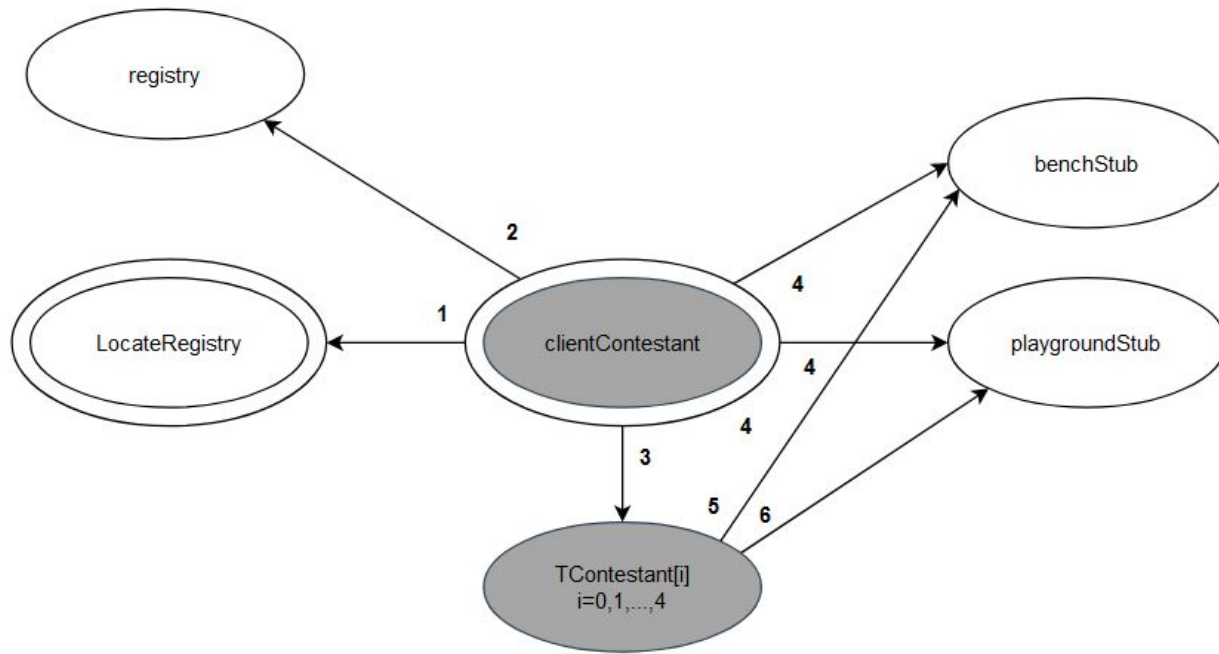
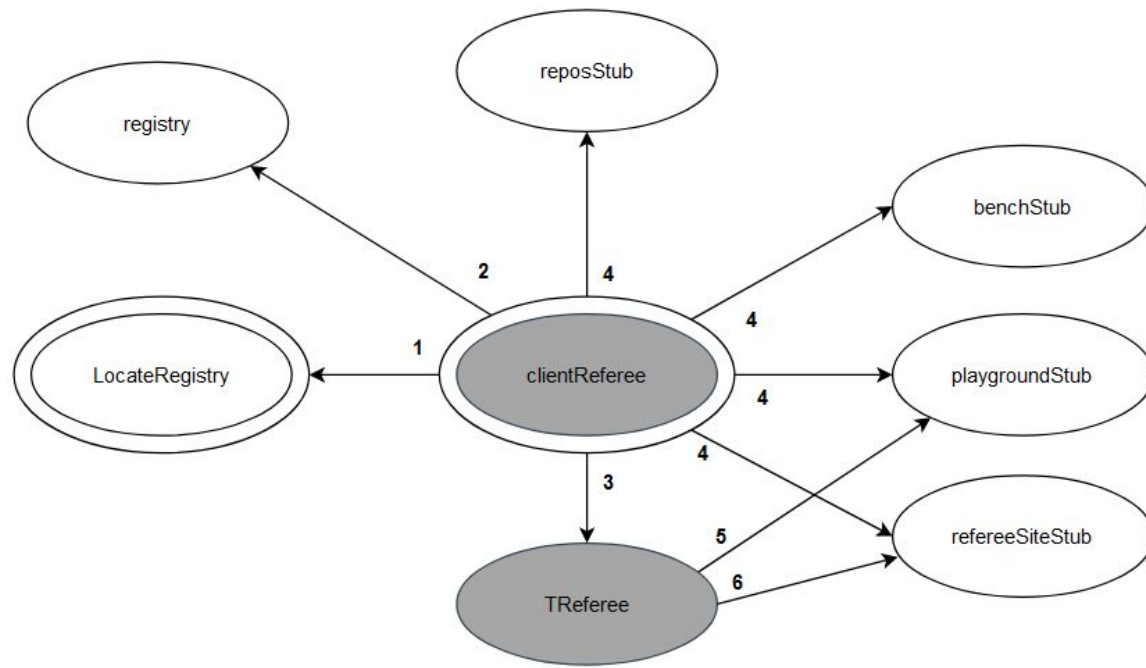


- 1- getRegistry
- 2- instantiate, lookup
- 3- instantiate, start, join
- 4- instantiate
- 5- reviewNotes, callContestants
- 6- waitForContestants, watchTrial
- 7- waitForRefereeCommand, informReferee



- 1- getRegistry
- 2- instantiate, lookup
- 3- instantiate, start, join
- 4- instantiate
- 5- sitDown
- 6- getReady, pullTheRope, amDone



1- getRegistry

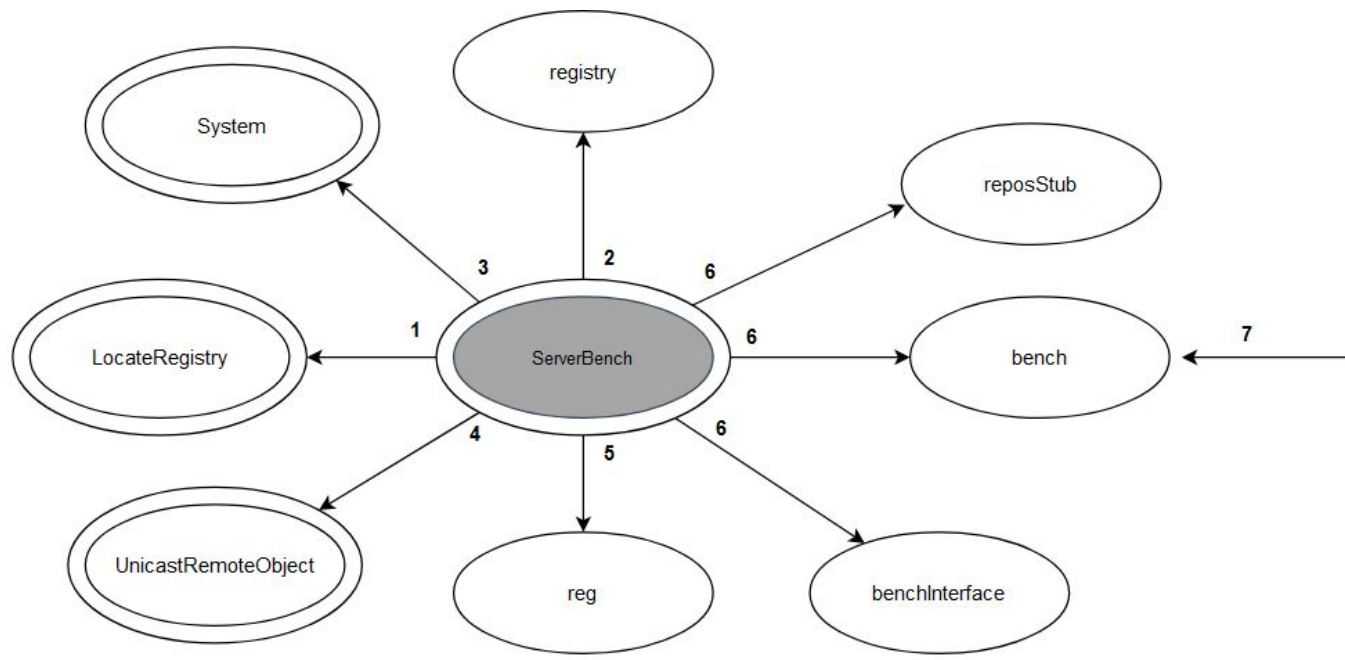
2- instantiate, lookup

3- instantiate, start, join

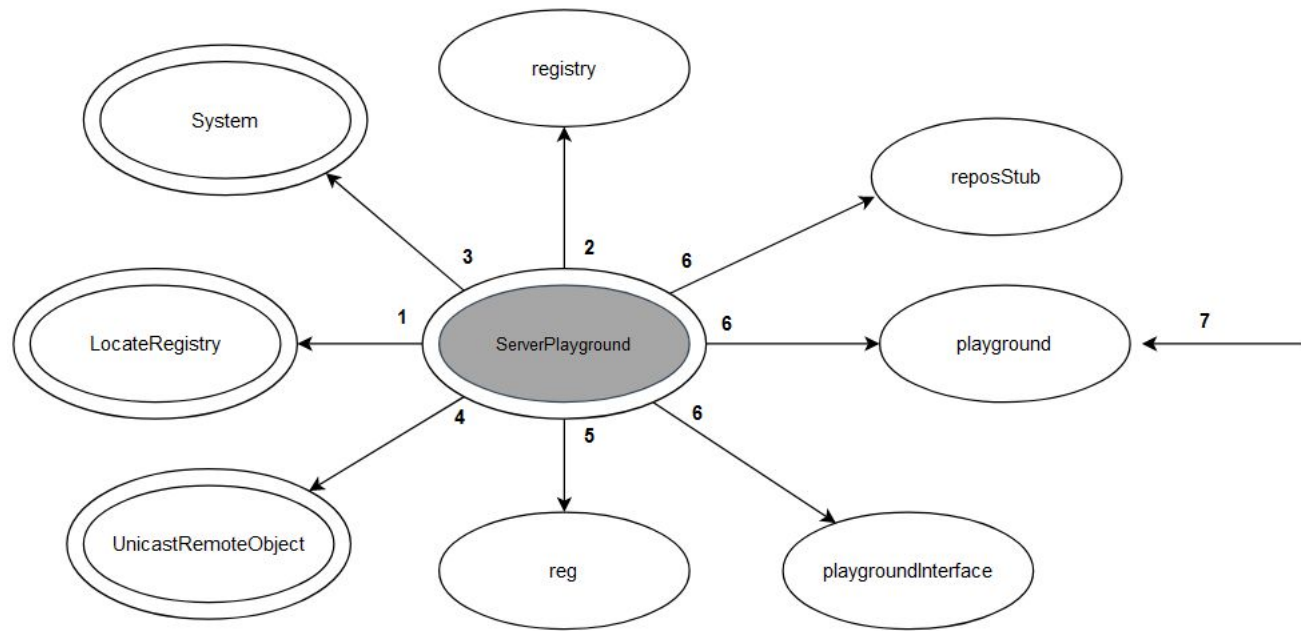
4- instantiate, terminate

5- startTrial, assertTrialDecision, declareGameWinner, declareMatchWinner

6- startGame, callTrial



- 1- getRegistry
- 2- instantiate, rebind
- 3- getSecurityManager, setSecurityManager, exit
- 4- exportObject, unexportObject
- 5- bind, unbind, rebind
- 6- instantiate
- 7- sitDown, callContestants, reviewNotes, terminate



1- getRegistry

2- instantiate, rebind

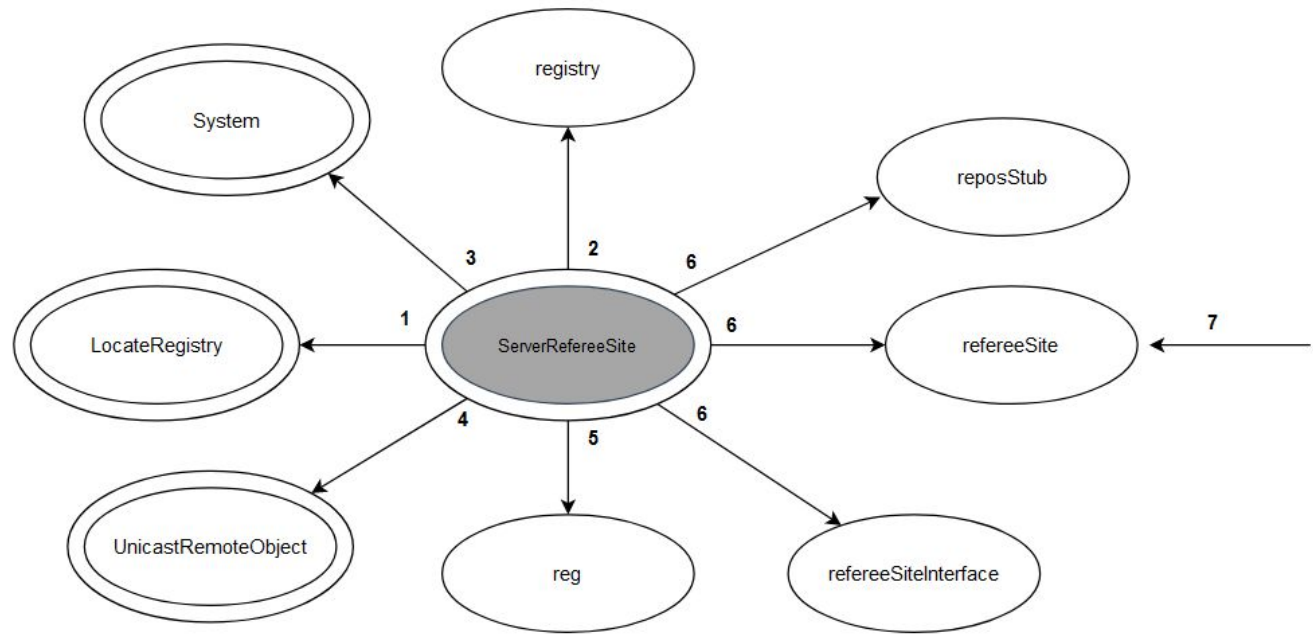
3- getSecurityManager, setSecurityManager, exit

4- exportObject, unexportObject

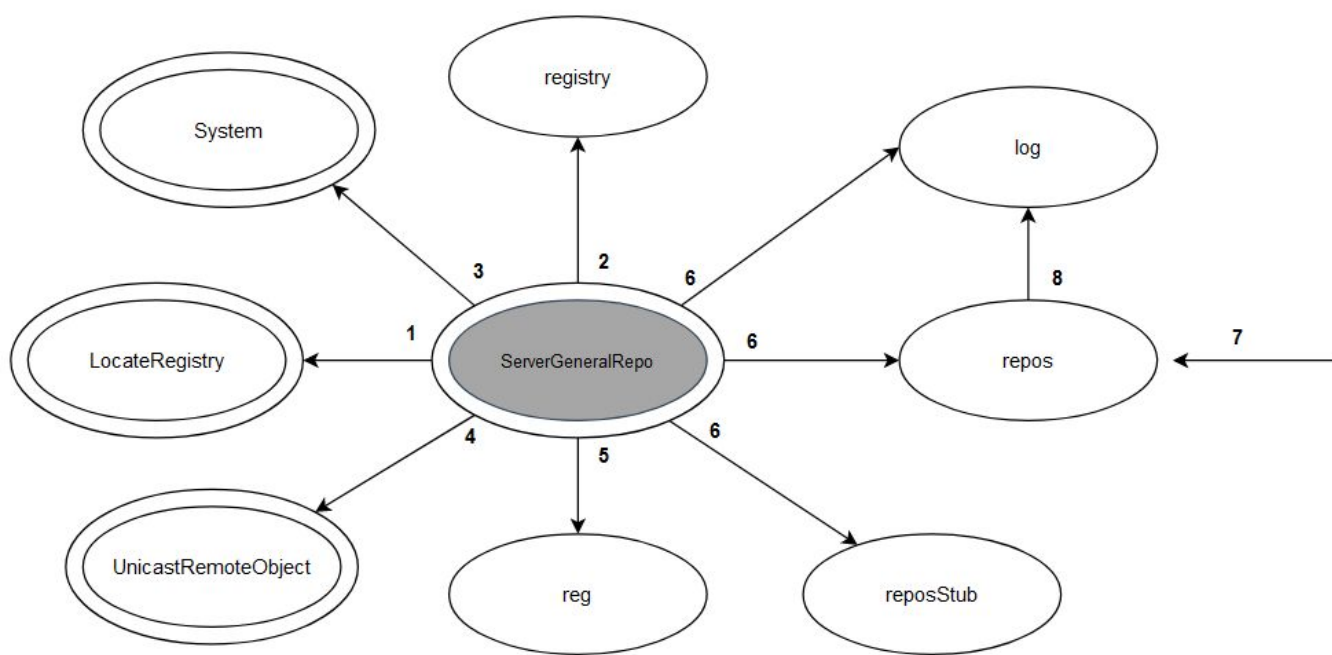
5- bind, unbind, rebind

6- instantiate

7- startTrial, waitForContestants, assertTrialDecision, declareGameWinner, declareMatchWinner, getReady, pullTheRope, amDone, watchTrial, moveRope, terminate



- 1- getRegistry
- 2- instantiate, rebind
- 3- getSecurityManager, setSecurityManager, exit
- 4- exportObject, unexportObject
- 5- bind, unbind, rebind
- 6- instantiate
- 7- startGame, callTrial, waitForRefereeCommand, informReferee, terminate



1- getRegistry

2- instantiate, rebind

3- getSecurityManager, setSecurityManager, exit

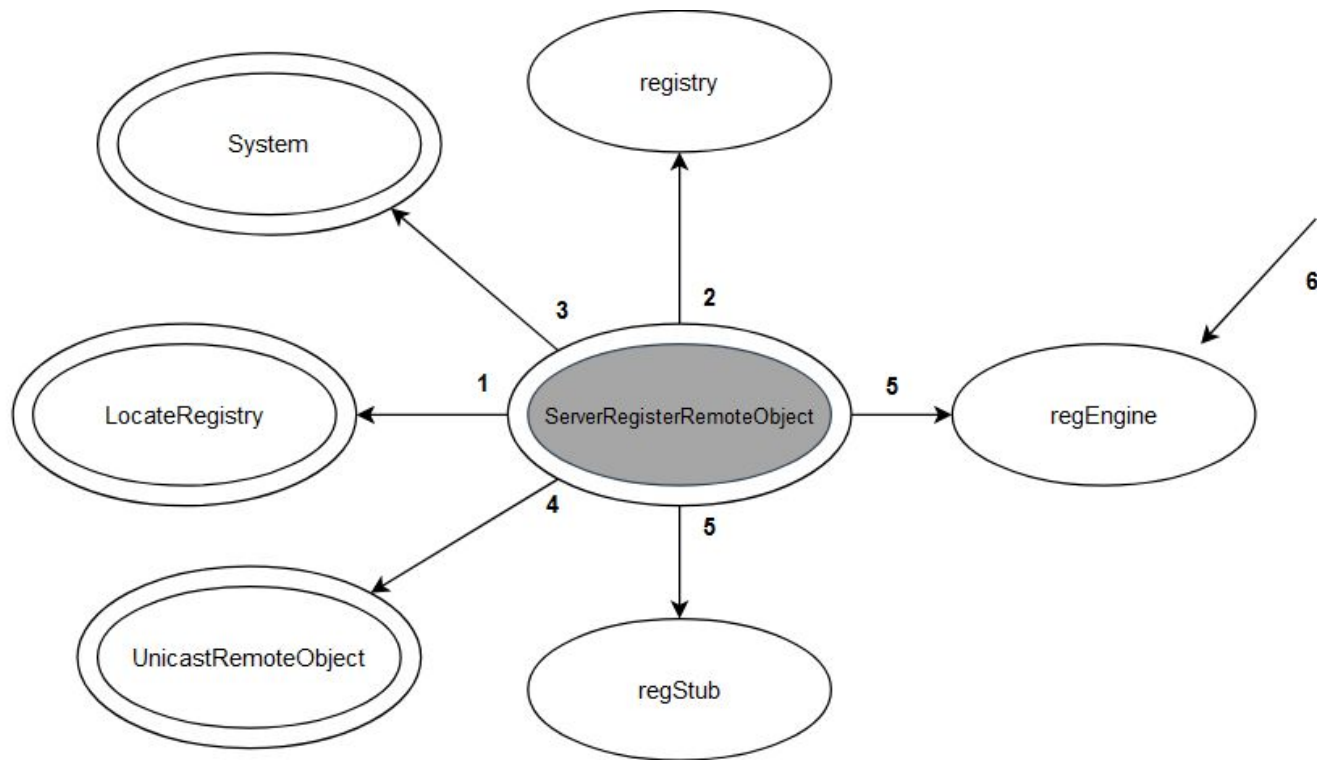
4- exportObject, unexportObject

5- bind, unbind, rebind

6- instantiate

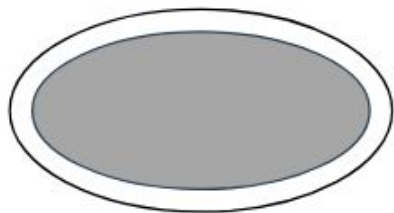
7- setRefereeState, setCoachState, setContestantState, setContestantStrength, setContestantPosition, setTrialNumber, setRopePosition, setGameNumber, setGameWinner, basic\_update, setMatchWinner, setGameDraw, setMatchDraw, reportInitialStatus, reportCurrentGameStatus, reportStatus, reportCurrentGameResult, reportMatchResult, terminate

8- instantiate, openForWriting, writelnString, openForAppending, close

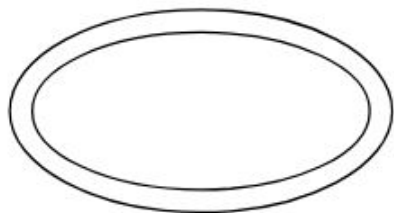


- 1- getRegistry
- 2- instantiate, rebind
- 3- getSecurityManager, setSecurityManager, exit
- 4- exportObject
- 5- instantiate
- 6- bind, unbind, rebind





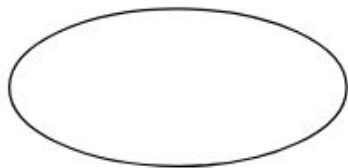
**Non-instantiated data type  
active entity**



**Non-instantiated data type  
passive entity**



**Instantiated data type  
active entity**



**Instantiated data type  
passive entity**