



1. instantiate, start, accept, end

2. instantiate

3. instantiate, start

4. readObject, writeObject, close

5. processAndReply

6. alertWaiter, lookAround, prepareBill, sayGoodbye, enter, callWaiter, signalWaiter, exit, getStudentBeingAnswered shutdown

7. instantiate, getMsgType, getChefState, getWaiterState, getStudentId, getStudentState

8. setChefState, setWaiterState, updateSeatsAtLeaving, updateStudentState, updateSeatsAtTable

9. instantiate, open, close, readObject, writeObject

10. setFirstToArrive, setLastToArrive, seatAtTable