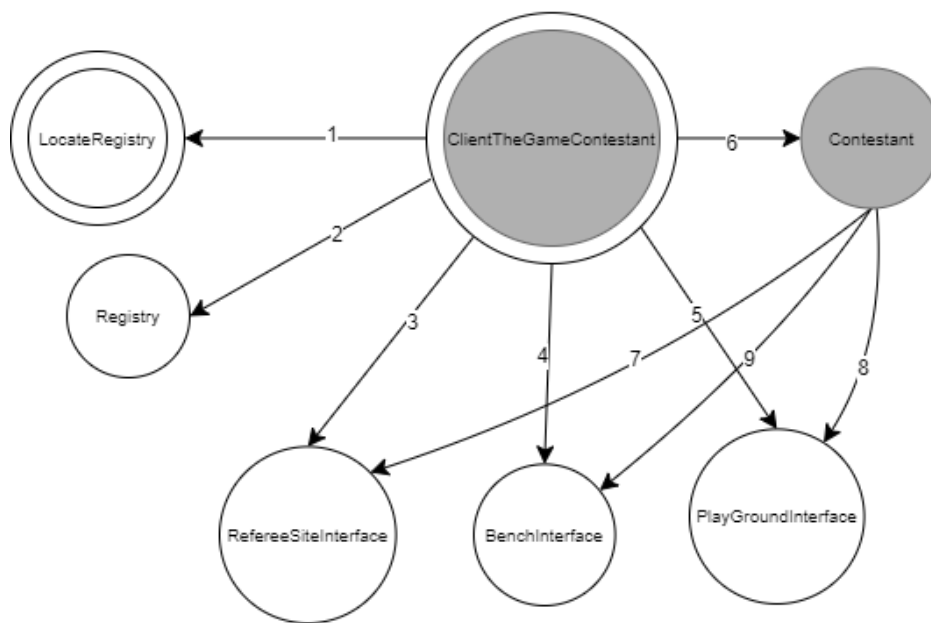


ClientTheGameCoach



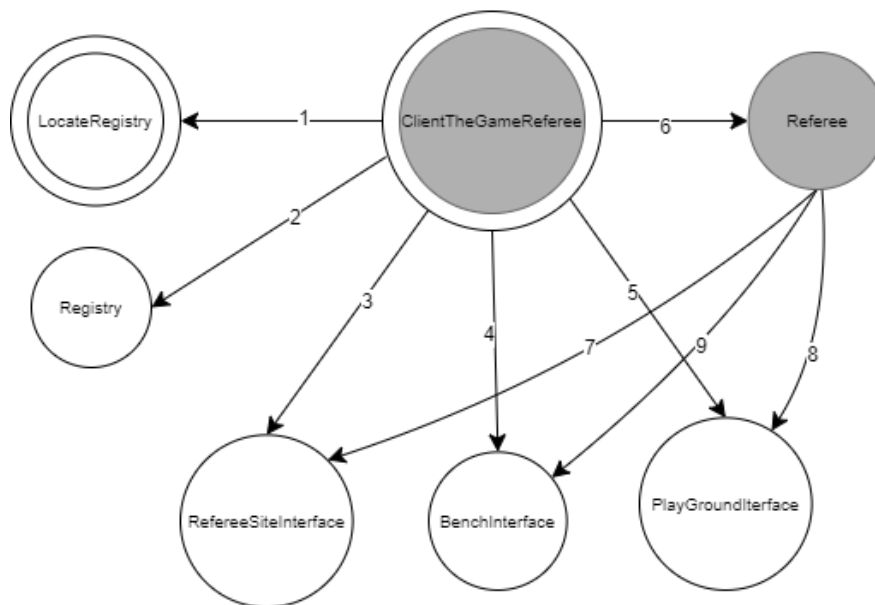
- 1- getRegistry()
- 2- instantiate, lookup()
- 3- instantiate, shutdown()
- 4- instantiate, shutdown()
- 5- instantiate, shutdown()
- 6- instantiate(), start(), join()
- 7- getEnfOfMatch()
- 8- InformReferee(), reviewNotes()
- 9- callContestants()

ClientTheGameContestant



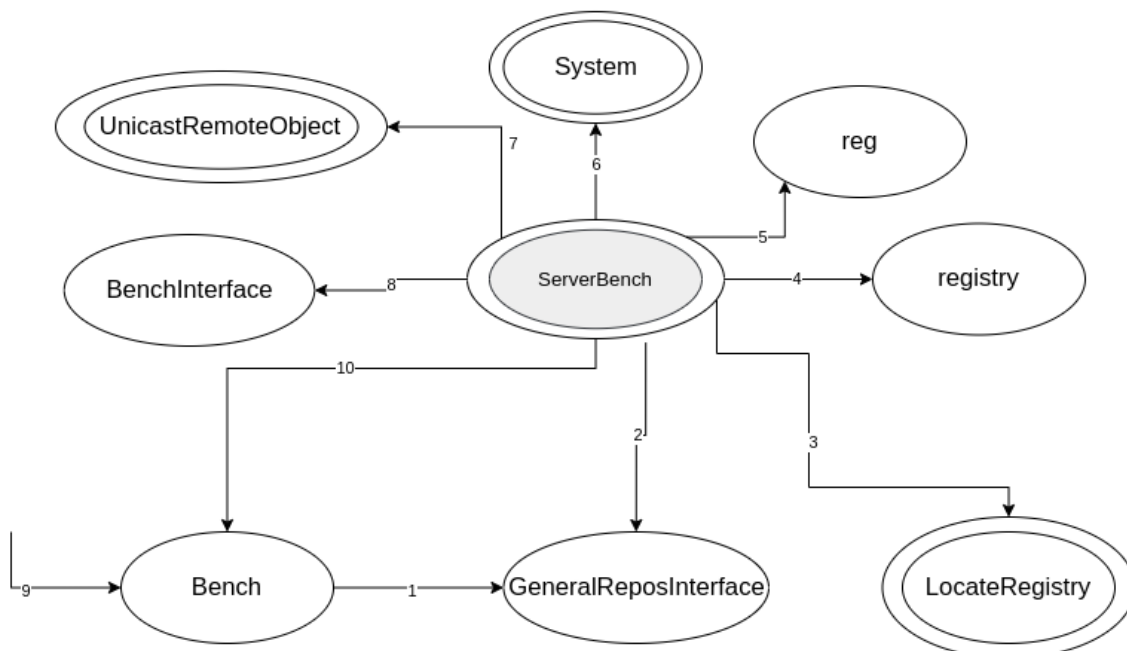
- 1-`getRegistry()`
- 2- `instantiate, lookup()`
- 3- `instantiate, shutdown()`
- 4- `instantiate, shutdown()`
- 5- `instantiate, shutdown()`
- 6- `instantiate(), start(), join()`
- 7- `getEndOfMatch()`
- 8- `getReady(), amDone()`
- 9- `followCoachAdvice(), seatDown()`

ClientTheGameReferee



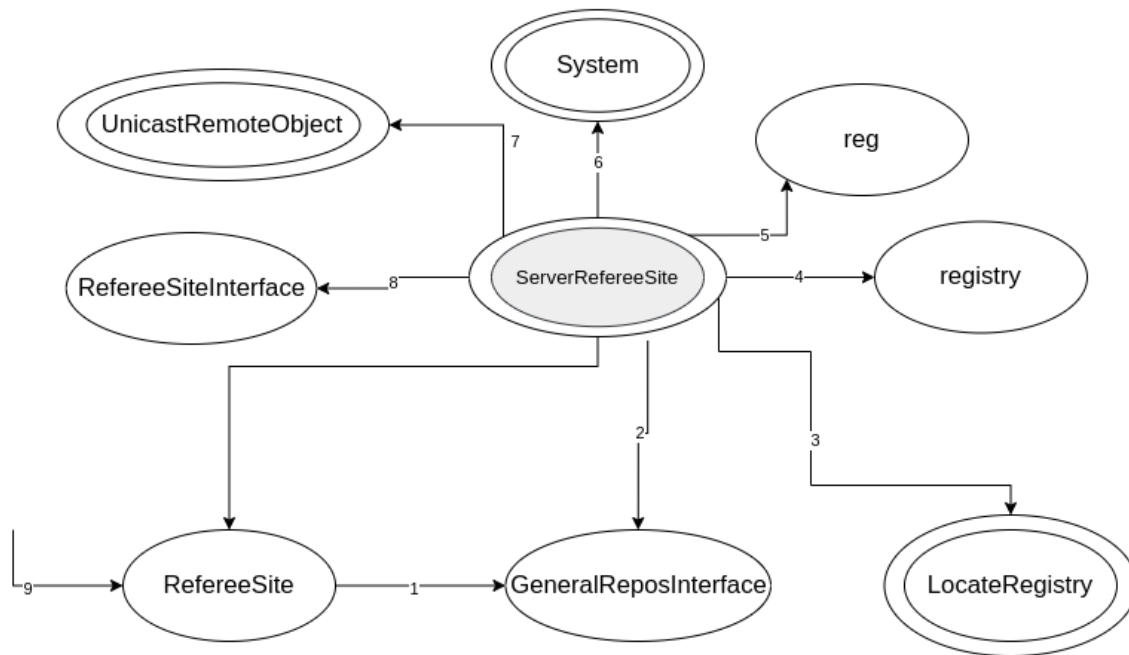
- 1- getRegistry()
- 2- instantiate, lookup()
- 3- instantiate, shutdown()
- 4- instantiate, shutdown()
- 5- instantiate, shutdown()
- 6- instantiate(), start(), join()
- 7- getEndOfMatch(), announceNewGame(), declareGameWinner(),
declareMatchWinner()
- 8- startTrial(), assertTrialDecision(), getFinishedGame()
- 9- callTrial(), canEndTheGame()

Server Bench



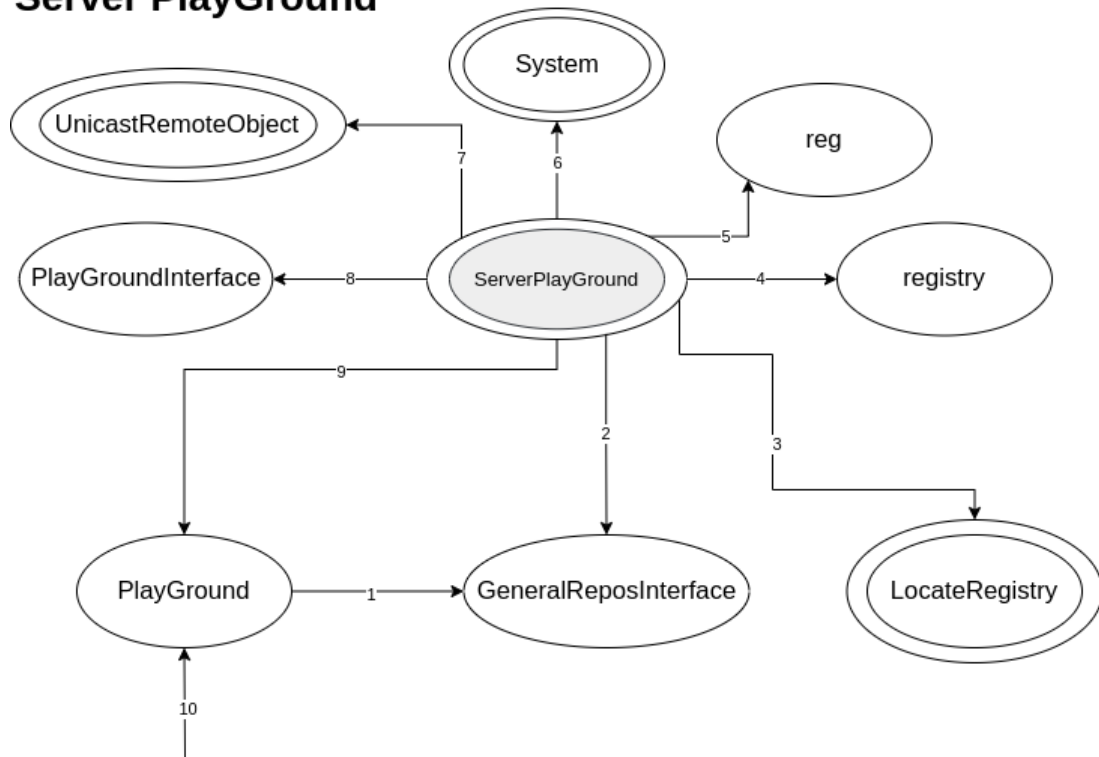
- 1 - setRefereeState, setContestantStateAndStrenght, setCoachState
- 2 - instantiate
- 3 - getRegistry
- 4 - lookup
- 5 - instantiate, bind, unbind
- 6- exit, setSecurityManager, getSecurityManager
- 7 - exportObject, unExportObject
- 8 - instantiate
- 9 - callTrial, callContestants, followCoachAdvice, seatDown, canEndTheGame
- 10 - instantiate

Server RefereeSite



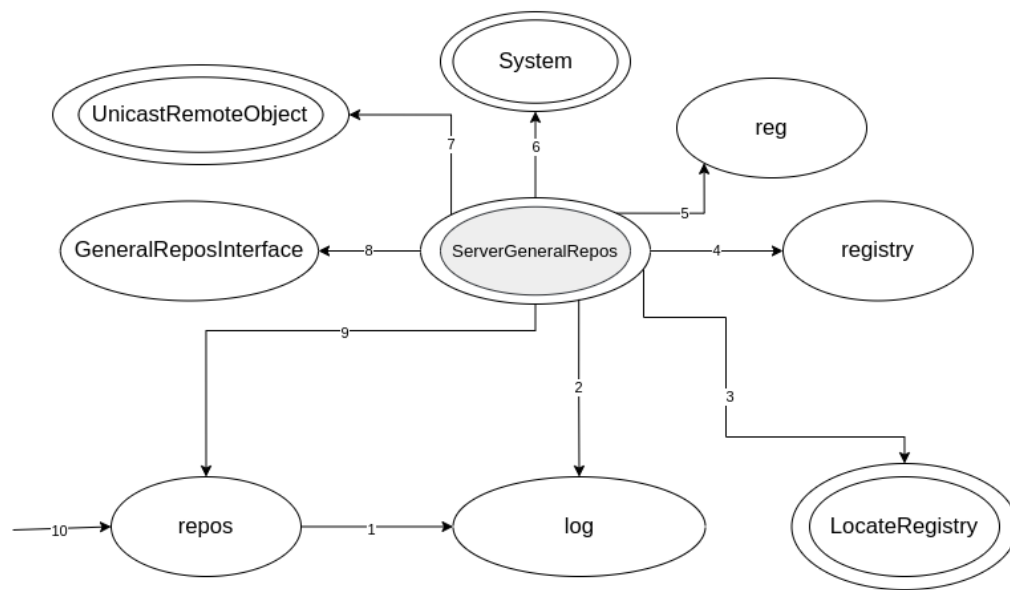
- 1 - setRefereeStateAndNGames, setGameWinner, setRefereeStateAndMatchWinner
- 2 - instantiate
- 3 - getRegistry
- 4 - lookup
- 5 - instantiate, bind, unbind
- 6- exit, setSecurityManager, getSecurityManager
- 7 - exportObject, unExportObject
- 8 - instantiate
- 9 - announceNewGame, declareGameWinner, getEndOfMatch, declareMatchWinner

Server PlayGround



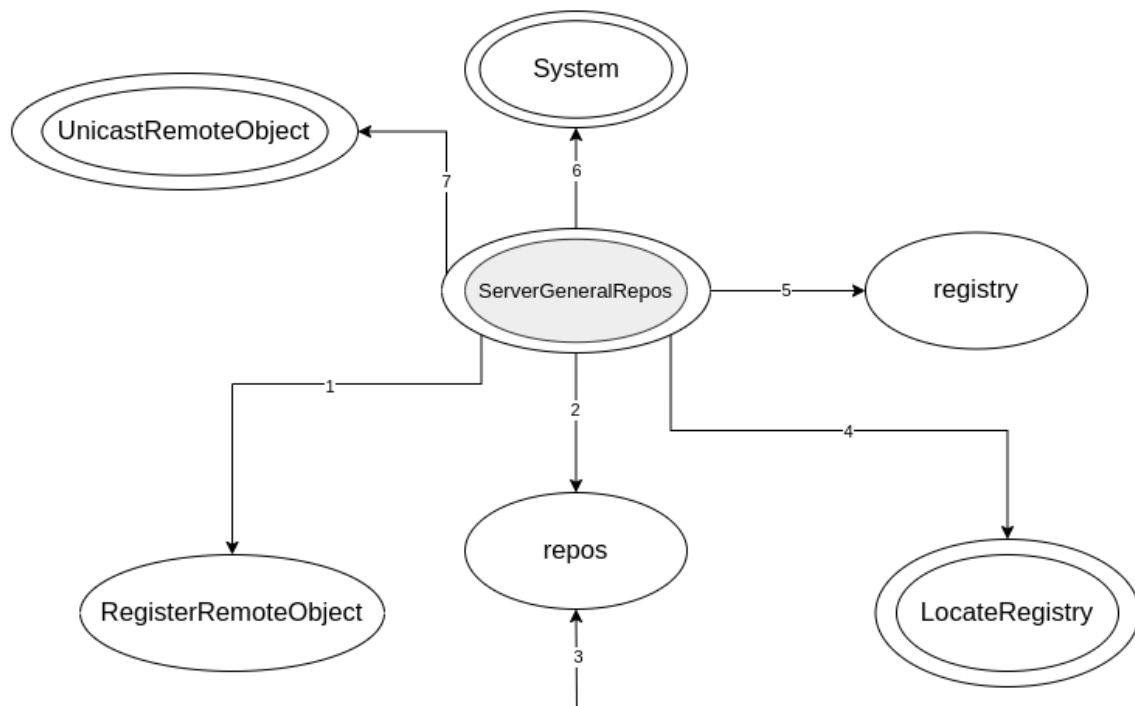
- 1 - setContestantStateAndStrength(), setCoachState(), setNTrials(), setPosRope(), setRefereeState()
- 2 - instantiate
- 3 - getRegistry()
- 4 - lookup()
- 5 - instantiate, bind(), unbind()
- 6 - exit(), getSecurityManager(), setSecurityManager()
- 7 - exportObject(), unExportObject()
- 8 - instantiate
- 9 - instantiate
- 10 - getFinishedGame(), getReady(), informReferee(), startTrial(), amDone(), assertTrialDecision(), reviewNotes(), shutdown()

Server General Repository



- 1 - getFinishedGame(), getReady(), informReferee(), startTrial(), amDone(),
- 2 - instantiate
- 3 - getRegistry()
- 4 - lookup()
- 5 - instantiate, bind(), unbind()
- 6 - exit(), getSecurityManager(), setSecurityManager()
- 7 - exportObject(), unExportObject()
- 8 - instantiate
- 9 - instantiate
- 10 - setCoachState(), setContestantState() setReferee(), setContestantStateAndStrength(), setNTrials(), setPosRope(), setRefereeState()

ServerRegisterRemoteObject



- 1 - instantiate
- 2 - instantiate
- 3 - `bind()`, `unbind()`, `rebind()`
- 4 - `getRegistry()`
- 5 - instantiate
- 6 - `exit()`, `getSecurityManager()`, `setSecurityManager()`
- 7- `exportObject()`