



- 1 - writelnString
- 2 - start, join, instatiate
- 3 - instatiate
- 4 - announceNewGame, declareGameWinner, declareMatchWinner
- 5 - callTrial, startTriall, assertTrialDecision
- 6 - callContestants, reviewNotes,
- 7 - informReferee
- 8 - endOfMatch
- 9 - followCoachAdvice, seatDown
- 10 - getReady, amIDone
- 11 - updateCoach, updateContestant,
- 12 - updateReferee, setTrial, setRopePosition, updateCoach, updateContestant
- 13 - setTrial, setGame, updateReferee, declareGameWinner, declateMatchWinner
- 14 - instantiate, openForWriting, openForAppending, close, writelnString
- 15 - writelnString, writeString, readInString, readInChar
- 16 - exists