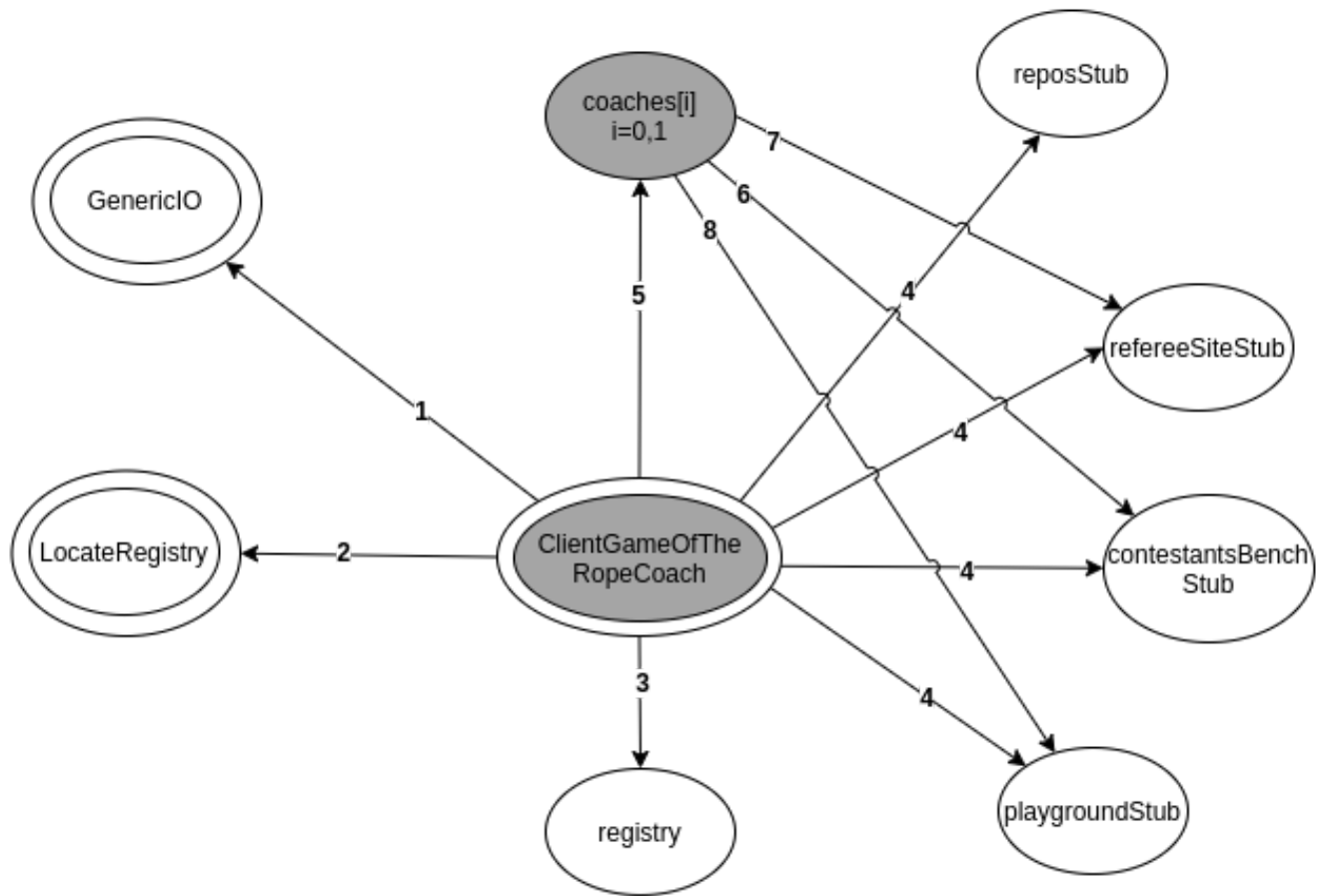
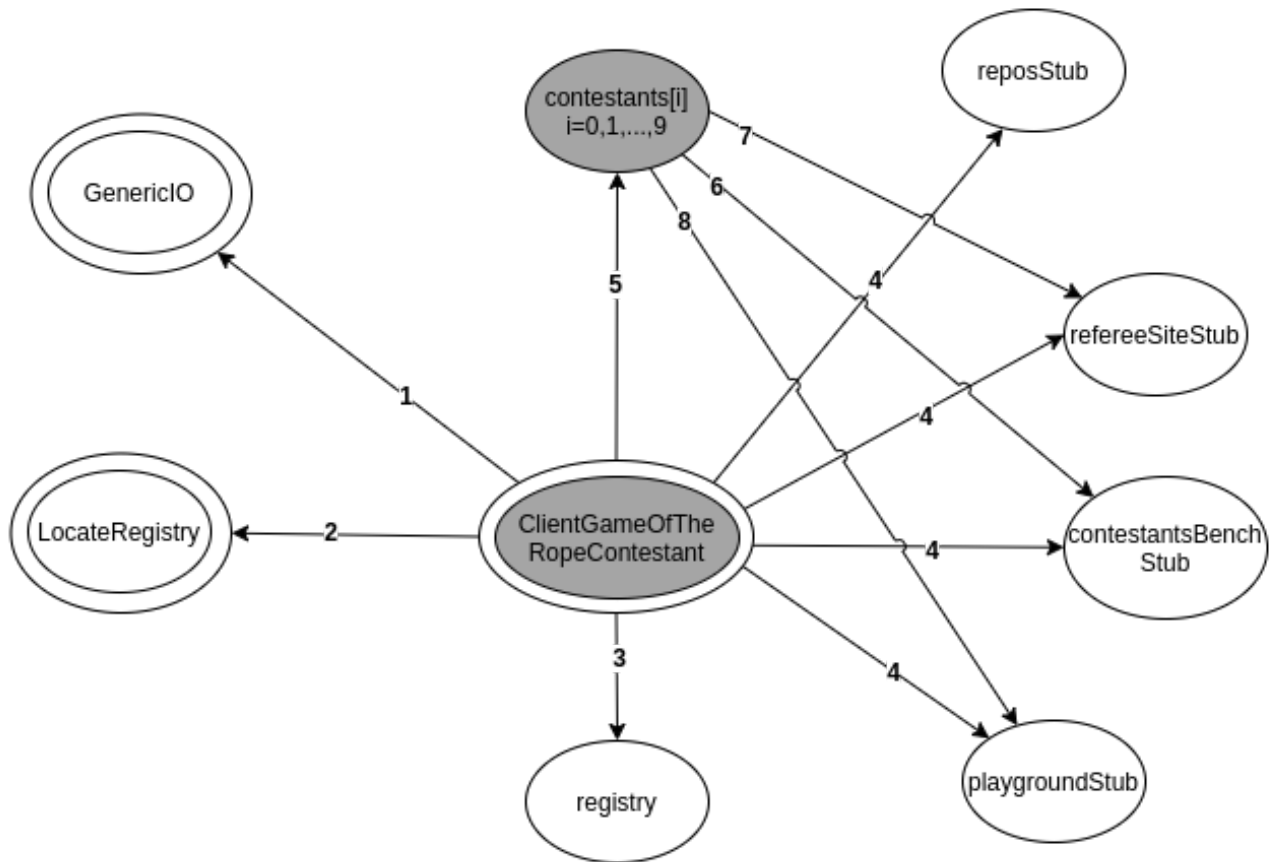


Coach Client



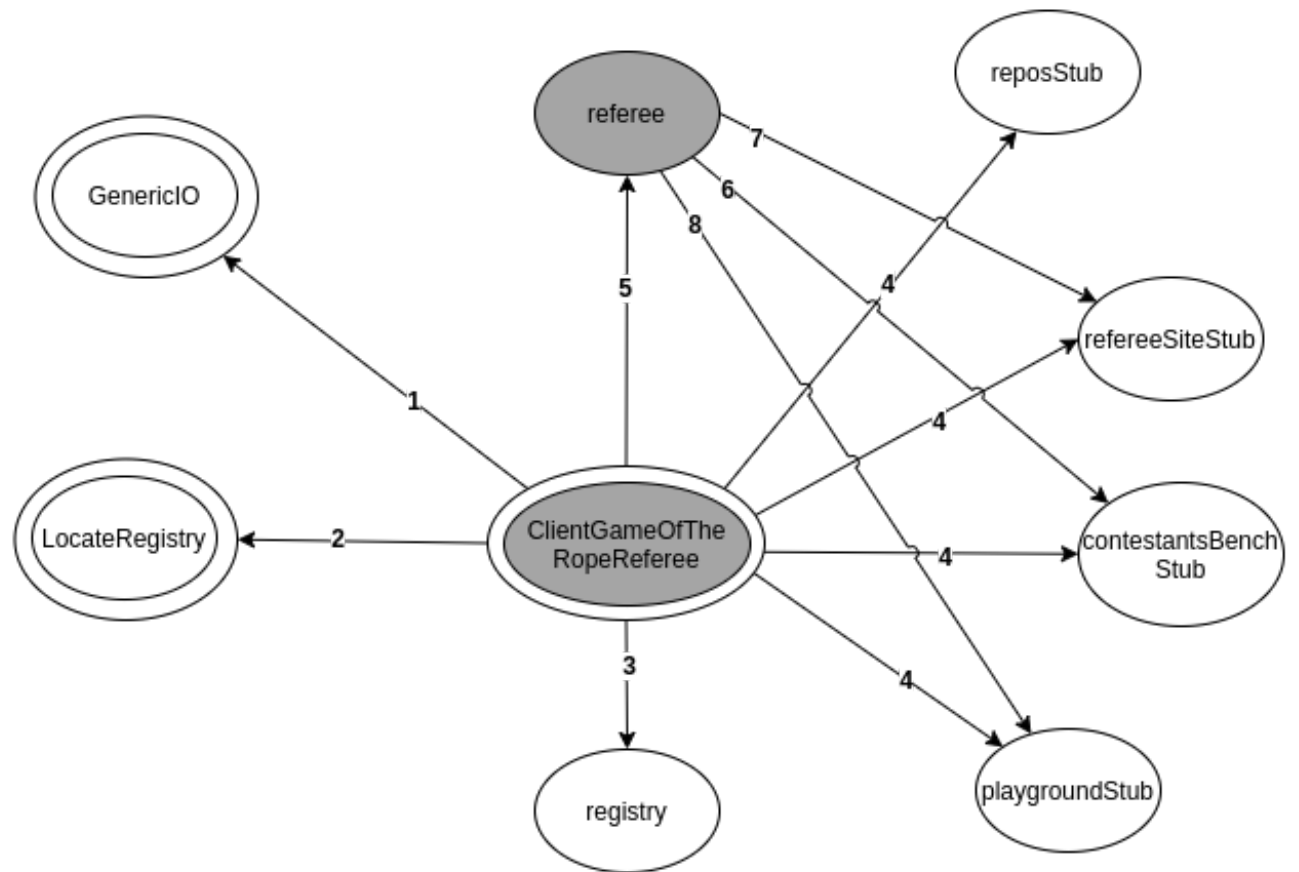
- 1 - writeInString
- 2 - getRegistry
- 3 - instantiate, lookup
- 4 - instantiate, shutdown
- 5 - instantiate, start, join
- 6 - callContestants, reviewNotes
- 7 - endOfMatch
- 8 - informReferee

Contestant Client



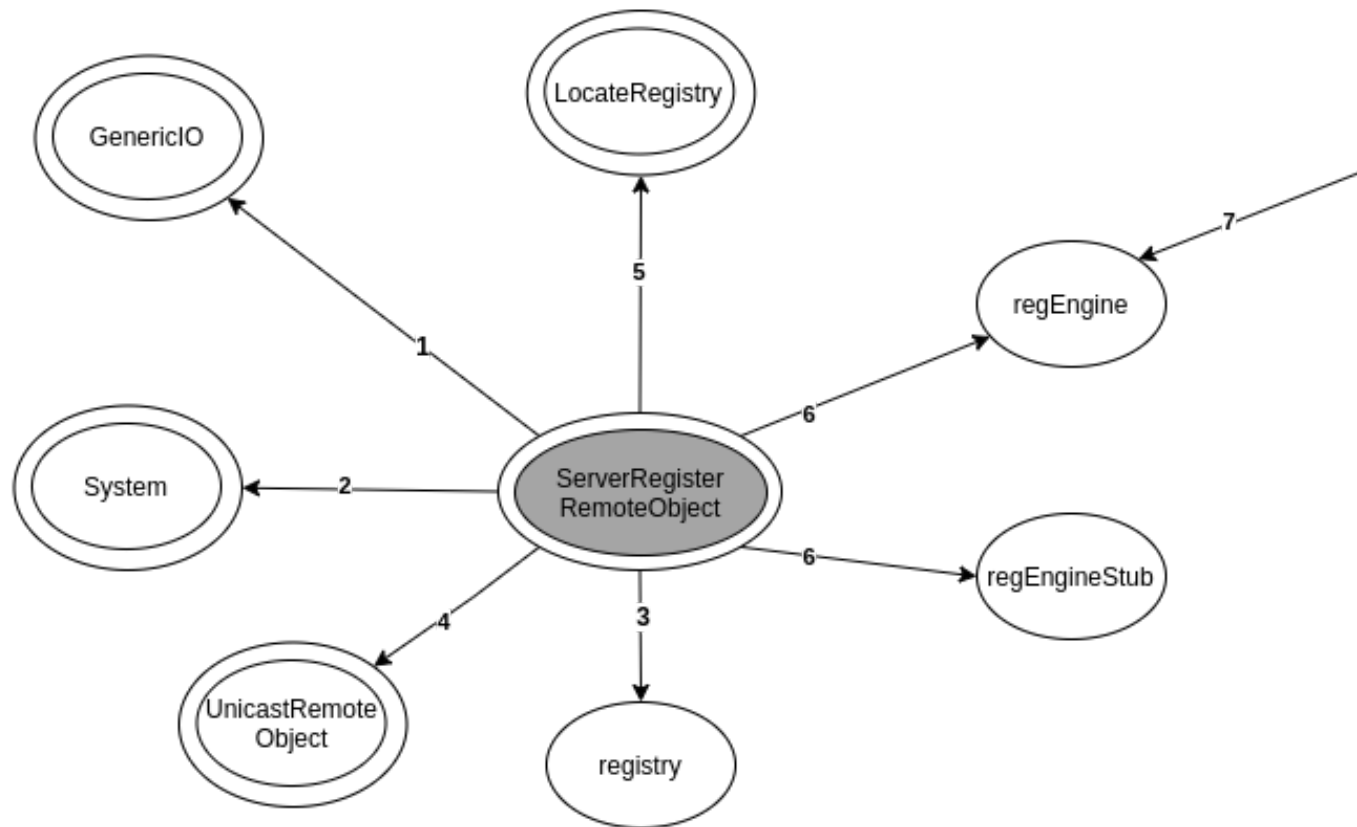
- 1 - writeInString
- 2 - getRegistry
- 3 - instatiate, lookup
- 4 - instatiate, shutdown
- 5 - instatiate, start, join
- 6 - followCoachAdvice, seatDown
- 7 - endOfMatch
- 8 - getReady, amIDone

Referee Client



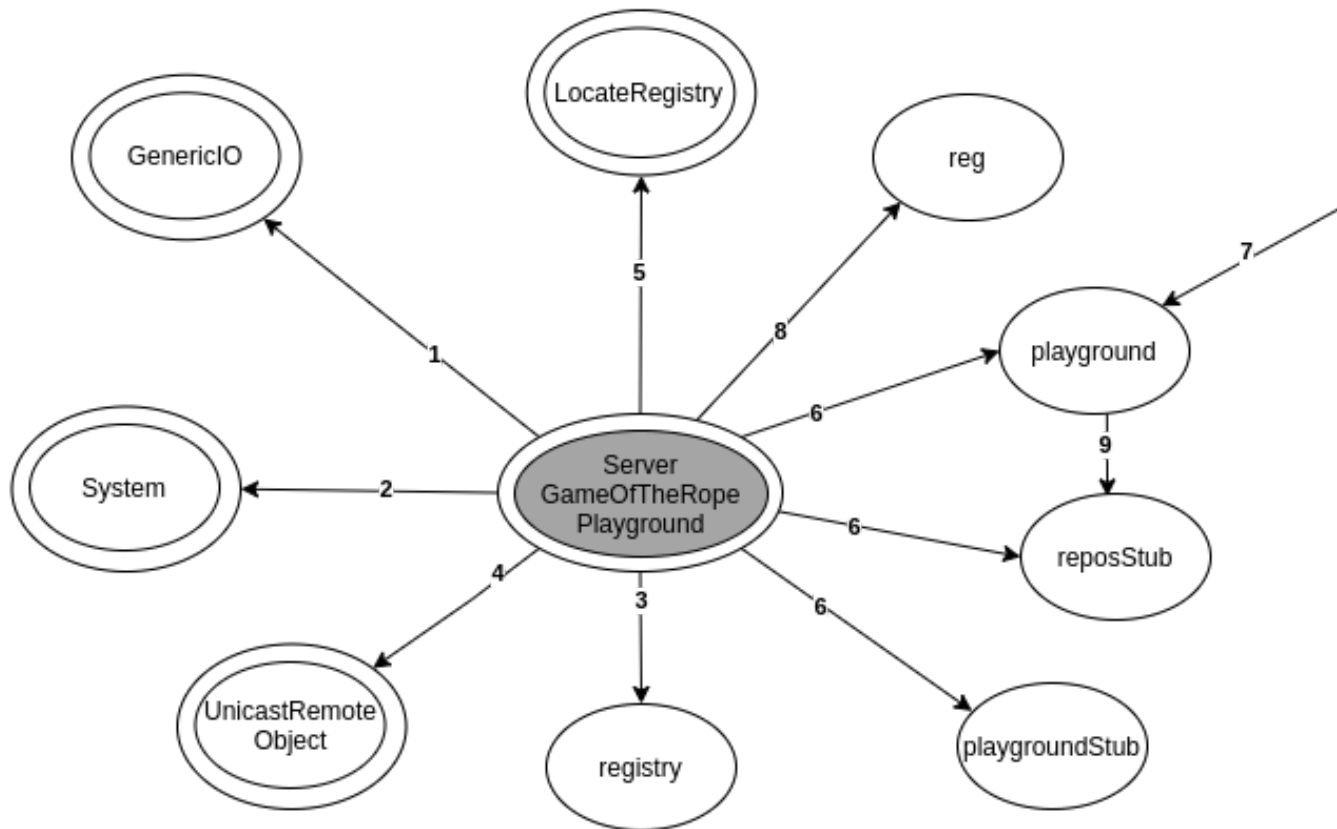
- 1 - writelnString
- 2 - getRegistry
- 3 - instatiate, lookup
- 4 - instatiate, shutdown
- 5 - instatiate, start, join
- 6 - refereeCallTrial, setHasTrialEnded, unblockContestantBench
- 7 - setMatchEnd, announceNewGame, declareGameWinner, declareMatchWinner
- 8 - callTrial, startTrial, assertTrialDecision

Server Register Remote Object



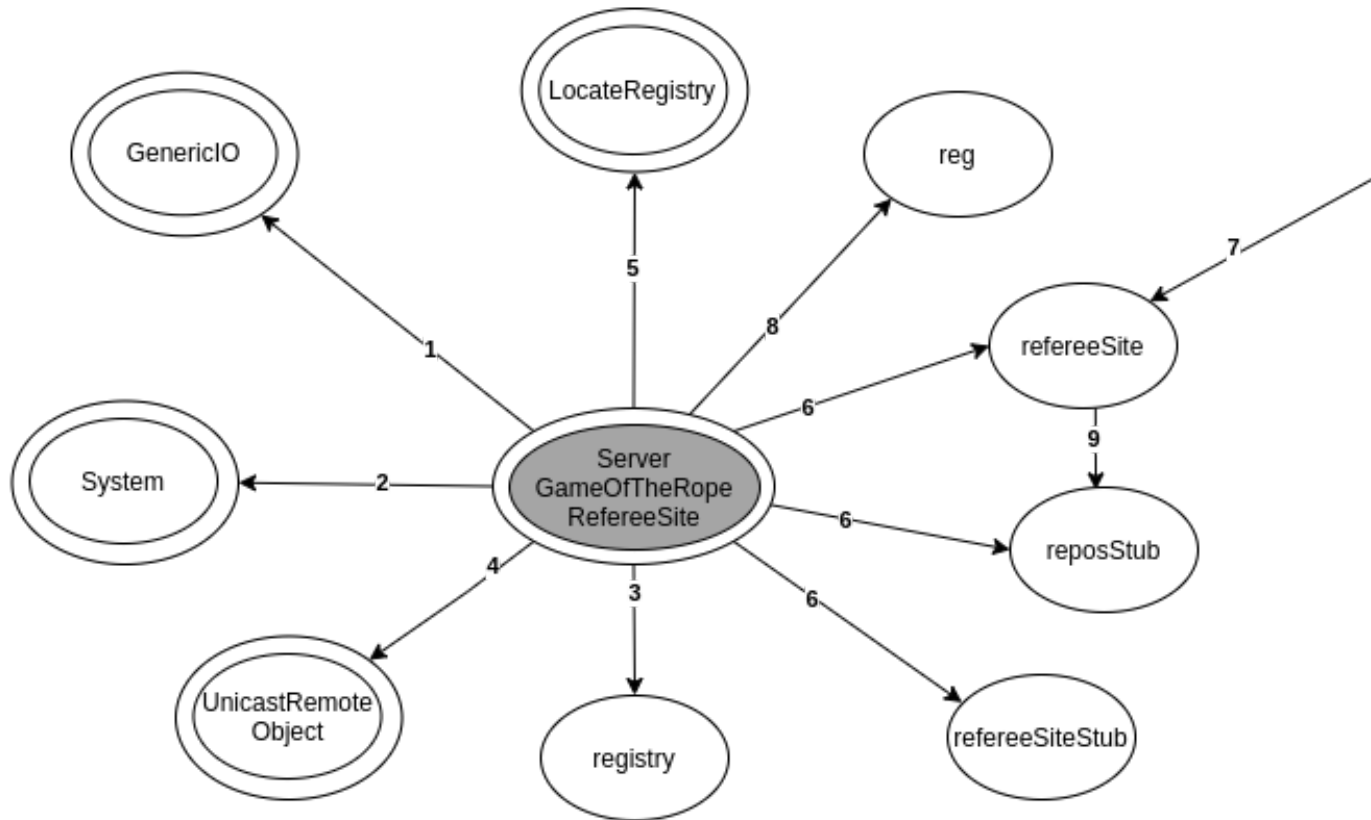
- 1 - `writeInString`
- 2 - `getSecurityManager, setSecurityManager`
- 3 - `instantiate, rebind`
- 4 - `exportObject`
- 5 - `getRegistry`
- 6 - `instantiate`
- 7 - `bind, unbind, rebind`

Server Game Of The Rope Playground



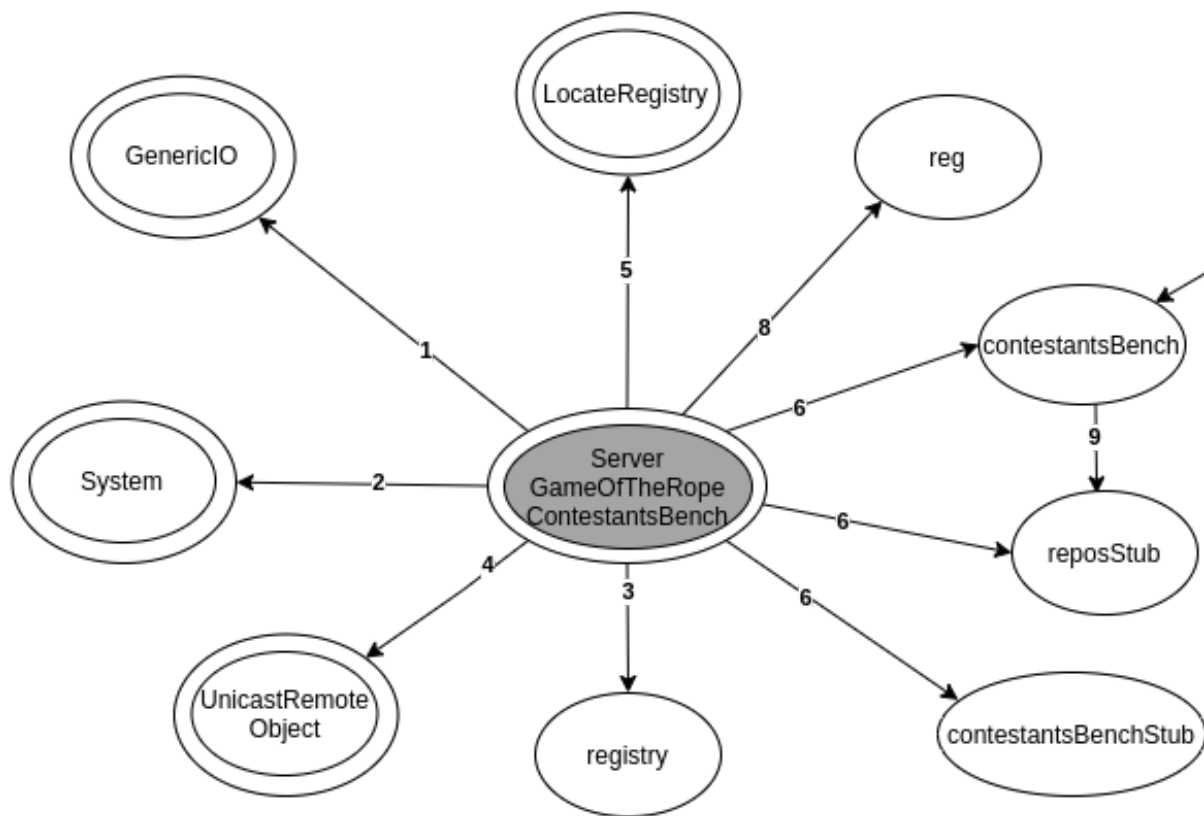
- 1 - writeInString
- 2 - getSecurityManager, setSecurityManager
- 3 - instantiate, lookup
- 4 - exportObject, unexportObject
- 5 - getRegistry
- 6 - instantiate
- 7 - callTrial, startTrial, assertTrialDecision, informReferee, getReady, amIDone, endOperation, shutdown
- 8 - instantiate, bind, unbind
- 9 - updateReferee, setTrial, reportStatus, setRopePosition, updateCoach, updateContestant

Server Game Of The Rope Referee Site



- 1 - `writeInString`
- 2 - `getSecurityManager, setSecurityManager`
- 3 - `instatiate, lookup`
- 4 - `exportObject, unexportObject`
- 5 - `getRegistry`
- 6 - `instatiate`
- 7 - `announceNewGame, declareGameWinner, declareMatchWinner, setMatchEnd, endOfMatch, endOperation, shutdown`
- 8 - `instatiate, bind, unbind`
- 9 - `setTrial, setGame, updateReferee, reportGameStart, reportStatus, declareGameWinner, reportGameStatus, setRopePosition, declareMatchWinner`

Server Game Of The Rope Contestants Bench



1 - writeInString

2 - getSecurityManager, setSecurityManager

3 - instantiate, lookup

4 - exportObject, unexportObject

5 - getRegistry

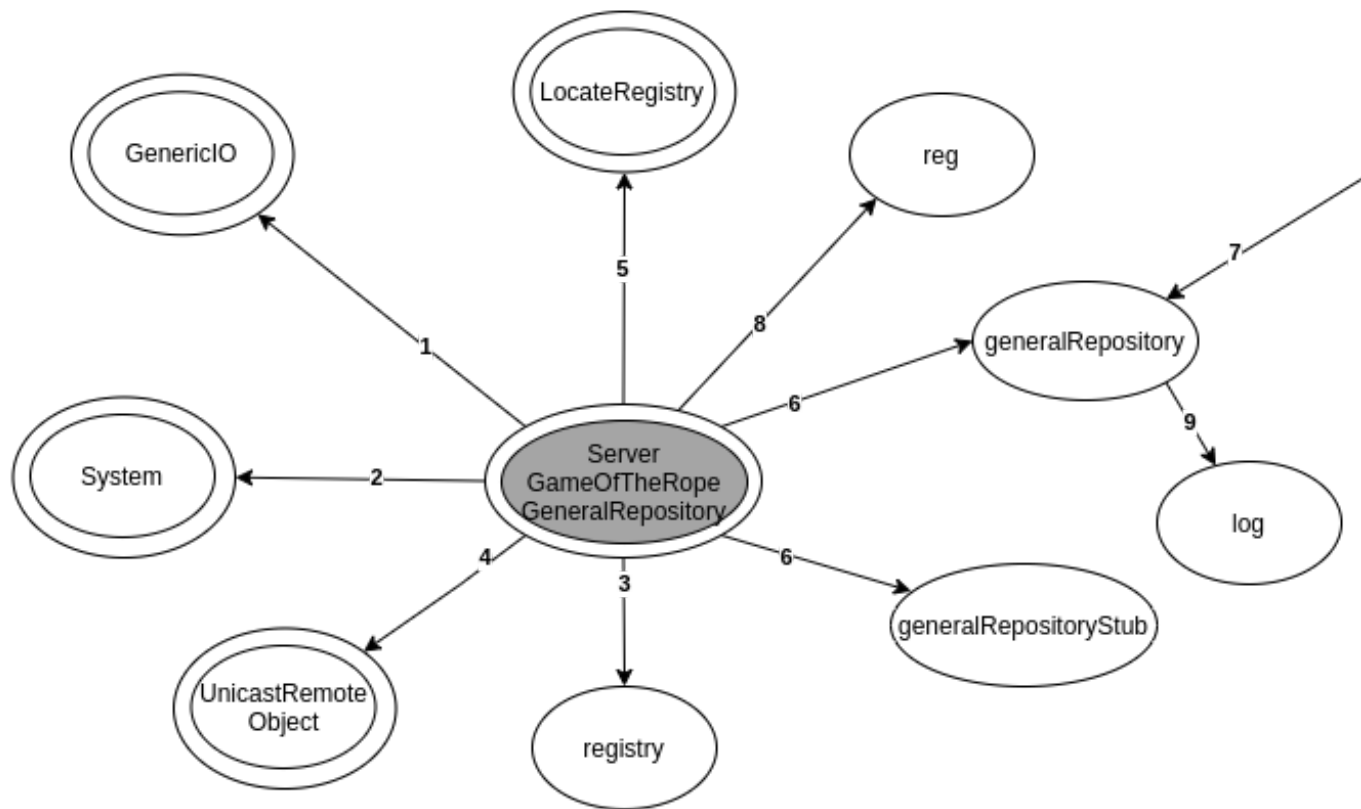
6 - instantiate

7 - unblockContestantBench, refereeCallTrial, setHasTrialEnded, callContestants, followCoachAdvice, seatDown, reviewNotes, endOperation, shutdown

8 - instantiate, bind, unbind

9 - updateCoach, reportStatus, updateContestant

Server Game Of The Rope General Repository



1 - writeInString

2 - getSecurityManager, setSecurityManager

3 - instantiate, lookup

4 - exportObject, unexportObject

5 - getRegistry

6 - instantiate

7 - initSimul, setGame, setTrial, setRopePosition, updateReferee, updateCoach, updateContestant, declareGameWinner, declareMatchWinner, reportStatus, reportGameStatus, reportGameStart, shutdown

8 - instantiate, bind, unbind

9 - instantiate, openForAppending, writeInString, close, openForWriting