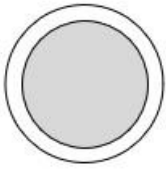
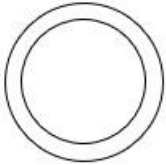


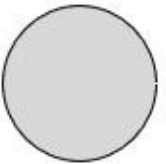
Pictographs used in the interaction diagrams



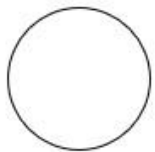
Non-instantiated data type active entity.



Non-instantiated data type passive entity.

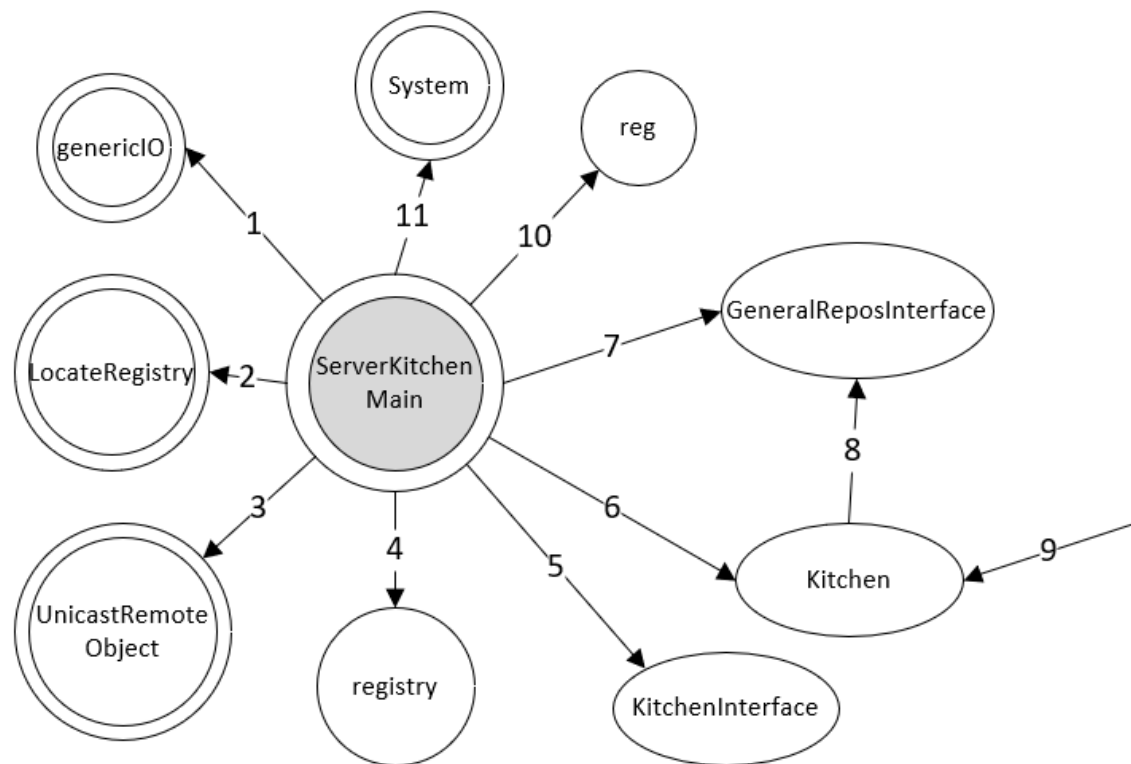


Instantiated data type active entity



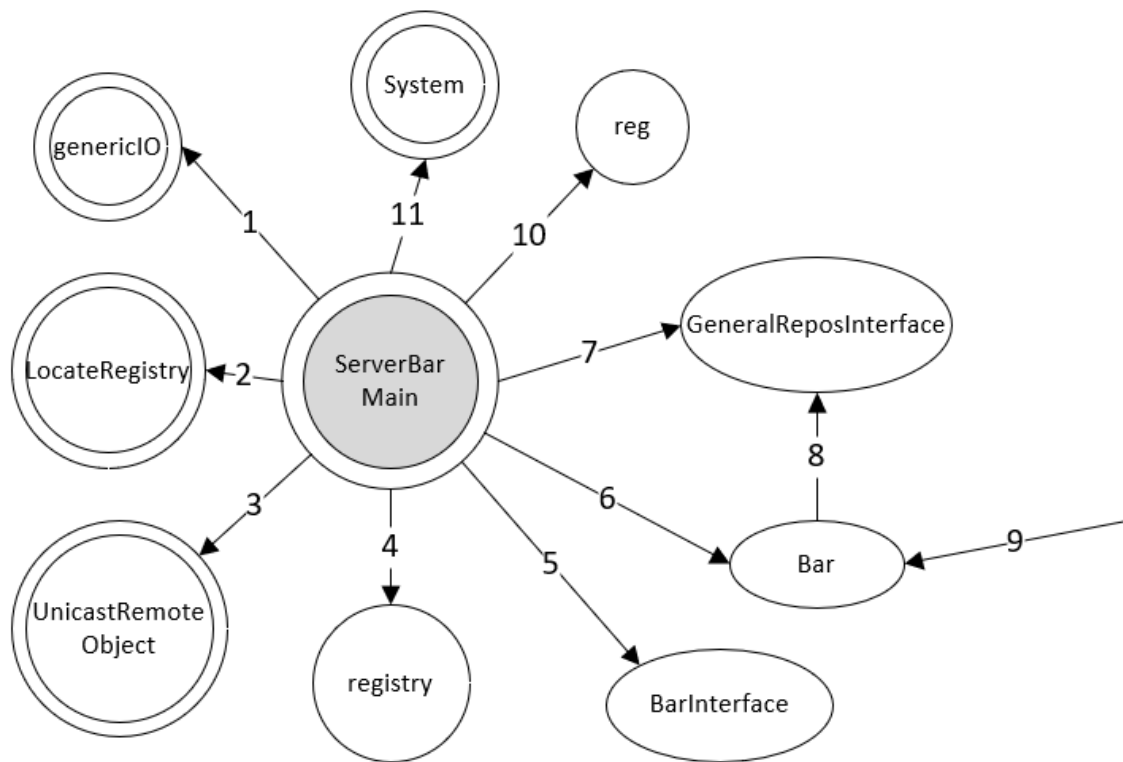
Instantiated data type passive entity.

Server Kitchen



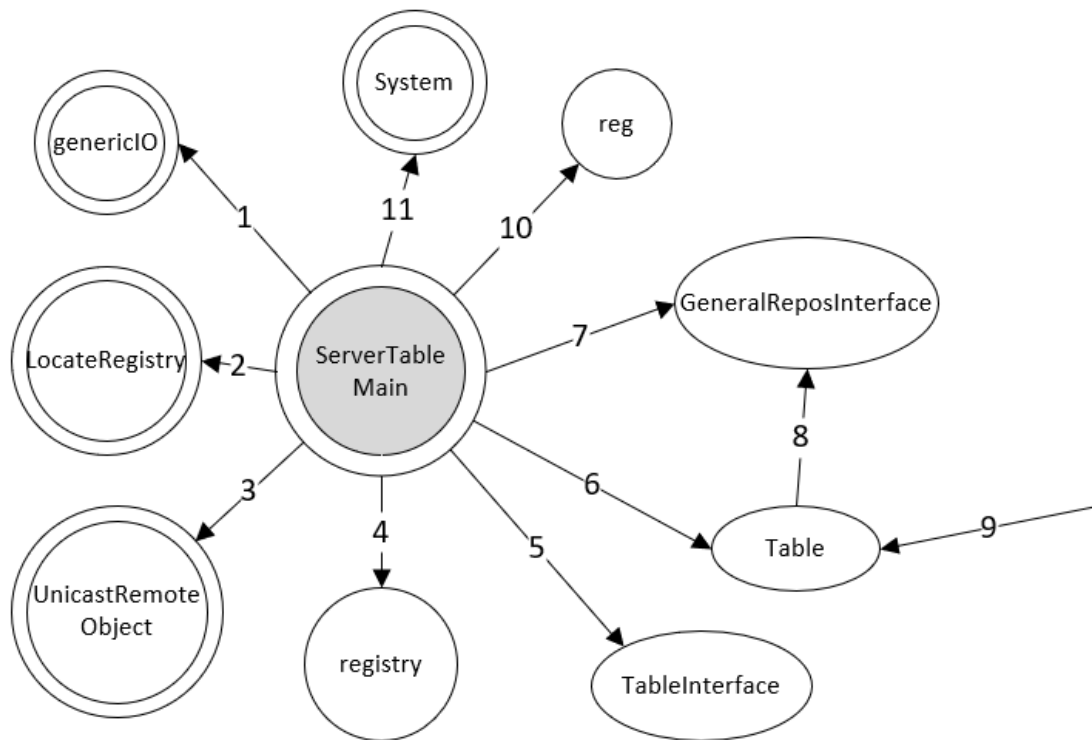
- 1 – writelnString
- 2 – getRegistry
- 3 – exportObject
- 4 – lookup
- 5 – Instantiate
- 6 – Instantiate
- 7 – Instantiate
- 8 – setWaiterState, setChefState
- 9 – watchTheNews, startPreparations, continuePreparation, proceedToPresentation, deliverPortion, haveNextPortionReady, alertWaiter, cleanUp, orderBeenCompleted, allPortionsDelived, handTheNoteToTheChef, collectPortion, endOperation, shutdown
- 10 – Instantiate, bind, unbind
- 11 – getSecurityManager, setSecurityManager, exit

Server Bar



- 1 – writeLnString
- 2 – getRegistry
- 3 – exportObject
- 4 – lookup
- 5 – Instantiate
- 6 – Instantiate
- 7 – Instantiate
- 8 – setWaiterState, setStudentState
- 9 – alertWaiter, enter, callTheWaiter, signalWaiter, shouldHaveArrivedEarlier, goHome, lookAround, returnToTheBarAfterSalute, returnToTheBarAfterTakingTheOrder, returnToTheBarAfterPortionsDelivered, prepareBill, receivedPayment, returnToTheBar, sayGoodbye, endOperation, shutdown
- 10 – bind, unbind
- 11 – getSecurityManager, setSecurityManager, exit

Server Table



1 – writeLnString

2 – getRegistry

3 – exportObject

4 – lookup

5 – Instanciate

6 – Instanciate

7 – Instanciate

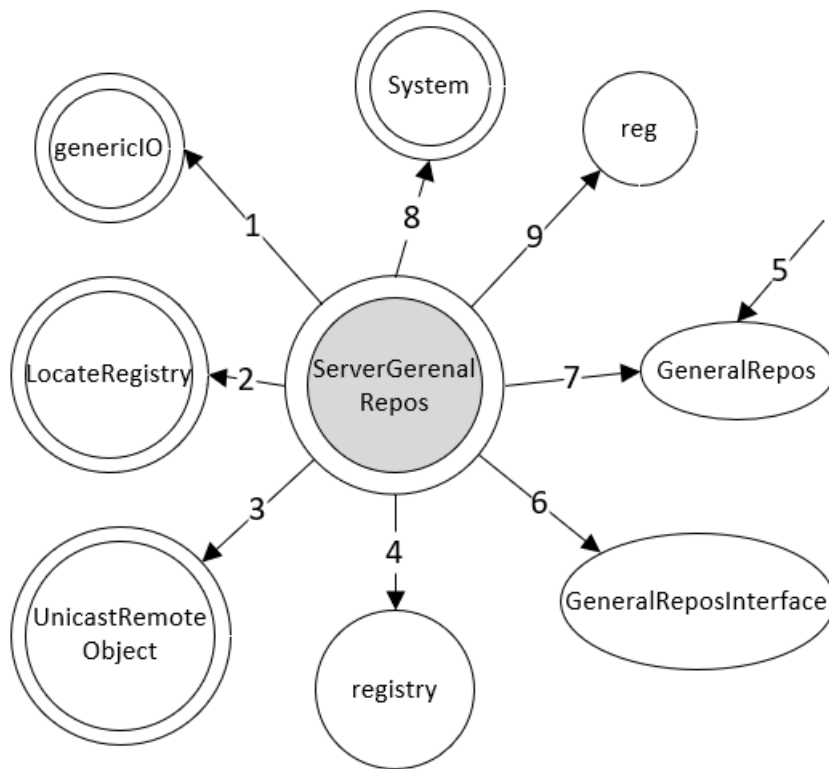
8 – setWaiterState, setPortionsDelivered, setStudentState, setStudentSeat, setCoursesDelivered

9 – takeASeat, organizeOrder, selectingCourse, informCompanions, describeOrder, enjoyMeal, waitForEveryoneToFinish, honorTheBill, lastToEat, firstToEnter, lastToEnterRestaurant, saluteTheClient, getThePad, deliverPortion, presentBill, haveAllPortionsBeenServed, endOperation, shutdown

10 – bind

11 – getSecurityManager, setSecurityManager, exit

Server GeneralRepos



1 – writelnString

2 – getRegistry

3 – exportObject

4 – lookup

5 – initSimul, shutdown setWaiterState, setStudentState, setChefState, setPortionsDelivered, setStudentSeat, setCoursesDelivered

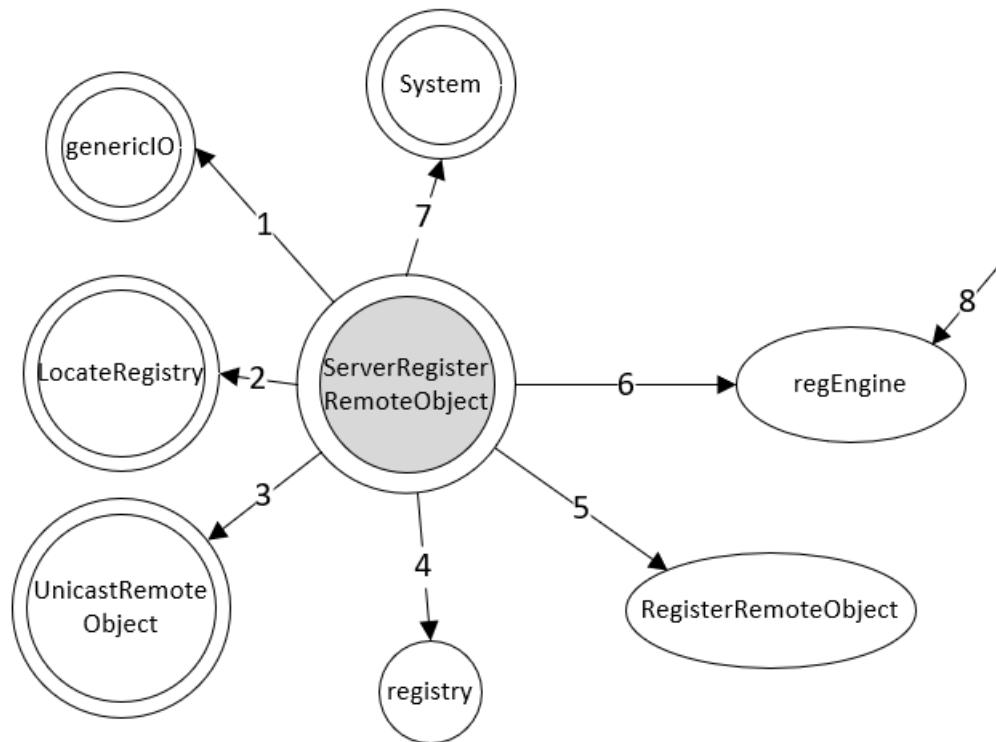
6 – Instantiate

7 – Instantiate

8 – exit

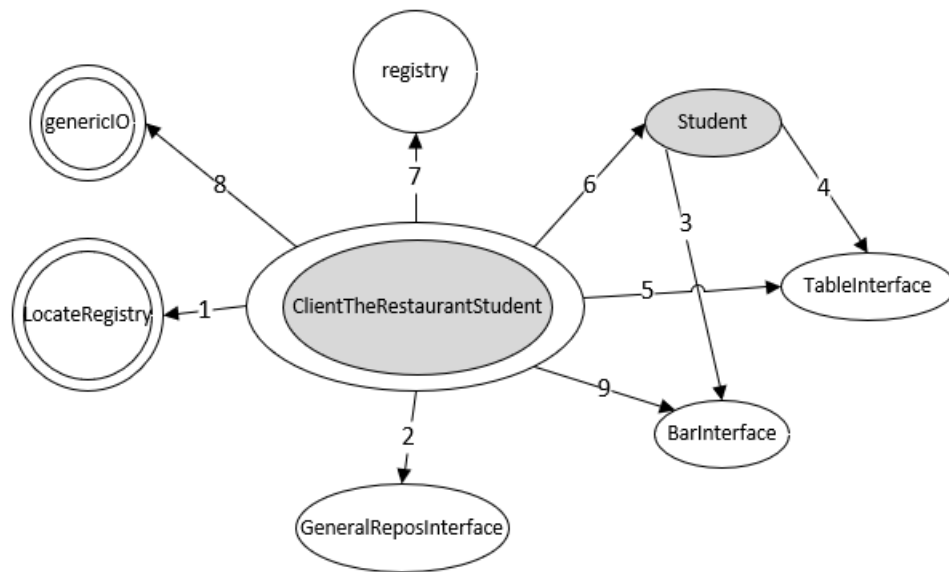
9 – bind, unbind

Server RegisterRemoteObject



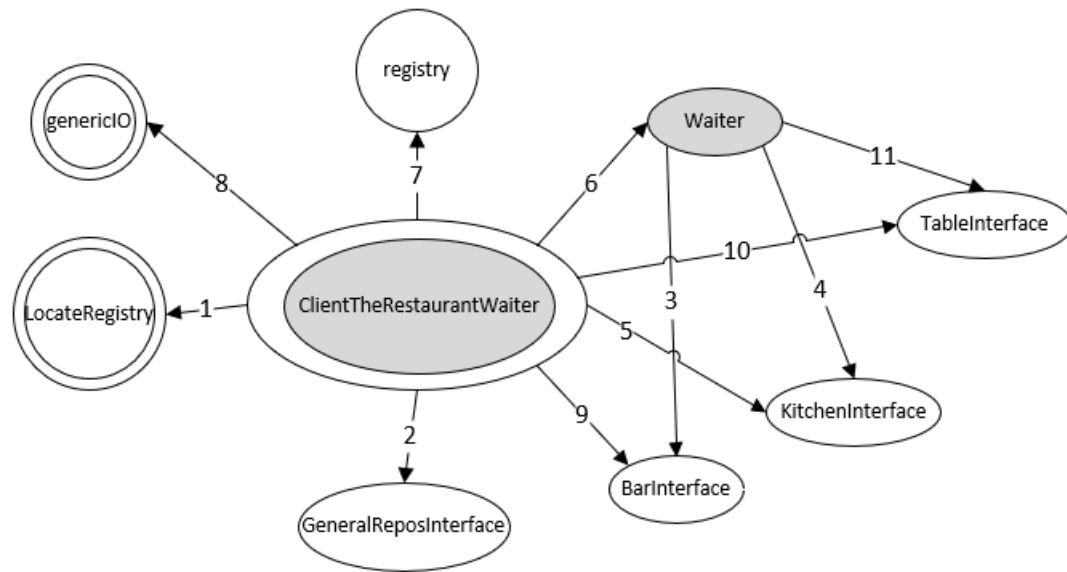
- 1 – `writelnString`
- 2 – `getRegistry`
- 3 – `exportObject`
- 4 – `rebind`
- 5 – `Instantiate`
- 6 – `Instantiate`
- 7 – `getSecurityManager`, `setSecurityManager`, `exit`
- 8 – `bind`, `unbind`, `rebind`

Client the Restaurant Student



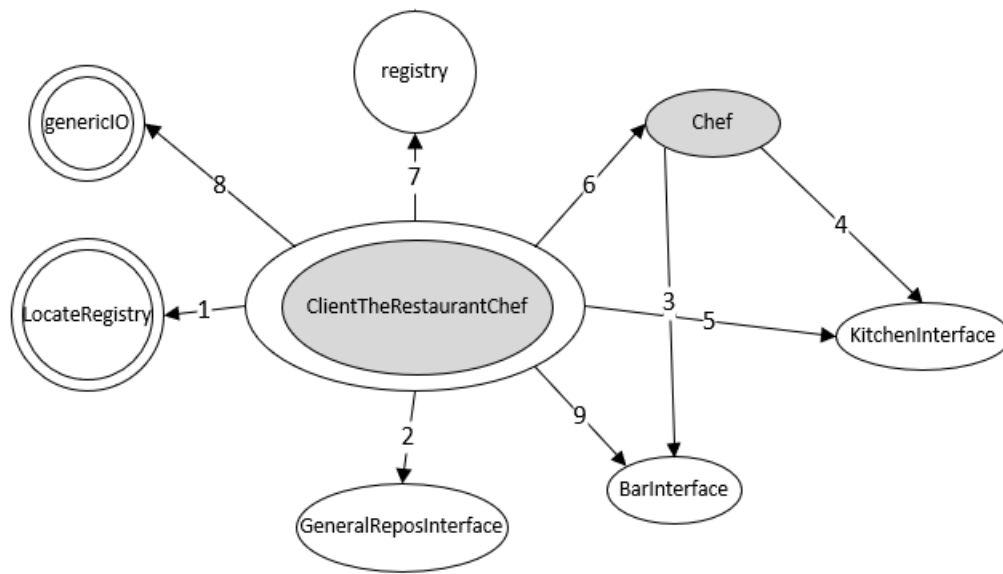
- 1 – getRegistry
- 2 – initSimul, shutdown
- 3 – enter, callTheWaiter, signalWaiter, shouldHaveArrivedEarlier, goHome
- 4 – takeASeat, selectingCourse, informCompanions, organizeOrder, describeOrder, chat, enjoyMeal, waitForEveryoneToFinish, honorTheBill, lastToEat, firstToEnter, lastToEnterRestaurant
- 5 – shutdown
- 6 – Instantiate, start, join
- 7 – lookup
- 8 – writeInString
- 9 – shutdown

Client the Restaurant Waiter



- 1 – getRegistry
- 2 – initSimul, shutdown
- 3 – lookAround, returnToTheBarAfterSalute, returnToTheBarAfterTakingTheOrder, returnToTheBarAfterPortionsDelivered, prepareBill, receivedPayment, returnToTheBar, sayGoodbye
- 4 – handTheNoteToTheChef, collectPortion
- 5 – shutdown
- 6 – Instantiate, start, isAlive, join
- 7 – lookup
- 8 – writeInString
- 9 – endOperation, shutdown
- 10 – shutdown
- 11 – saluteTheClient, haveAllPortionsBeenServed, getThePad, deliverPortion, presentBill

Client the Restaurant Chef



- 1 – getRegistry
- 2 – initSimul, shutdown
- 3 – alertWaiter
- 4 – watchTheNews, startPreparations, continuePreparation, proceedToPresentation, deliverPortion, allPortionsDelived, haveNextPortionReady, alertWaiter, orderBeenCompleted, cleanUp
- 5 – shutdown
- 6 – Instanciate, start, join
- 7 – lookup
- 8 – writelnString
- 9 – shutdown