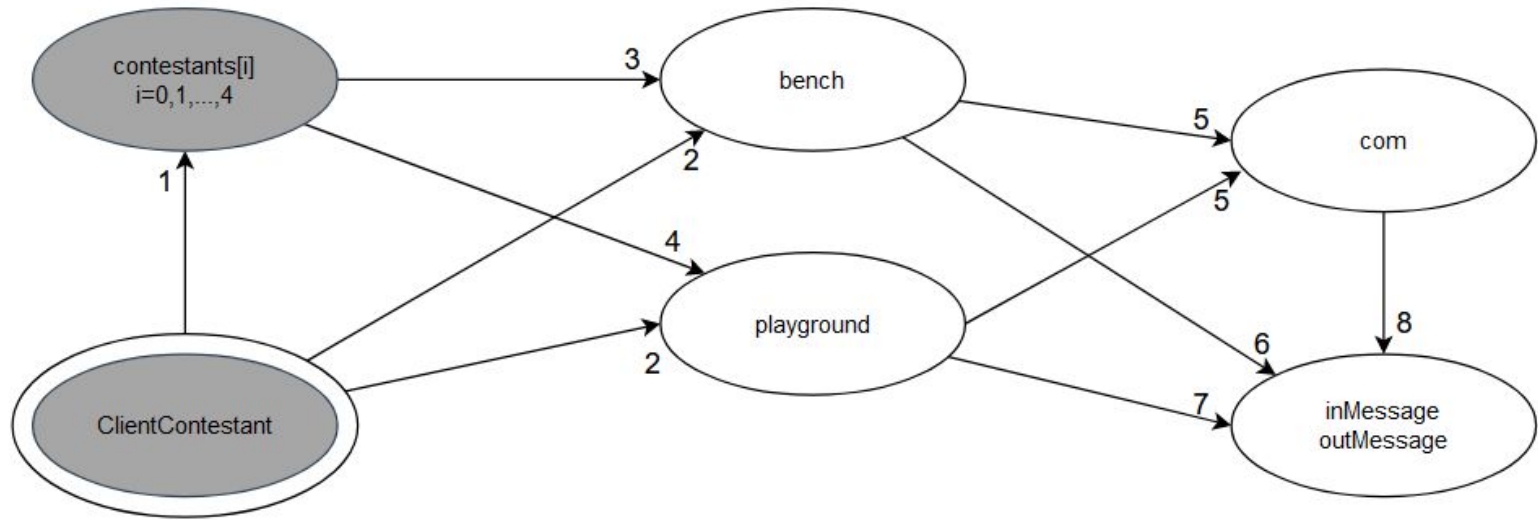


- 1- instantiate, start, join
- 2- instantiate
- 3- reviewNotes, callContestants
- 4- waitForContestants, watchTrial,
- 5- waitForRefereeCommand, informReferee
- 6- instantiate, open, close, writeObject, readObject
- 7- getMsgType, toString, getCoachId, getCoachState
- 8- getMsgType, toString, getCoachId, getCoachState
- 9- getMsgType, toString, getCoachId, getCoachState, coachTerminate
- 10- instantiate



1- instantiate, start, join

2- instantiate

3- sitDown

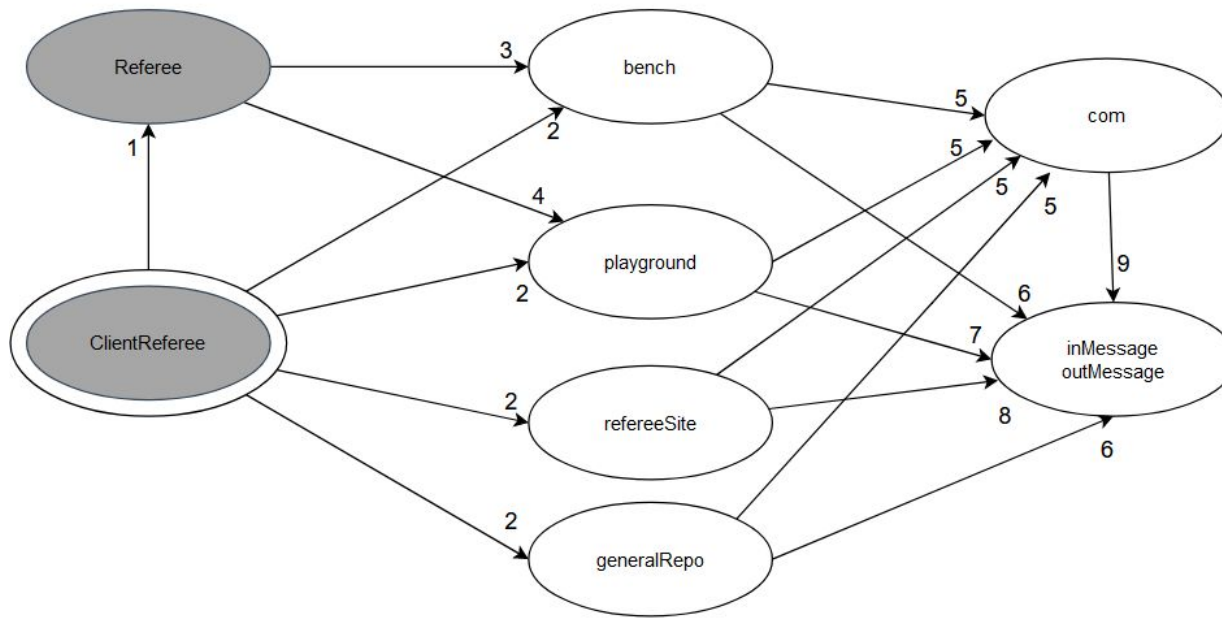
4- getReady, pullTheRope, amDone

5- instantiate, open, close, writeObject, readObject

6- getMsgType, toString, getContestantId, getCoachId, getContestantState, getContestantStrength

7- getMsgType, toString, getContestantId, getCoachId, getContestantState, getContestantStrength

8- instantiate



1- instantiate, start, join

2- instantiate, shutdown

3- startTrial, assertTrialDecision, declareGameWinner, declareMatchWinner

4- startGame, callTrial

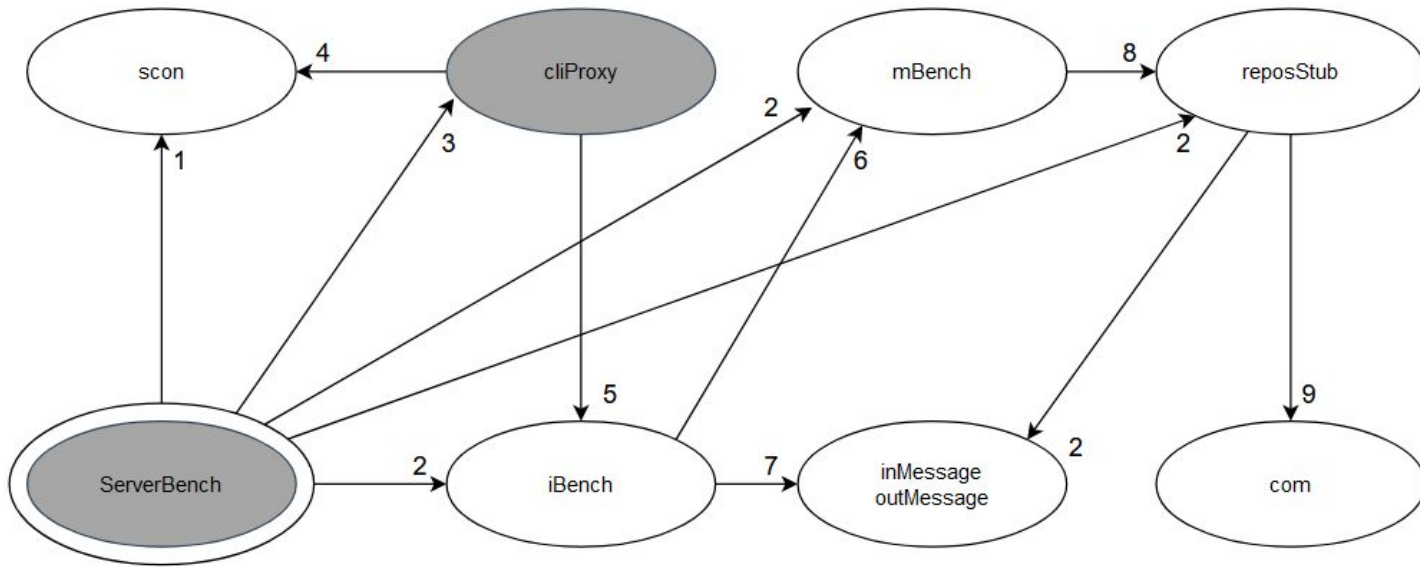
5- instantiate, open, close, writeObject, readObject

6- getMsgType, toString

7- getMsgType, toString, getRefereeld, getRefereeState, assertTrialDecion, gameDone

8- getMsgType, toString, getRefereeld, getRefereeState

9- instantiate



1- instantiate, start, end, accept

2- instantiate

3- instantiate, start

4- readObject, writeObject, close

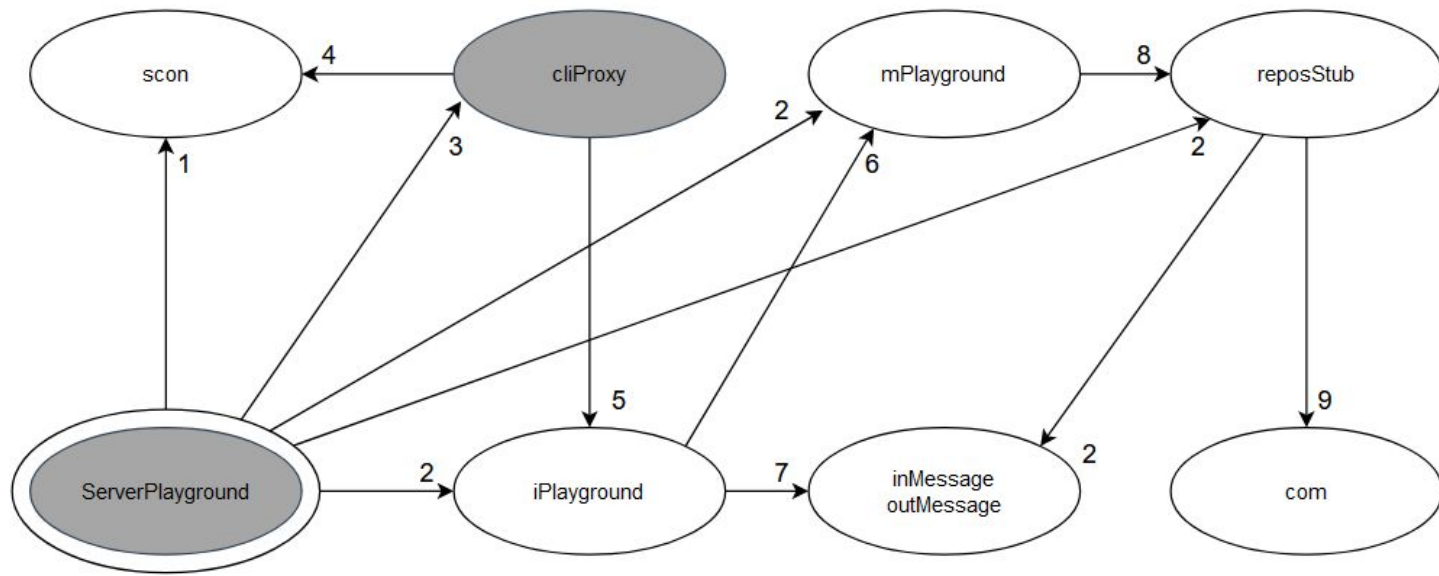
5- processAndReply

6- sitDown, reviewNotes, callContestants, terminate

7- getMsgType, getContestantId, getCoachId, getContestantStrength, getContestantState, getCoachState

8- setContestantState, setContestantStrength, basic_update, setCoachState, setContestantPosition

9- instantiate, open, close, writeObject, readObject



1- instantiate, start, end, accept

2- instantiate

3- instantiate, start

4- readObject, writeObject, close

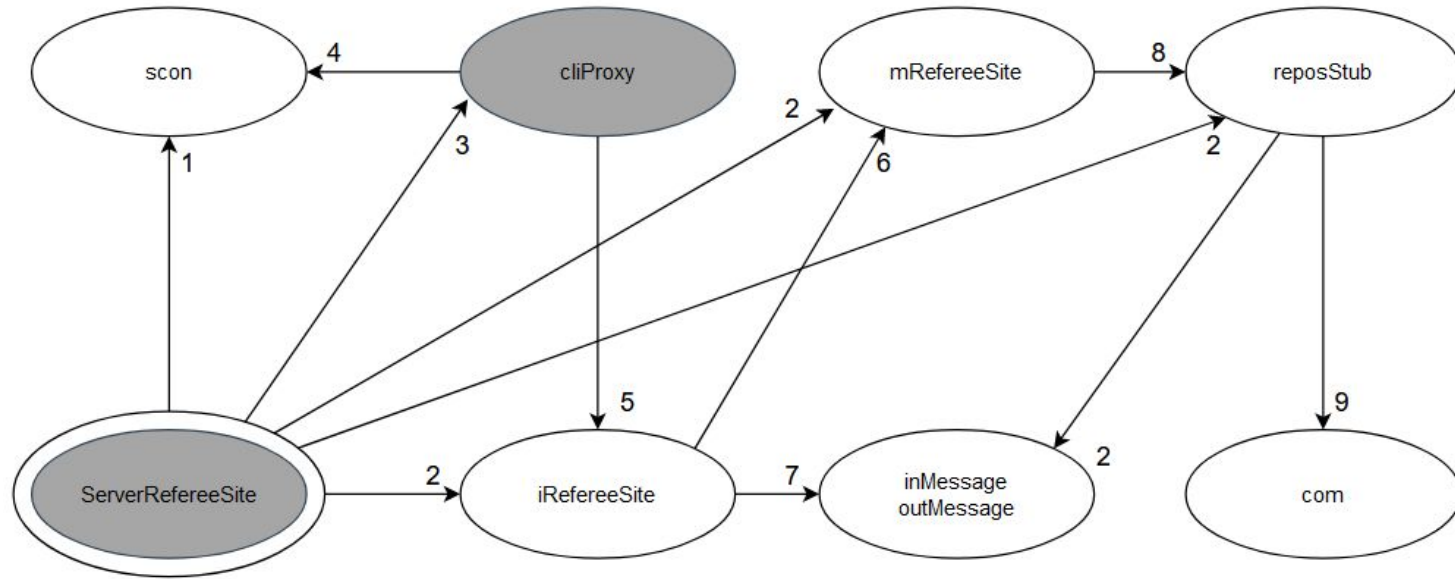
5- processAndReply

6- startTrial, waitForContestant, assertTrialDecision, declareGameWinner, declareMatchWinner, getReady, pullTheRope, amDone, watchTrial

7- getMsgType, getCoachId, getCoachState, getRefereeState, getContestantId, getContestantState, getContestantStrength

8- setRefereeState, setTrialNumber, setGameWinner, setGameDraw, setGameNumber, setRopePosition, setMatchWinner, setMatchDraw, setContestantState, basic_update, setCoachState

9- instantiate, open, close, writeObject, readObject



1- instantiate, start, end, accept

2- instantiate

3- instantiate, start

4- readObject, writeObject, close

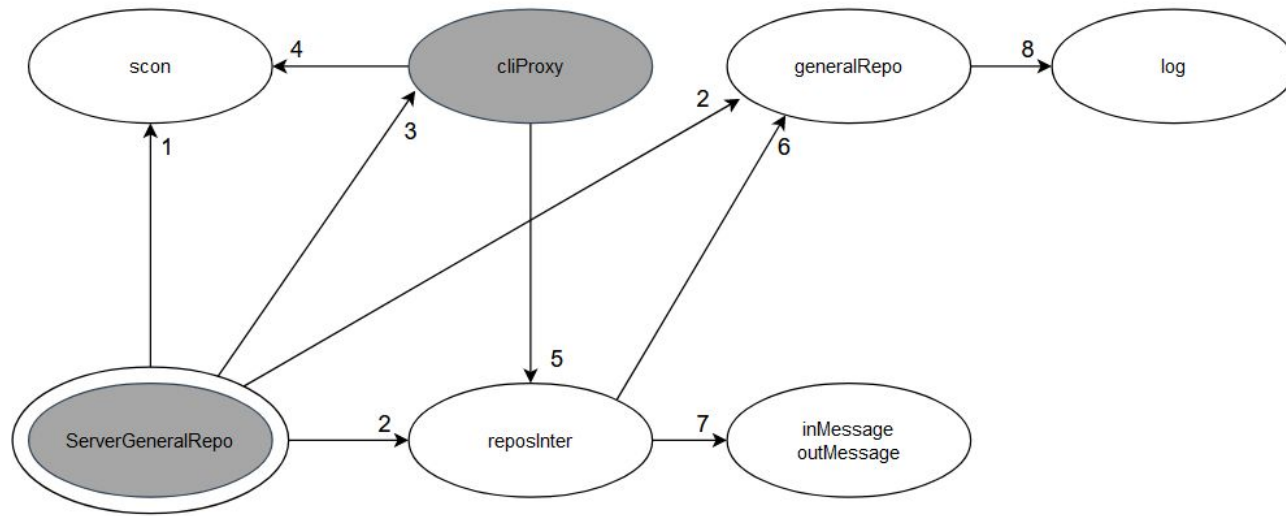
5- processAndReply

6- startGame, waitForRefereeCommand, callTrial, informReferee, terminate

7- getMsgType, getRefereeState, getCoachId, getCoachState

8- setRefereeState, setCoachState

9- instantiate, open, close, writeObject, readObject



1- instantiate, start, end, accept

2- instantiate

3- instantiate, start

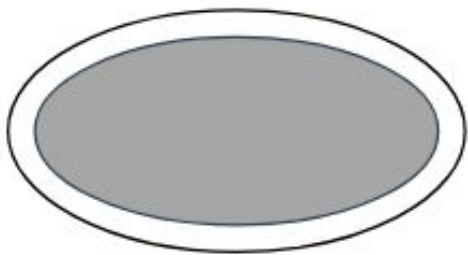
4- readObject, writeObject, close

5- processAndReply

6- setRefereeState, setCoachState, setContestantState, setContestantStrength, setContestantPosition, setTrialNumber, setRopePosition, setGameNumber, setGameWinner, basic_update, setMatchWinner, setGameDraw, setMatchDraw, terminate

7- getMsgType, getRefereeState, getCoachId, getCoachState, getContestantId, getContestantState, getContestantStrength, getContestantPosition, getTrialNumber, getRopePosition, getGameNumber, getGameWinner, getKnockout, getMatchWinner

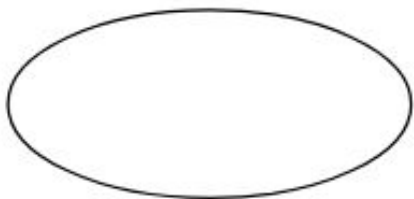
8- instantiate, openForWriting, writelnString, close



Non-instantiated data type
active entity



Instantiated data type
active entity



Instantiated data type
passive entity