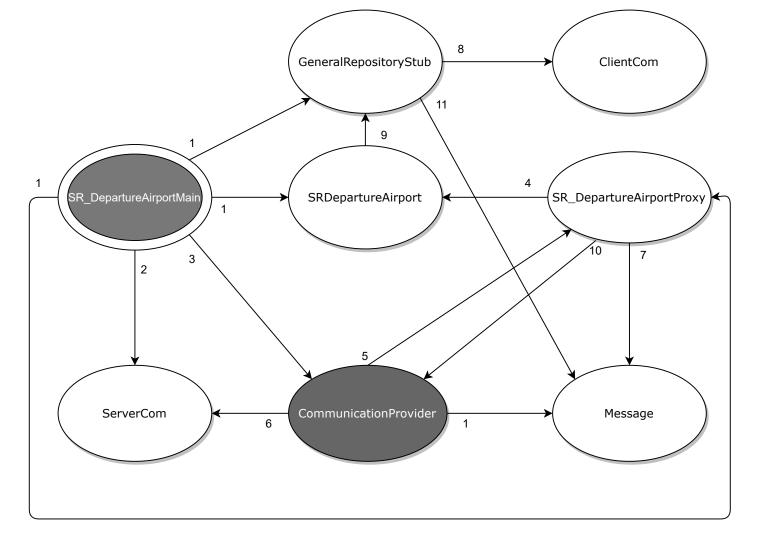
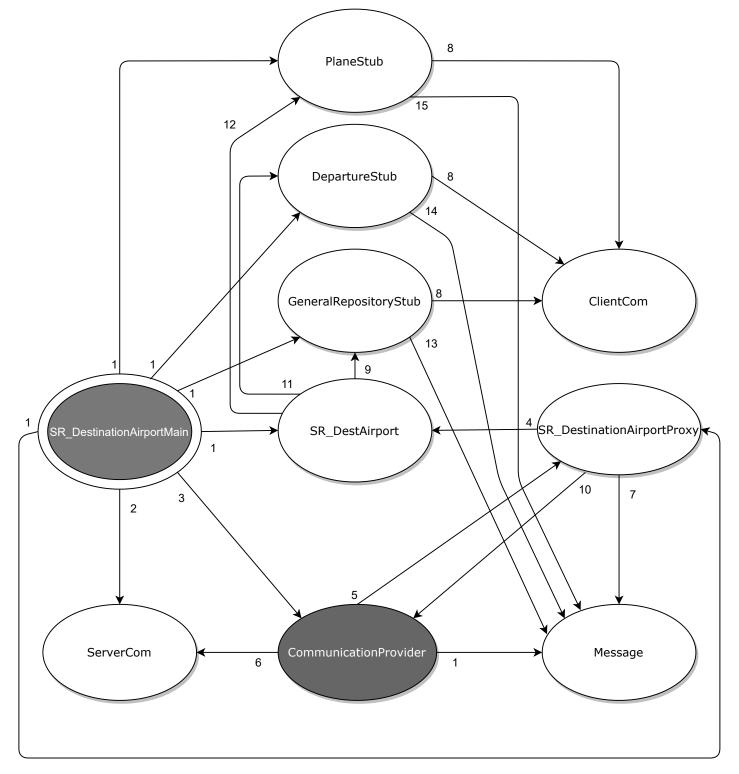


- 1 inst, init
- 2 inst, start, accept
- 3 inst, start
- 4 inst
- 5-update Pilot State, update Hostess State, update Passenger State, add In Q, remove In Q, add To Flight, remove From Flight, Inc Total Pass Trasported, finish
- 6 proccesPacket
- 7 readObject, writeObject, close
- 8 getType, getBool1, getInt1, getInt2, getIntArray1, getBool2, setType, setBool1
- 9 inst

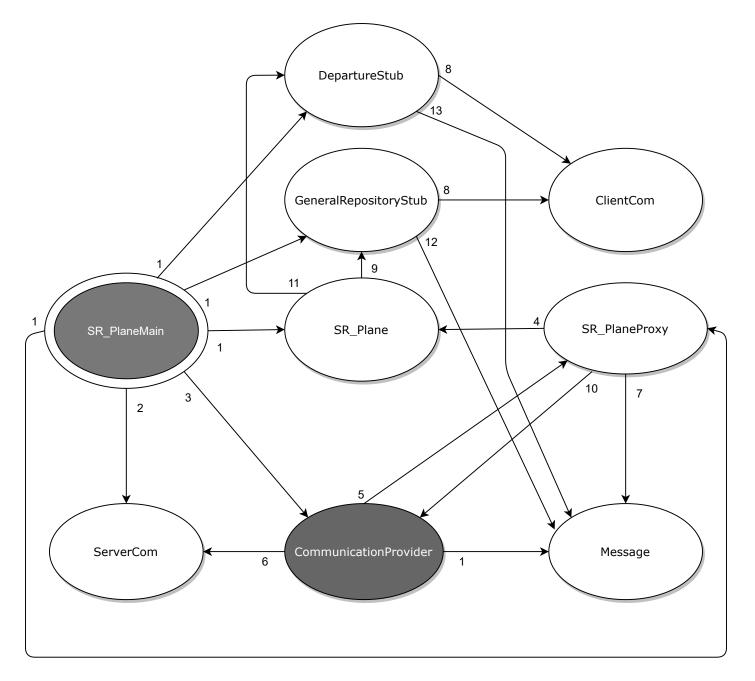


- 1 inst
- 2 inst, start, accept
- 3 inst, start
- 4 informPlaneReadyForBoarding, waitForAllInBoard, prepareForPassBoarding, checkDocuments, waitForNextPassenger, informPlaneReadyToTakeOff, waitForNextFlight, travelToAirport, waitInQueue, showDocuments, parkAtTransferGate, boardThePlane, getFlight, getInFlight, setInFlight, isCanTakeOff
- 5 proccesPacket
- 6 readObject, writeObject, close
- 7 getType, setBool1, getInt1, getId, setType, getState, setState
- 8 open, readObject, writeObject, close
- 9- add To Flight, removeln Q, update File Log, add In Q, update Passenger State, update Hostess State, update Pilot State
- 10 setEntityState, getEntityState
- 11 inst, setType, setId, setState, getState, getInt1, setBool2, setIntArray1, setInt2, setInt1, setBool1

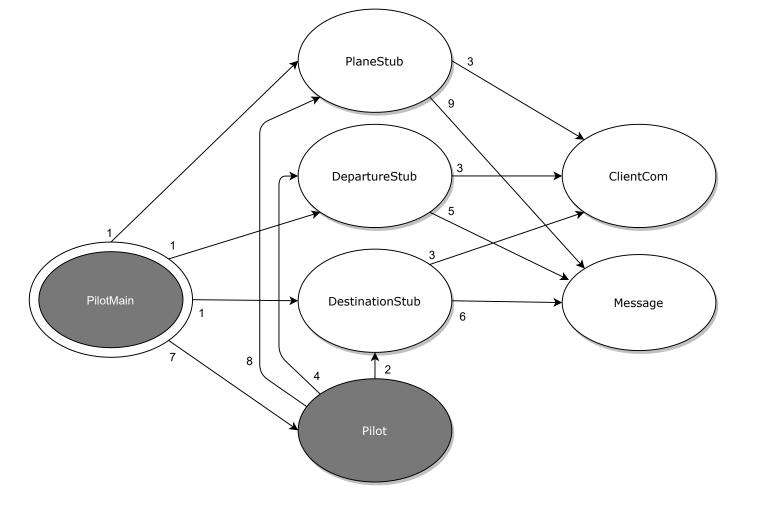


- 1 inst
- 2 inst, start, accept
- 3 inst, start
- 4 leaveThePlane, getPTAL
- 5 proccesPacket
- 6 readObject, writeObject, close
- 7 getType,getId,getState, setState, setType
- 8 open, readObject, writeObject, close
- 9 removeFromFlight, IncTotalPassTrasported, updatePassengerState
- 10 setEntityState, getEntityState
- 11 getFlight, getInFlight, setInFlight
- 12 setPlaneEmpty

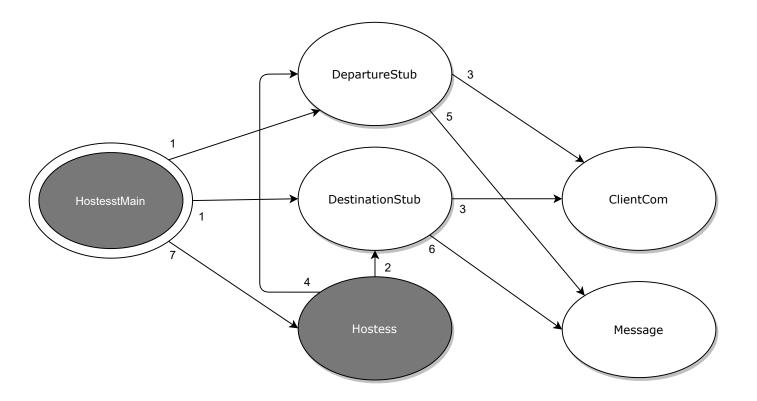
- 13 inst, setType, setId, setState, getState, getInt1, setBool2, setIntArray1, setInt2, setInt1, setBool1
- 14 inst, setType, setId, getId, setState, getState, setInt1, getInt1, getBool1
- ${\it 15-inst}, \, {\it setType}, \, {\it setId}, \, {\it setState}, \, {\it getState}, \, {\it setBool1}$



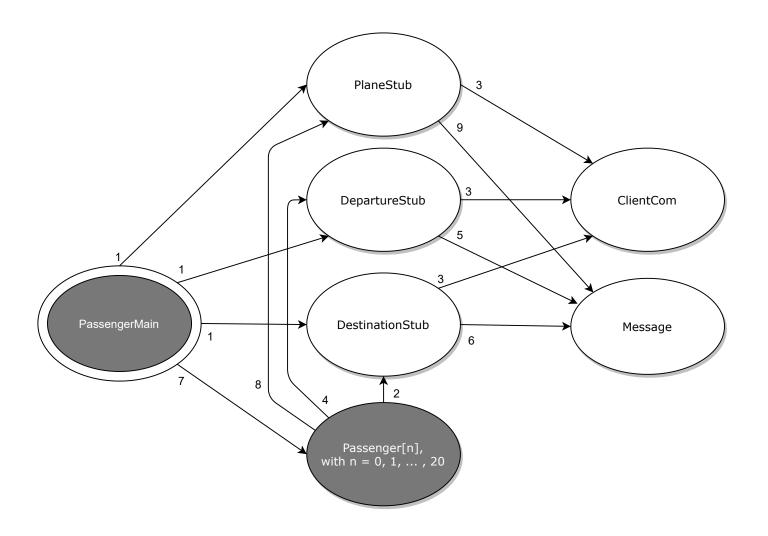
- 1 inst
- 2 inst, start, accept
- 3 inst, start
- 4-fly To Destination Point, announce Arrival, fly To Departure Point, wait For End Of Flight, set Plane Empty
- 5 proccesPacket
- 6 readObject, writeObject, close
- ${\it 7-getType,getId,getState,\,setState,\,setType,\,getBool 1}$
- 8 open, readObject, writeObject, close
- 9 updatePassengerState, updatePilotState
- 10 setEntityState, getEntityState
- 11 getInFlight
- 12 inst, setType, setId, setState, getState, getInt1, setBool2, setIntArray1, setInt2, setInt1, setBool1
- 13 inst, setType, setId, getId, setState, getState, setInt1, getInt1, getBool1



- 1 inst, closeStub
- 2 getPTAL
- 3 open, readObject, writeObject, close
- 4 parkAtTransferGate, waitForAllInBoard, informPlaneReadyForBoarding
- 5 inst, setType, setId, getId, setState, getState, setInt1, getInt1, getBool1
- 6 inst, setType, setId, setState, getState, getInt1
- 7 inst, start, join
- ${\bf 8-fly To Destination Point,\, announce Arrival,\, fly To Departure Point}\\$
- 9 inst, setType, setId, setState, getState, setBool1



- 1 inst, closeStub
- 2 getPTAL
- 3 open, readObject, writeObject, close
- $\label{thm:prepareForPassBoarding} 4-prepareForPassBoarding, checkDocuments, waitForNextPassenger, informPlaneReadyToTakeOff, waitForNextFlight, isCanTakeOff$
- 5 inst, setType, setId, getId, setState, getState, setInt1, getInt1, getBool1
- 6 inst, setType, setId, setState, getState, getInt1
- 7 inst, start, join



- 1 inst, closeStub
- 2 leaveThePlane
- 3 open, readObject, writeObject, close
- ${\it 4-travel To Airport, wait In Queue, show Documents, board The Plane}\\$
- 5 inst, setType, setId, getId, setState, getState, setInt1, getInt1, getBool1
- 6 inst, setType, setId, setState, getState, getInt1
- 7 inst, start, join
- 8 waitForEndOfFlight
- 9 inst, setType, setId, setState, getState, setBool1