



1. instantiate, start, join
2. instantiate, shutdown
3. readMenu, getFirstToArrive, prepareOrder, everybodyHasChosen, addUpOnesChoices, describeOrder, joinTalk, informCompanion, haveAllCoursesBeenEaten, startEating, endEating, hasEverybodyFinishedEating, getLastToEat, shouldHaveArrivedEarlier, honourBill,
4. enter, callWaiter, signalWaiter, exit
5. instantiate, open, close, writeObject, readObject
6. getMsgType, toString, getFirstToArrive, getLastToEat, getWaiterState, getAllClientsBeenServed, getStudentId, getStudentState
7. getMsgType, toString, getStudentBeingAnswered, getChefState, getRequestType, getWaiterState, getStudentsAtRestaurant, getStudentId, getStudentState
8. instantiate