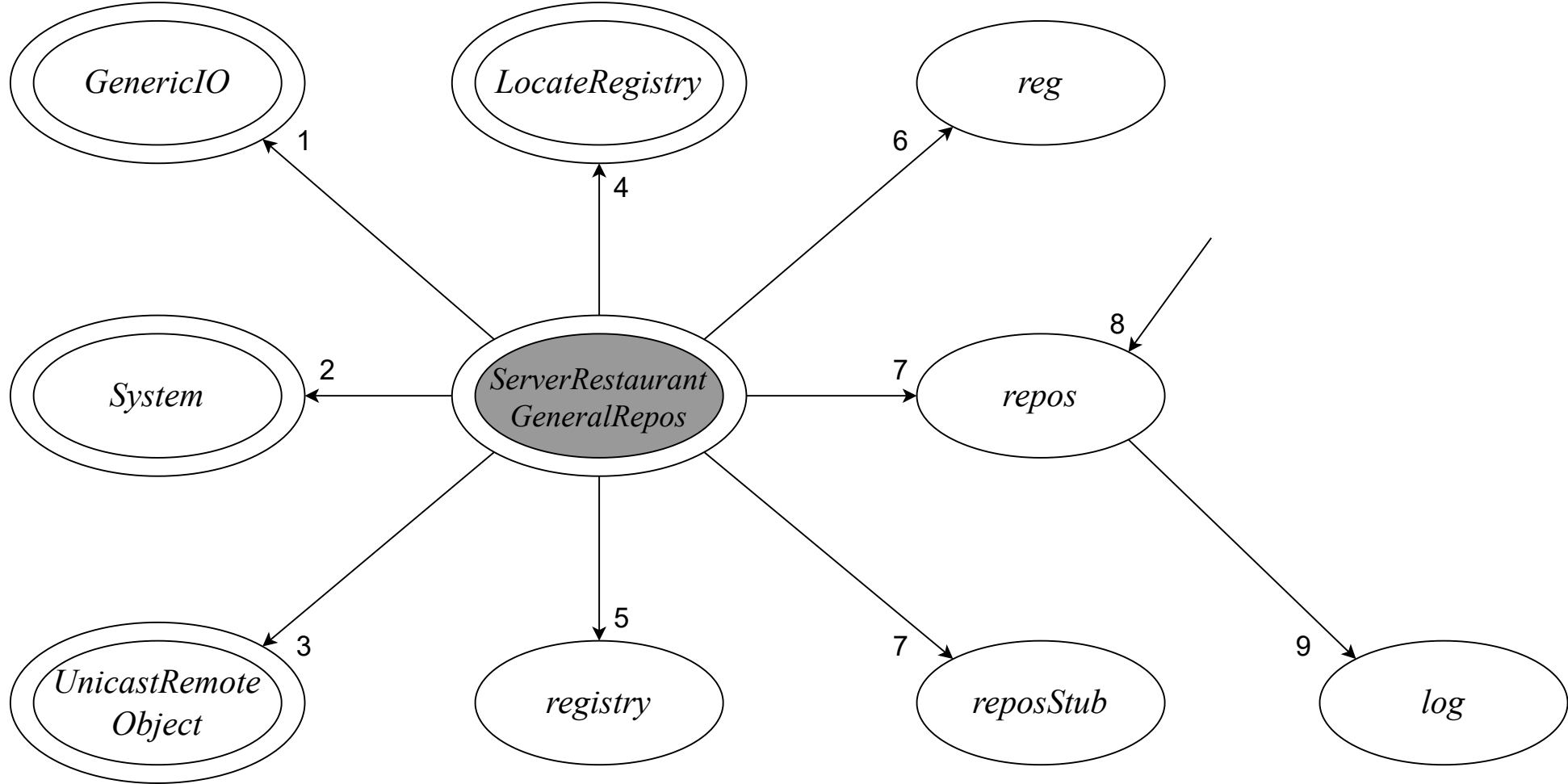
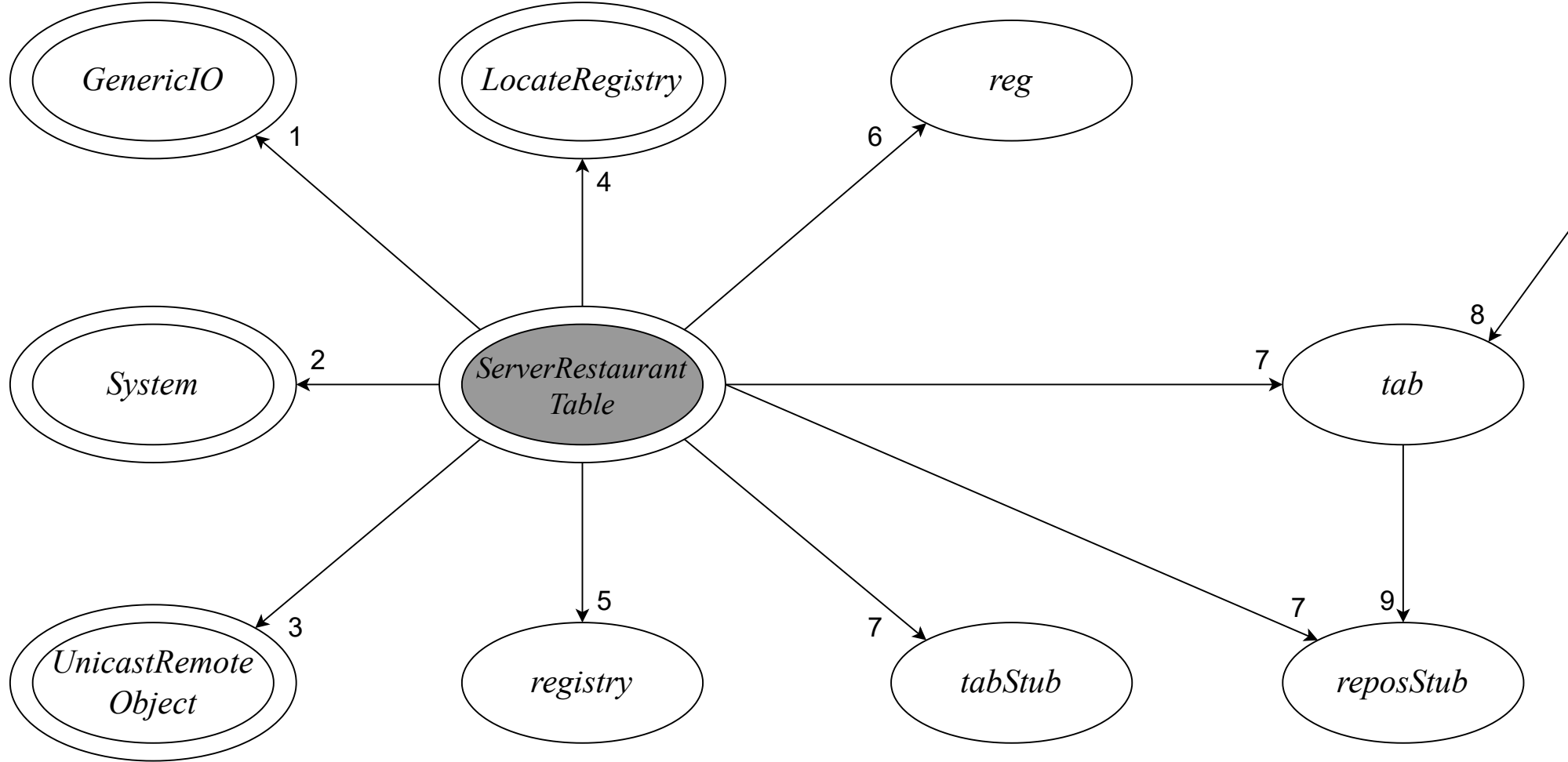


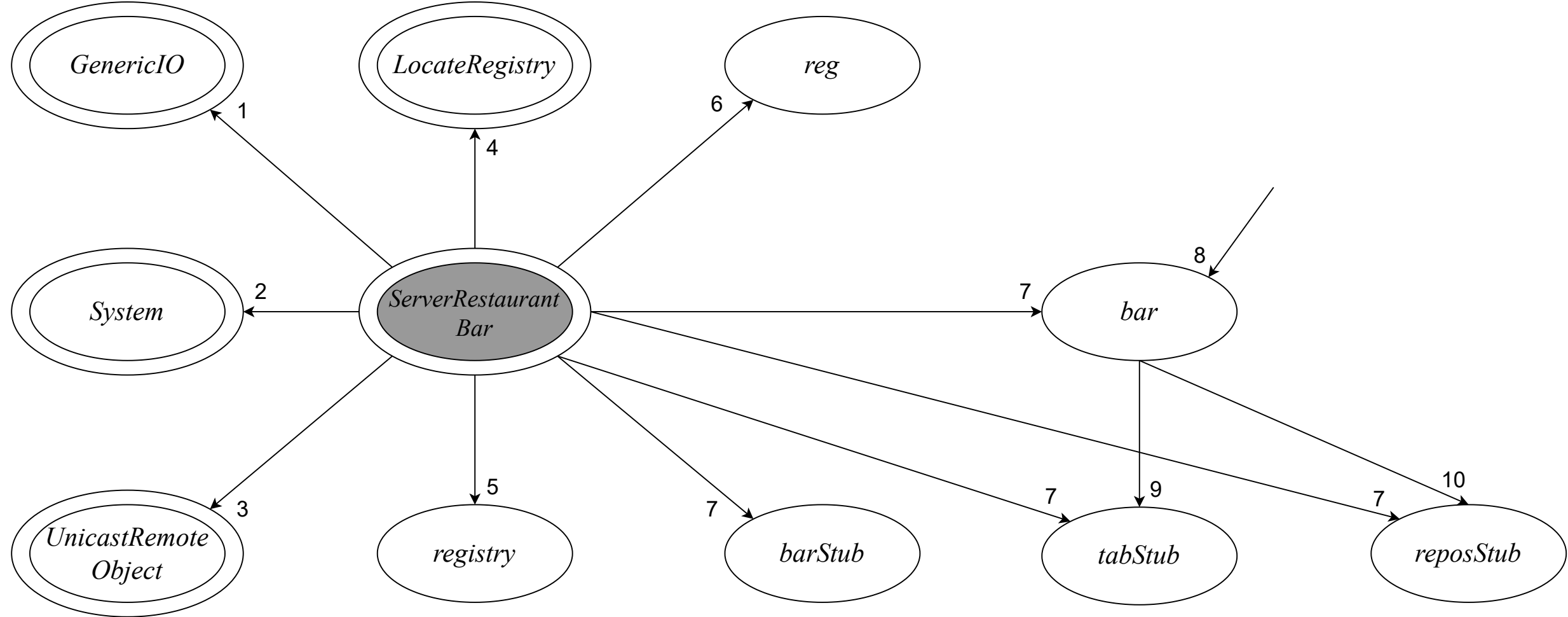
1. `writelnString`
2. `getSecurityManager`, `setSecurityManager`
3. `exportObject`
4. `getRegistry`
5. `instantiate`, `rebind`
6. `instantiate`
7. `bind`, `unbind`, `rebind`



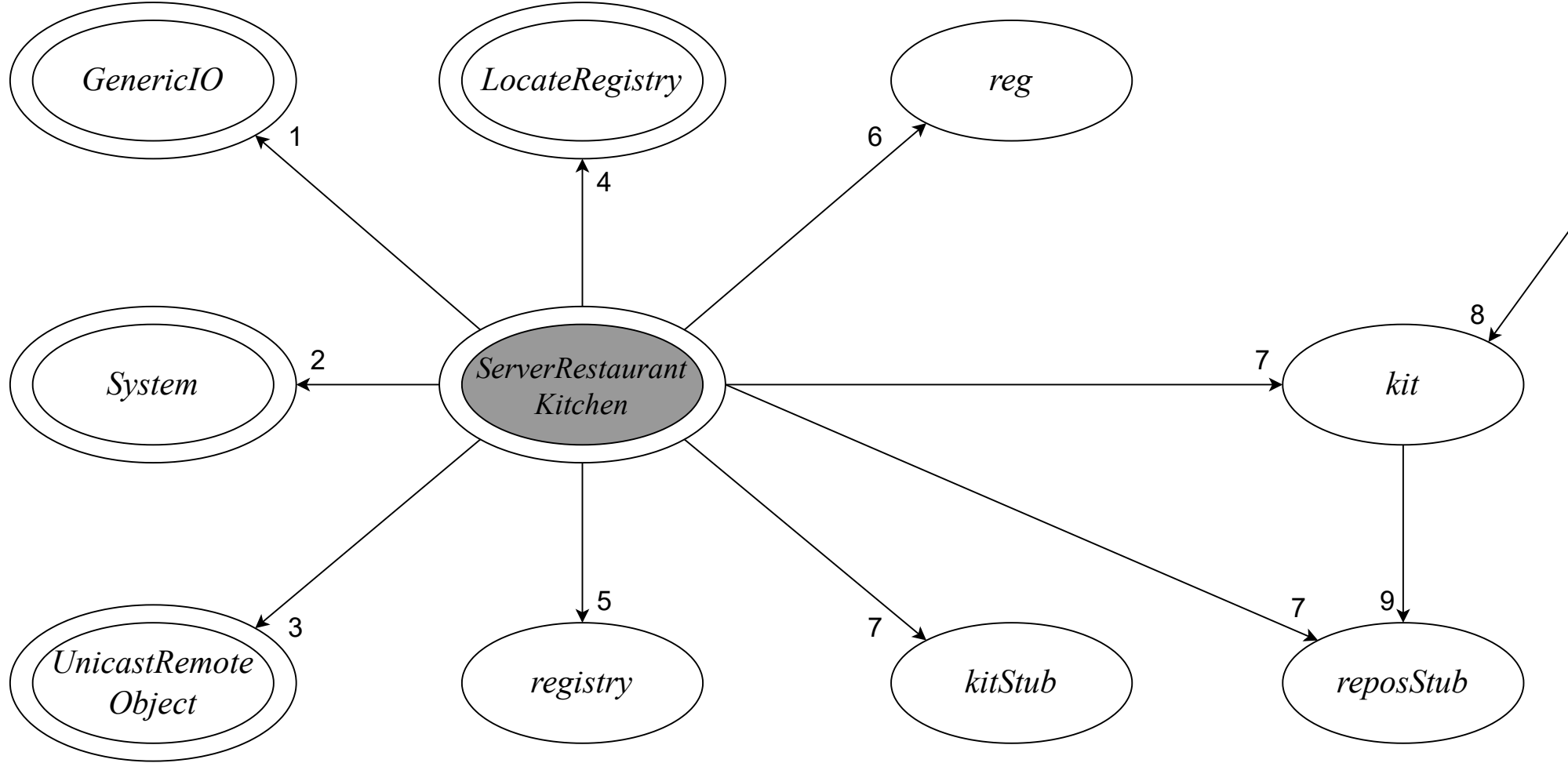
1. `writelnString`
2. `getSecurityManager`, `setSecurityManager`
3. `exportObject`, `unexportObject`
4. `getRegistry`
5. `instantiate`, `lookup`
6. `instantiate`, `bind`, `unbind`
7. `instantiate`
8. `setChefState`, `setWaiterState`, `updateStudentState`, `updateStudentState`, `setnCourses`, `setnPortions`, `setnPortionsAndCourses`, `updateSeatsAtTable`, `updateSeatsAtLeaving`, `shutdown`
9. `instantiate`, `openForWriting`, `openForAppending`, `close`, `writelnString`



1. `writelnString`
2. `getSecurityManager, setSecurityManager`
3. `exportObject, unexportObject`
4. `getRegistry`
5. `instantiate, lookup`
6. `instantiate, bind, unbind`
7. `instantiate`
8. `getFirstToArrive, getLastToEat, setFirstToArrive, setLastToArrive, saluteClient, returnBar, getThePad, haveAllClientsBeenServed, deliverPortion, presentBill, seatAtTable, readMenu, prepareOrder, everybodyHasChosen, addUpOnesChoices, describeOrder, joinTalk, informCompanion, startEating, endEating, hasEverybodyFinishedEating, honourBill, haveAllCoursesBeenEaten, shouldHaveArrivedEarlier, shutdown`
9. `setWaiterState, updateStudentState`



- 1. `writelnString`
- 2. `getSecurityManager`, `setSecurityManager`
- 3. `exportObject`, `unexportObject`
- 4. `getRegistry`
- 5. `instantiate`, `lookup`
- 6. `instantiate`, `bind`, `unbind`
- 7. `instantiate`
- 8. `alertWaiter`, `prepareBill`, `enter`, `callWaiter`, `signalWaiter`, `exit`, `lookAround`, `sayGoodbye`, `shutdown`
- 9. `setFirstToArrive`, `setLastToArrive`, `seatAtTable`
- 10. `setChefState`, `setWaiterState`, `updateStudentState`, `updateSeatsAtTable`, `updateSeatsAtLeaving`



1. `writelnString`

2. `getSecurityManager`, `setSecurityManager`

3. `exportObject`, `unexportObject`

4. `getRegistry`

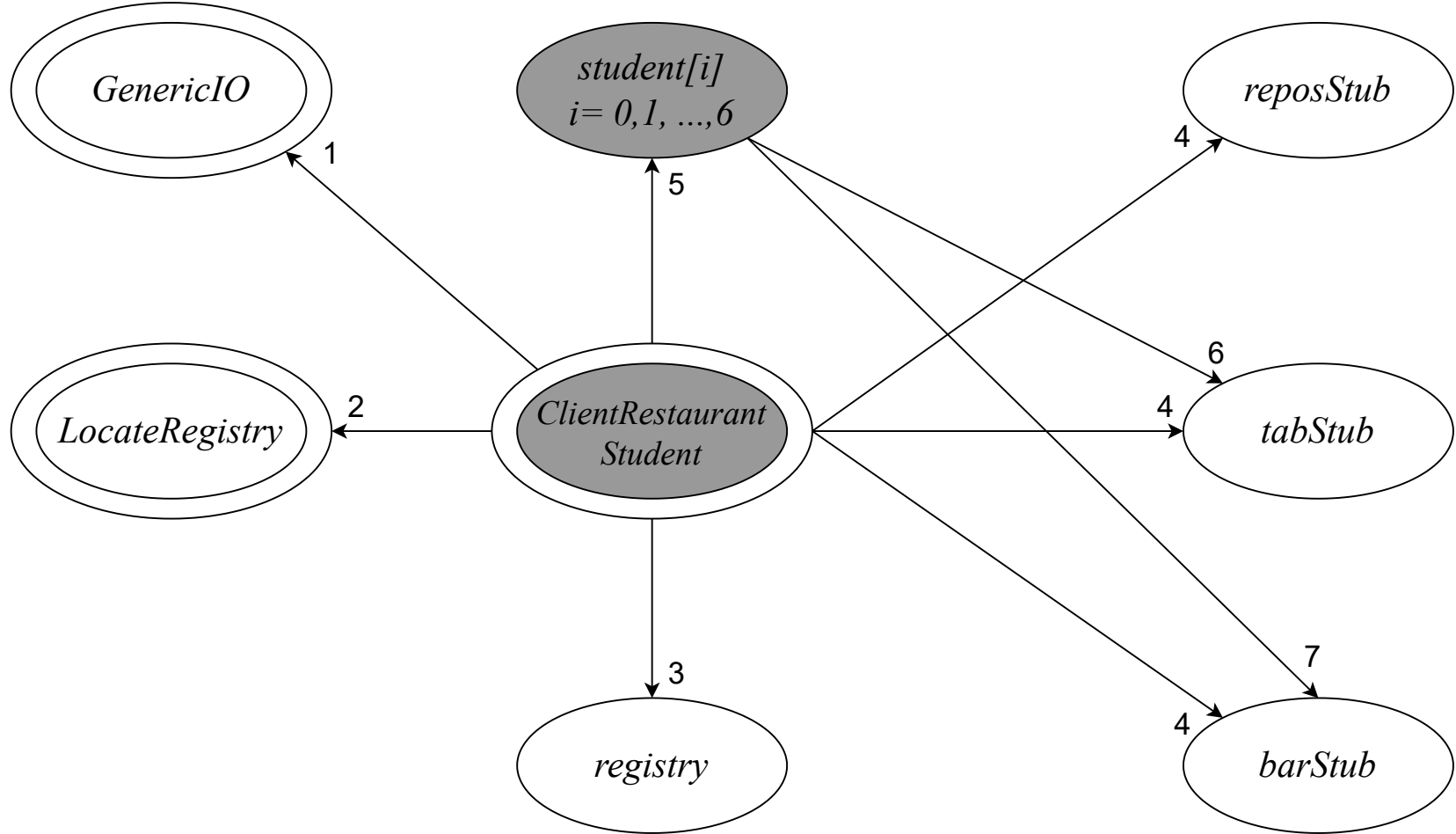
5. `instantiate`, `lookup`

6. `instantiate`, `bind`, `unbind`

7. `instantiate`

8. `watchTheNews`, `startPreparation`, `proceedPreparation`, `haveAllPortionsBeenDelivered`, `hasOrderBeenCompleted`, `continuePreparation`, `haveNextPortionReady`, `cleanUp`, `handNoteToChef`, `returnToBar`, `collectPortion`, `shutdown`

9. `setChefState`, `setnPortions`, `setnPortionsAndCourses`, `setWaiterState`



1. `writelnString`

2. `getRegistry`

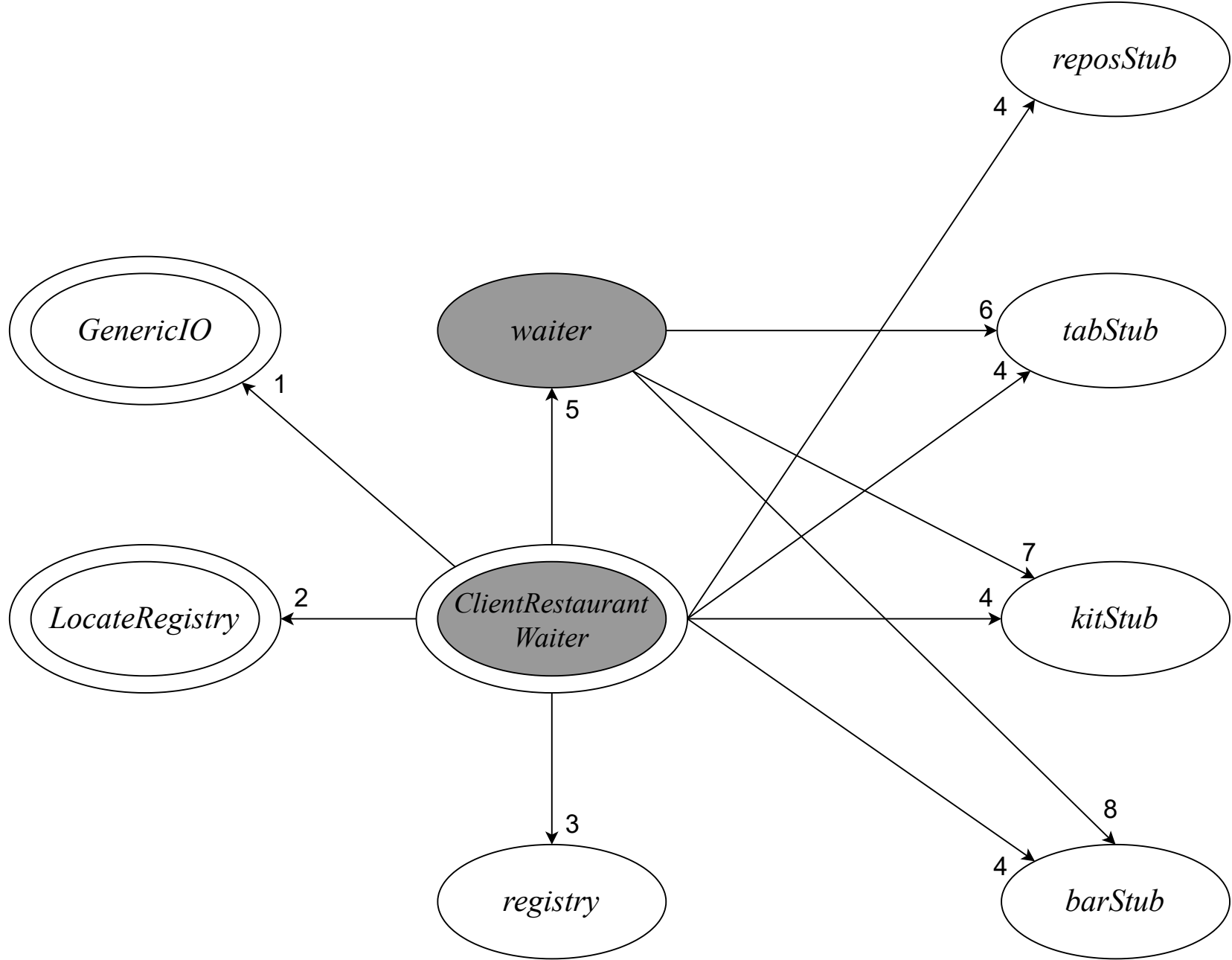
3. `instatiate,lookup`

4. `instantiate, shutdown`

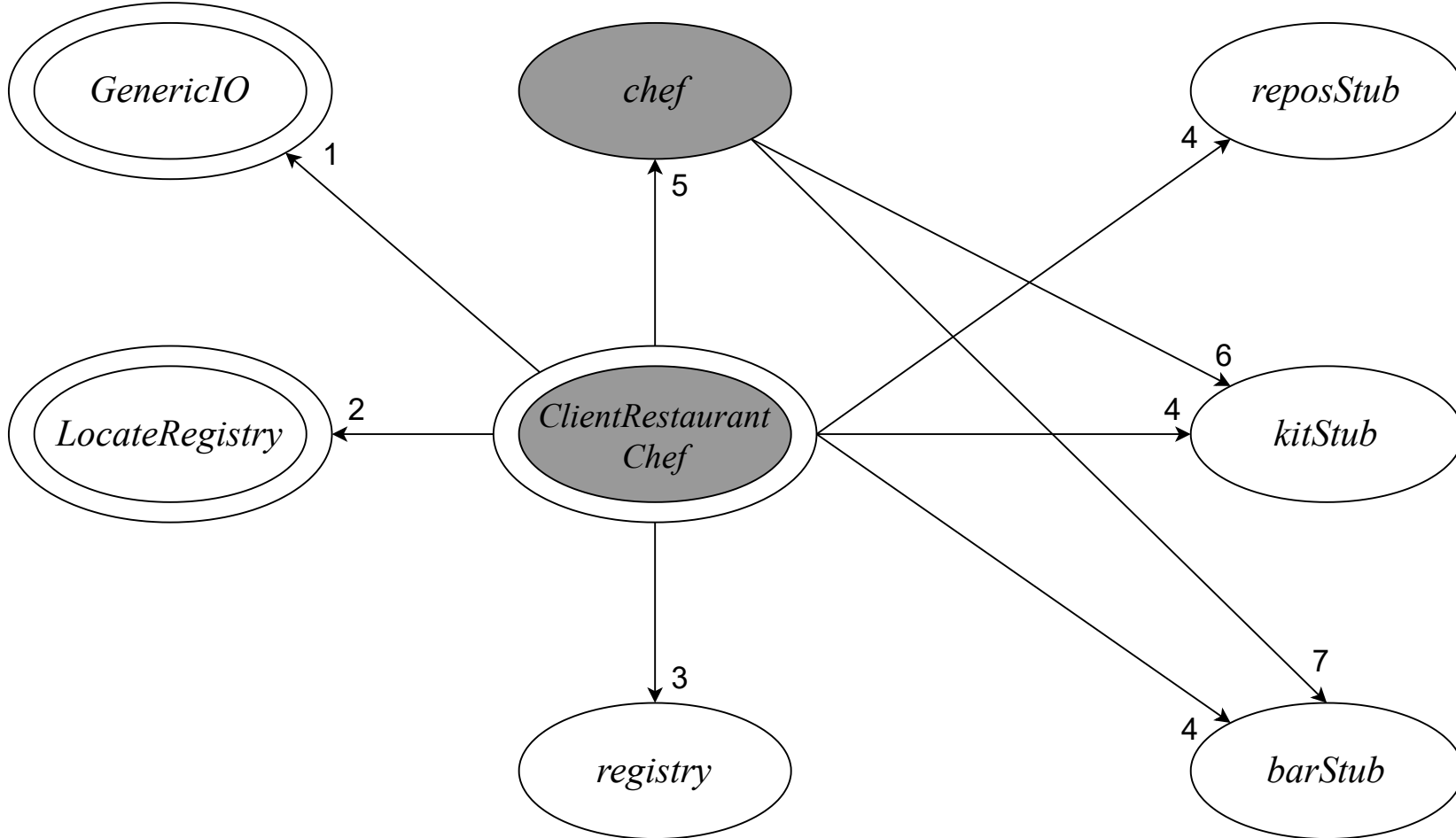
5. `instantiate, start, join`

6. `readMenu, getFirstToArrive, prepareOrder, everybodyHasChosen, addUpOnesChoices, describeOrder, joinTalk, informCompanion, haveAllCoursesBeenEaten, startEating, endEating, hasEverybodyFinishedEating, getLastToEat, shouldHaveArrivedEarlier, honourBill`

7. `enter, callWaiter, signalWaiter, exit`



1. `writelnString`
2. `getRegistry`
3. `instatiate,lookup`
4. `instantiate, shutdown`
5. `instantiate, start, join`
6. `saluteClient, returnBar, getThePad, haveAllClientsBeenServed, deliverPortion, presentBill`
7. `returnToBar, handNoteToChef, collectPortion`
8. `lookAround, getStudentBeingAnswered, prepareBill, sayGoodbye`



1. `writelnString`

2. `getRegistry`

3. `instatiate,lookup`

4. `instantiate, shutdown`

5. `instantiate, start, join`

6. `watchTheNews, startPreparation, continuePreparation, proceedPreparation, haveAllPortionsBeenDelivered, haveNextPortionReady, hasOrderBeenCompleted, cleanUp`

7. `alertWaiter`