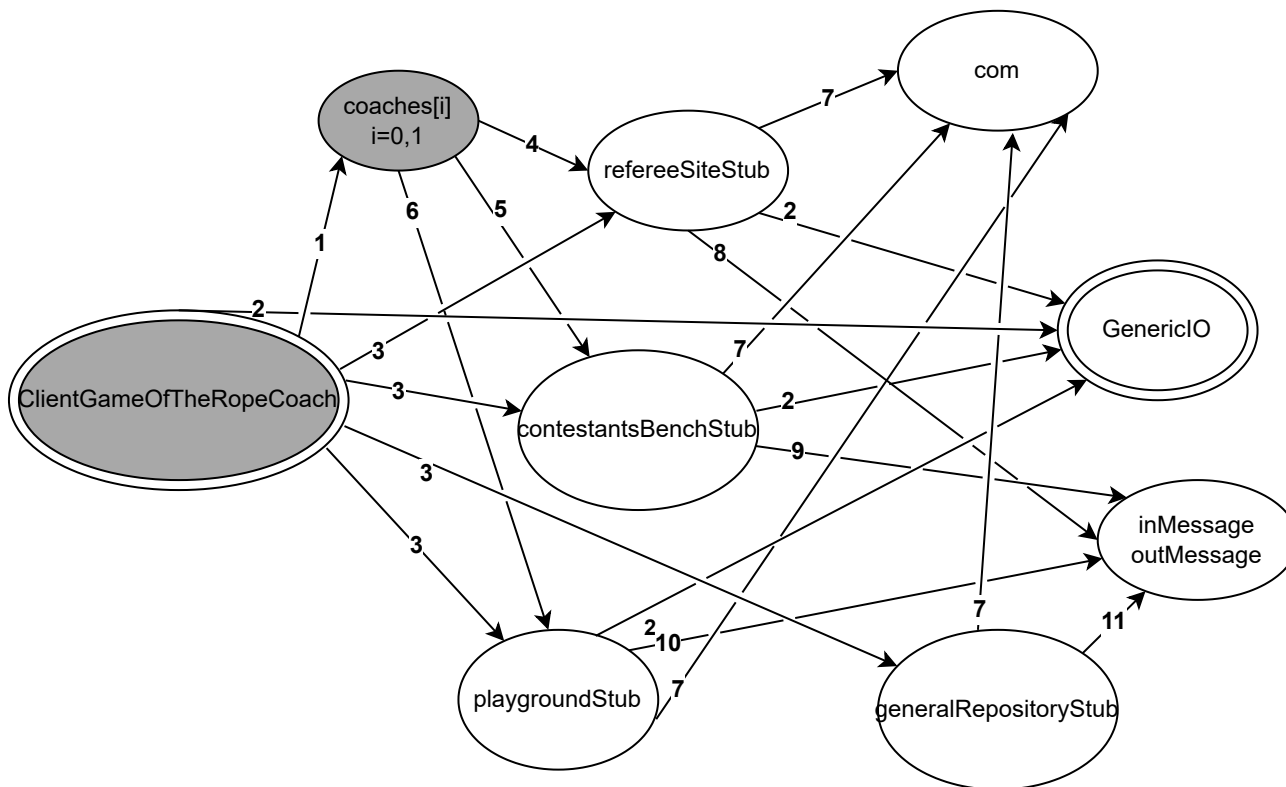
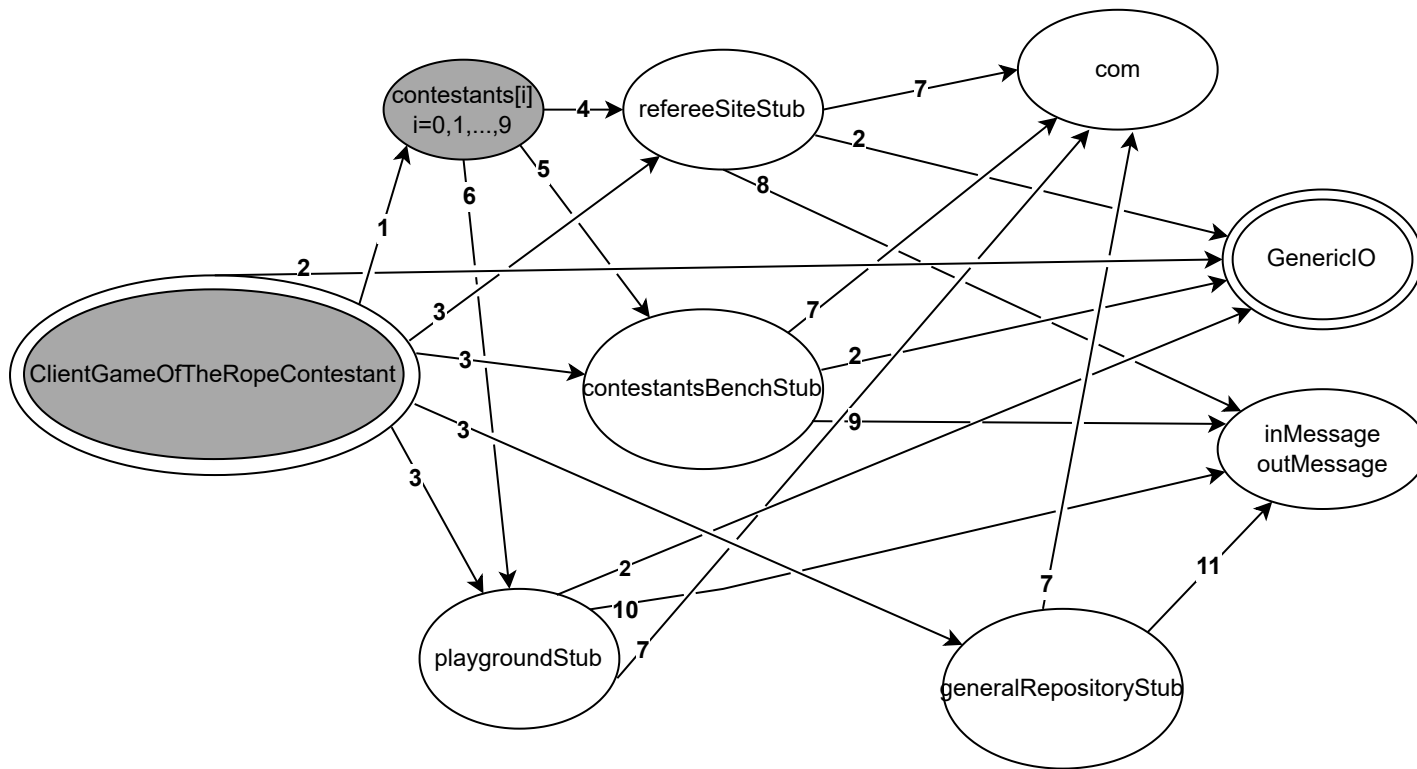


## Coach Client



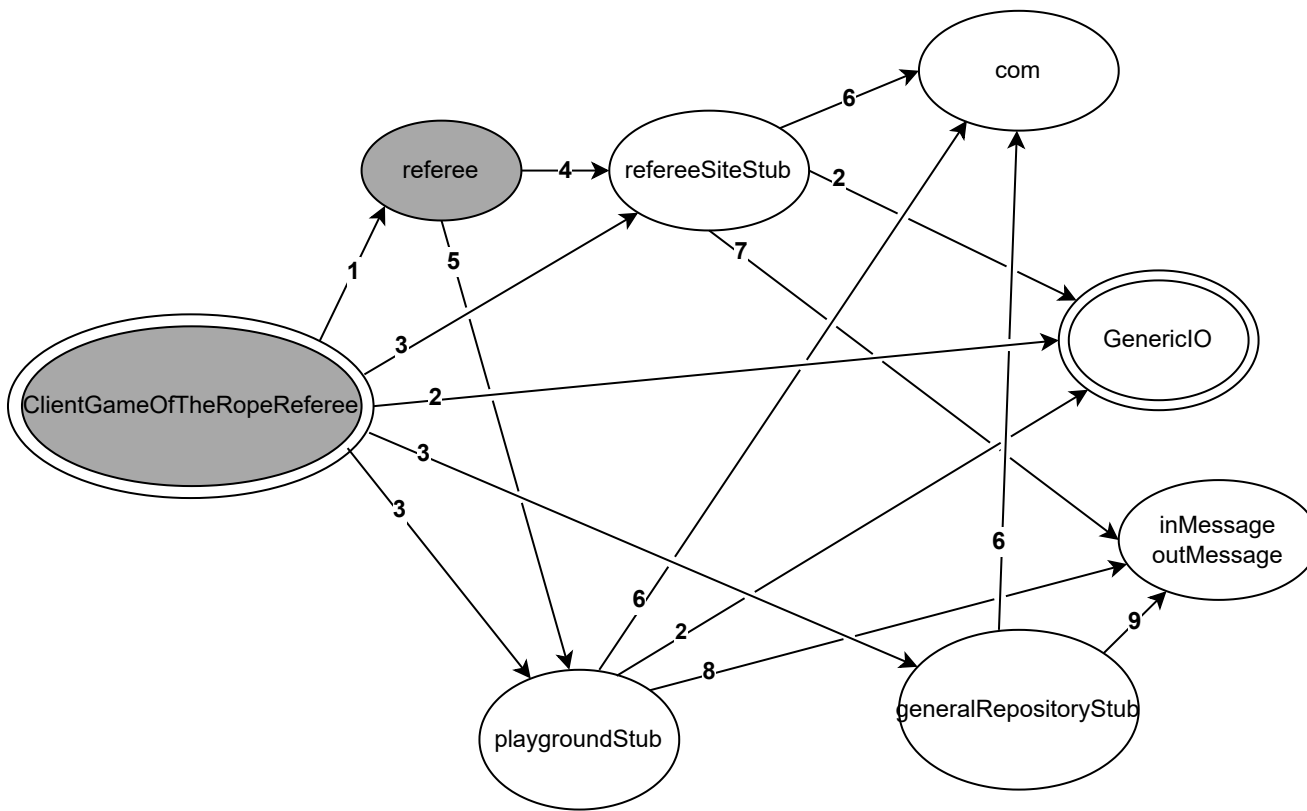
- 1 - instatiate, start, join
- 2 - writeInString
- 3 - instatiate, shutdown
- 4 - endOfMatch
- 5 - callContestants, reviewNotes
- 6 - informReferee
- 7 - instatiate, open, readObject, writeObject, close
- 8 - instatiate, getMsgType, toString, getEndOp
- 9 - instatiate, getMsgType, toString, getCoachState
- 10 - instatiate, getMsgType, toString, getCoachState
- 11 - instatiate, getMsgType, toString

## Contestant Client



- 1 - instatiate, start, join
- 2 - writeInString
- 3 - instatiate, shutdown
- 4 - endOfMatch
- 5 - seatDown, followCoahAdvice
- 6 - getReady, amIDone
- 7 - instatiate, open, readObject, writeObject, close
- 8 - instatiate, getMsgType, toString, getEndOp
- 9 - instatiate, getMsgType, toString, getContestantState, getContestantStrength, isPlaying
- 10 - instatiate, getMsgType, toString, getContestantState
- 11 - instatiate, getMsgType, toString

## Referee Client



1 - instantiate, start, join

2 - writeInString

3 - instantiate, shutdown

4 - announceNewGame, declareGameWinner, declareMatchWinner

5 - callTrial, startTrial, assertTrialDecision,

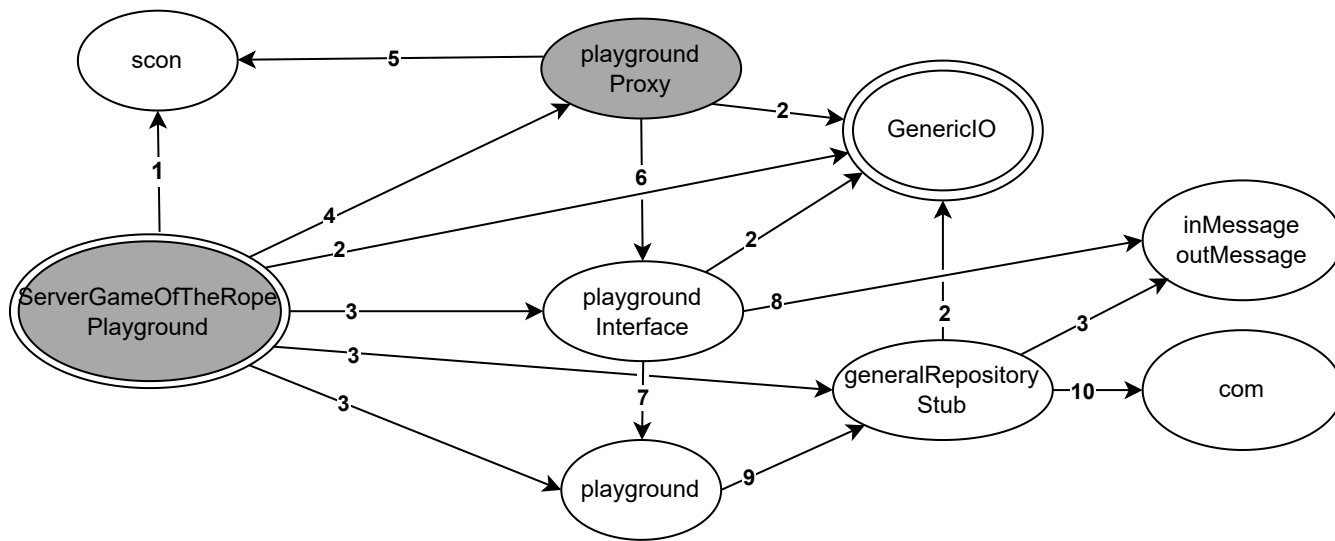
6 - instantiate, open, readObject, writeObject, close

7 - instantiate, getMsgType, toString, getRefereeState, getGame, getTrial

8 - instantiate, getMsgType, toString, getRefereeState, getGameResult, getEndOp, getWinningCause, isEndOfMatch

9 - instantiate, getMsgType, toString

## PlayGround Server



1 - instatiate, start, accept, end

2 - writeInString

3 - instatiate

4 - instatiate, start

5 - readObject, writeObject, close

6 - processAndReply

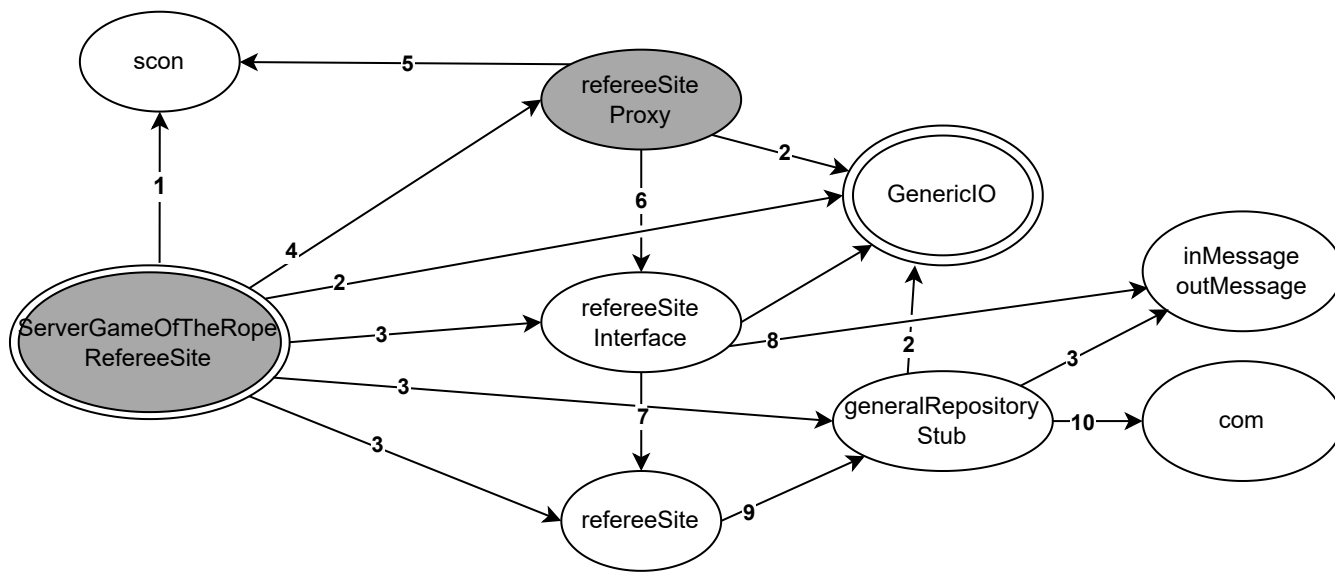
7 - callTrial, startTrial, assertTrialDecision, informReferee, getReady, amIDone, endOperation, shutdown

8 - instatiate, getMsgType, toString, getRefereeState, getCoachId, getCoachState, getContestantId, getContestantState, getContestantTeam, getEntity, getEndOp, getStrategy, getContestantStrength, isPlaying,

9 - updateReferee, setTrial, reportStatus, setRopePosition, updateCoach, updateContestant

10 - instatiate, open, close, writeObject, readObject

## Referee Site Server



1 - instatiate, start, accept, end

2 - writeInString

3 - instatiate

4 - instatiate, start

5 - readObject, writeObject, close

6 - processAndReply

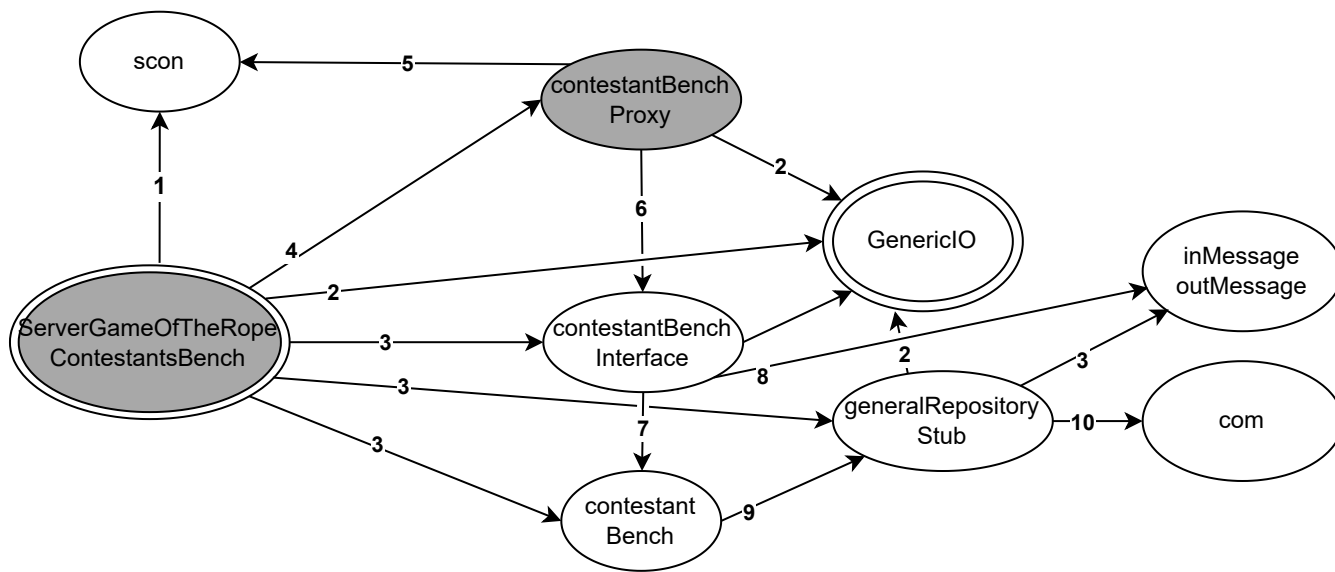
7 - announceNewGame, declareGameWinner, declareMatchWinner, setMatchEnd, endOfMatch, endOperation, shutdown

8 - instatiate, getMsgType, getRefereeState, getGame, getTrial, getGameResult, getWinningCause, getFinalResult

9 - setTrial, setGame, updateReferee, reportGameStart, reportStatus, declareGameWinner, reportGameStatus, setRopePosition, declareMatchWinner,

10 - instatiate, open, close, writeObject, readObject

## Contestants Bench Server



1 - instatiate, start, accept, end

2 - writeInString

3 - instatiate

4 - instatiate, start

5 - readObject, writeObject, close

6 - processAndReply

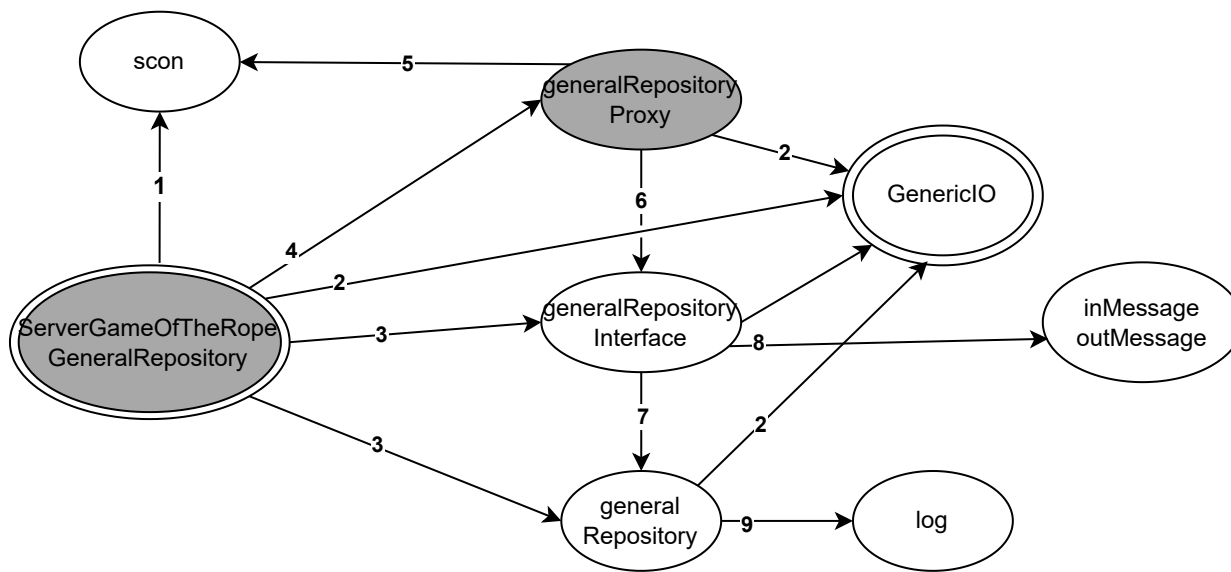
7 - unblockContestantBench, refereeCallTrial, setHasTrialEnded, callContestants, followCoachAdvice, seatDown, reviewNotes, endOperation, shutdown

8 - instatiate, getMsgType, toString, getRefereeState, getCoachId, getCoachState, getContestantId, getContestantState, getContestantTeam, getEntity, getEndOp, getStrategy, getContestantStrength, isPlaying,

9 - updateCoach, reportStatus, updateContestant

10 - instatiate, open, close, writeObject, readObject

## General Repository Server



1 - instantiate, start, accept, end

2 - writeInString

3 - instantiate

4 - instantiate, start

5 - readObject, writeObject, close

6 - processAndReply

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

8 - instantiate, getMsgType, getLogFName, getCoachId, getContestantId, getGame, getTrial, getRopePosition, getRefereeState, getCoachState, getCoachId, getContestantId, getContestantStrength, getContestantState, getContestantTeam, getWinningTeam, getWinningCause, getEndMatchMsg, isPrintHeader

9 - instantiate, openForWriting, openForAppending, close, writeInString