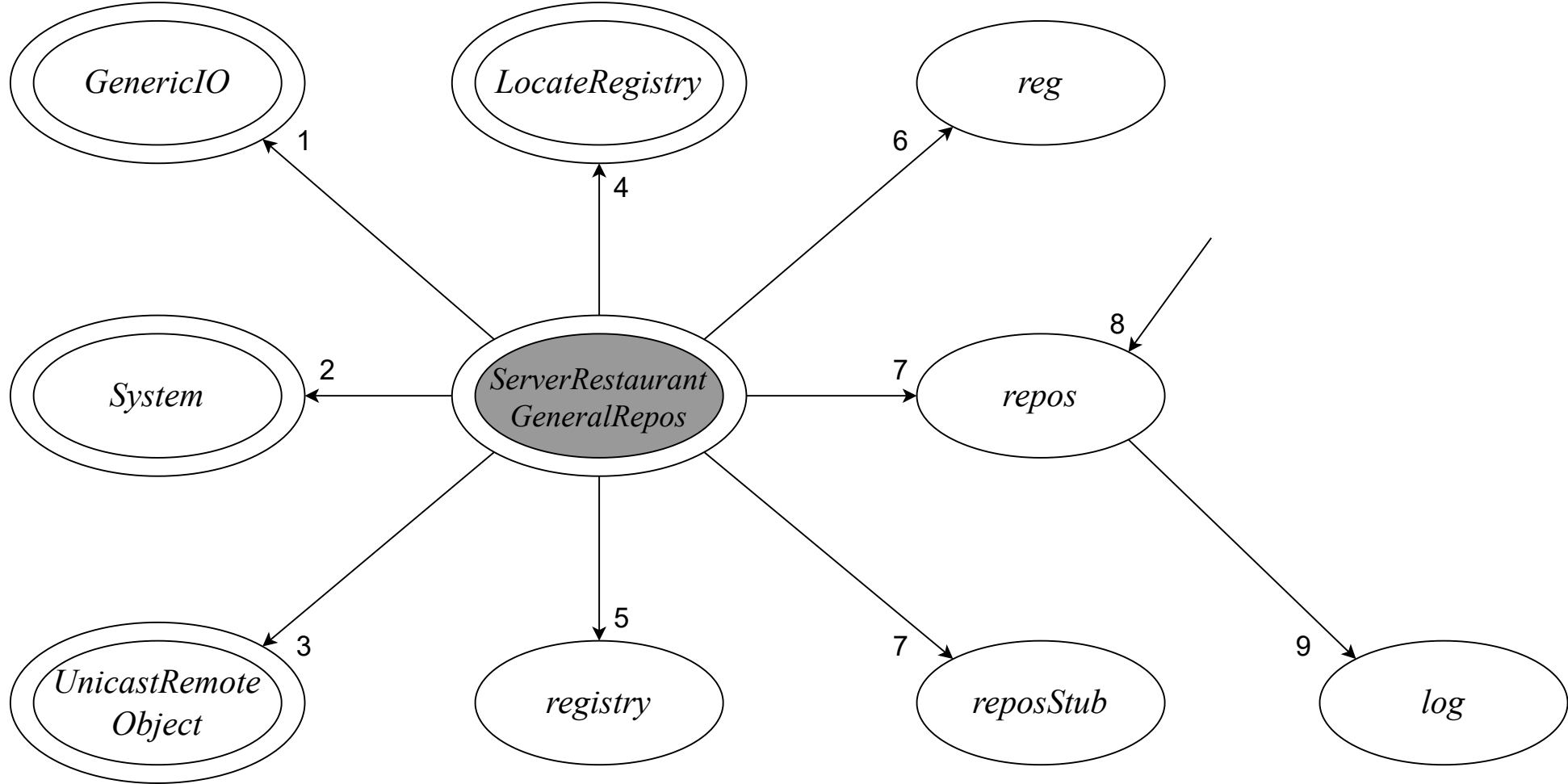
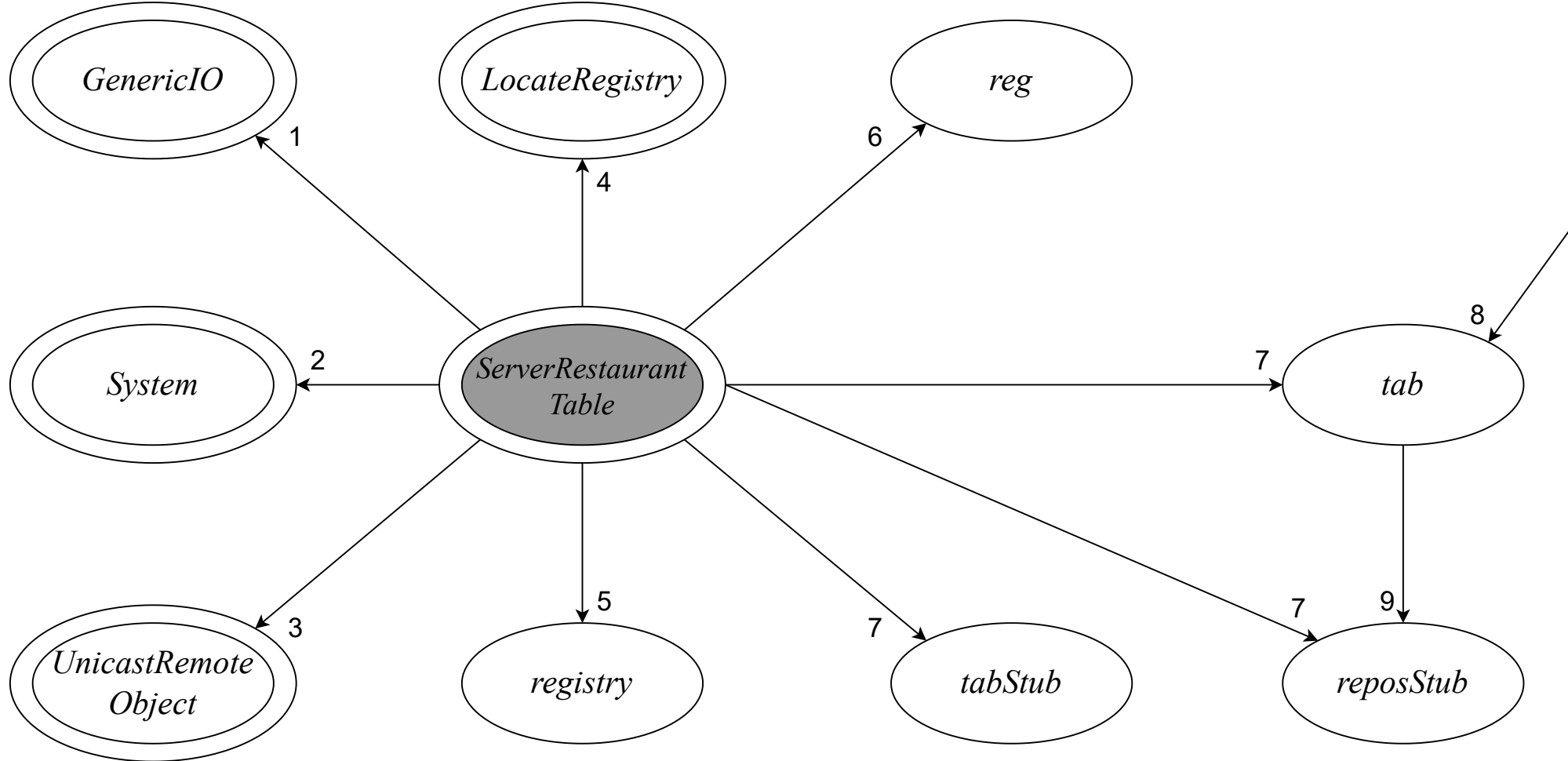


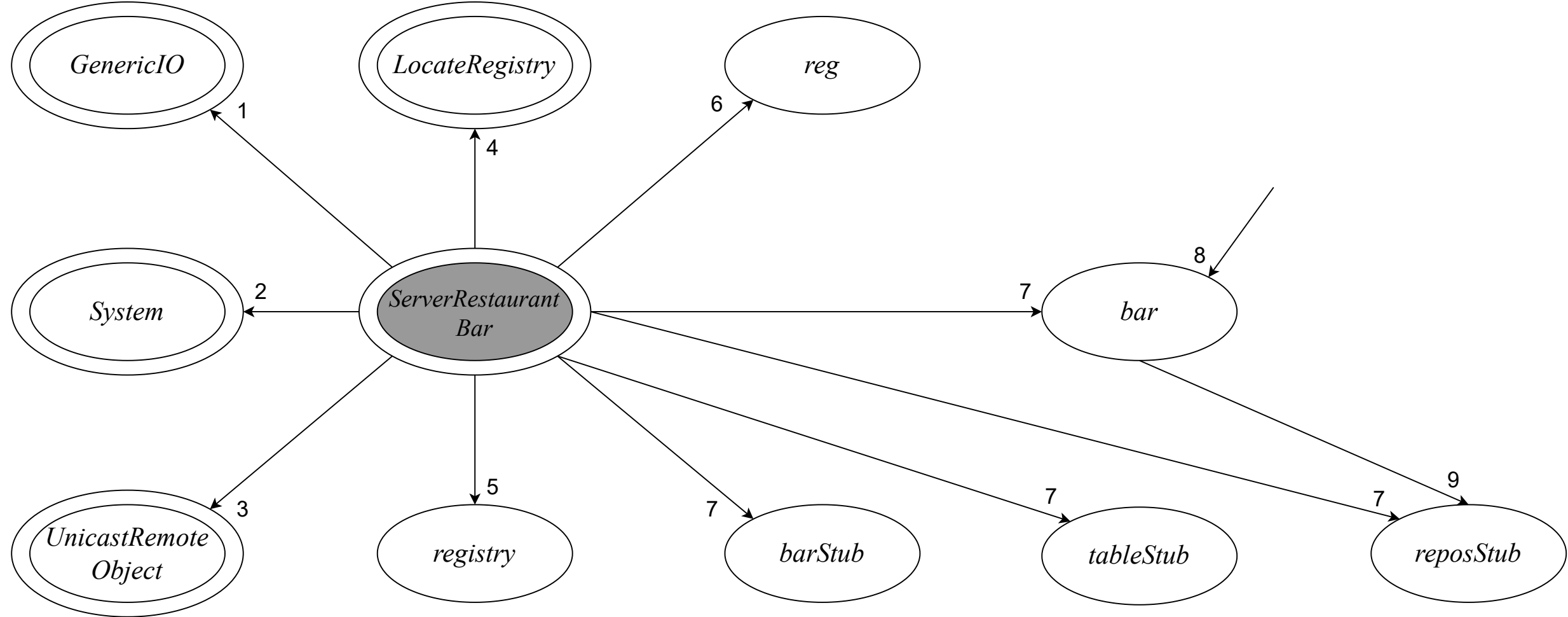
1. `writelnString`
2. `getSecurityManager`, `setSecurityManager`
3. `exportObject`
4. `getRegistry`
5. `instantiate`, `rebind`
6. `instantiate`
7. `bind`, `unbind`, `rebind`



1. `writelnString`
2. `getSecurityManager`, `setSecurityManager`
3. `exportObject`, `unexportObject`
4. `getRegistry`
5. `instantiate`, `lookup`
6. `instantiate`, `bind`, `unbind`
7. `instantiate`
8. `setChefState`, `setWaiterState`, `updateStudentState`, `updateStudentState`, `setnCources`, `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`

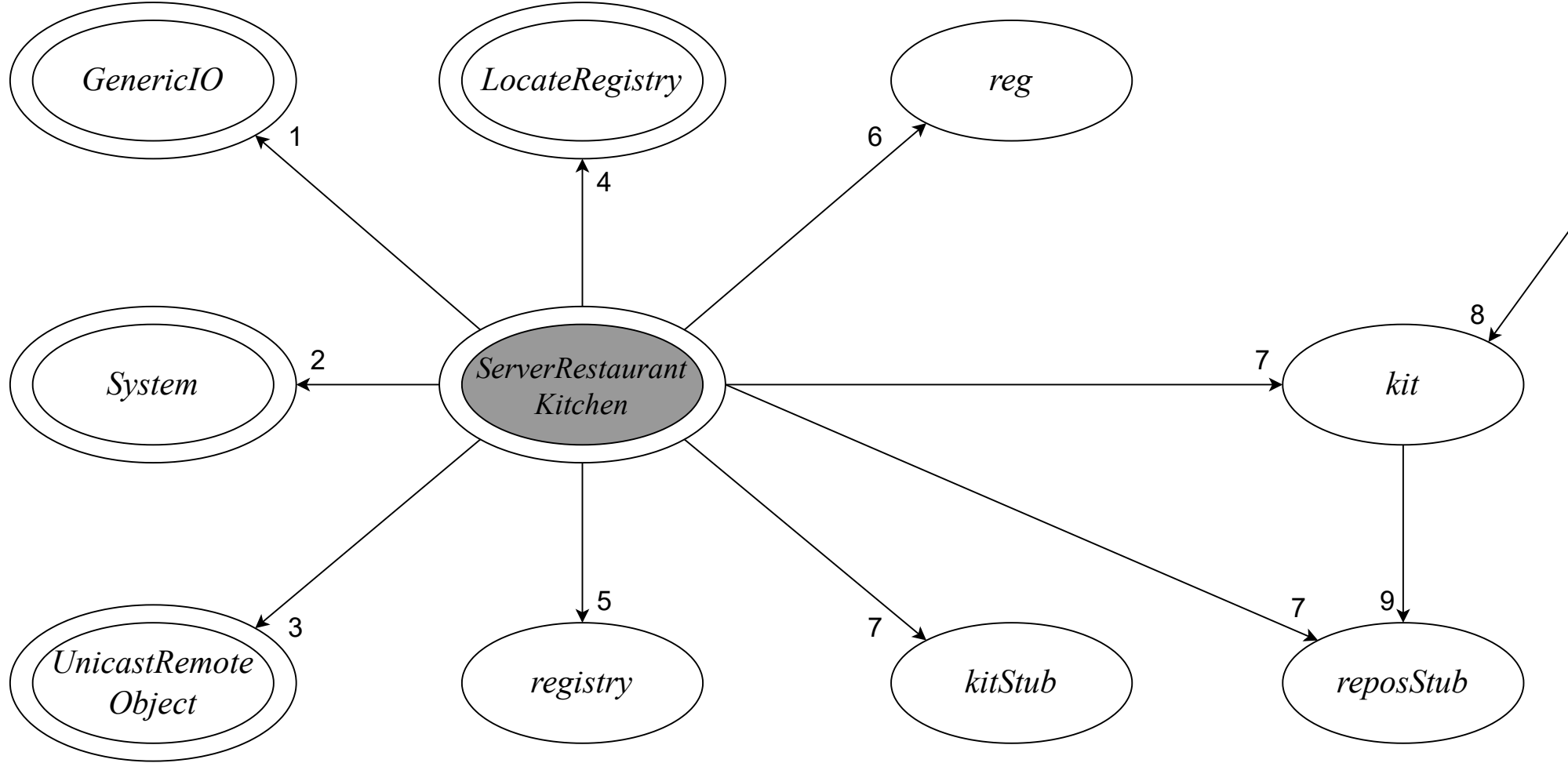
5. `instantiate, lookup`

6. `instantiate, bind, unbind`

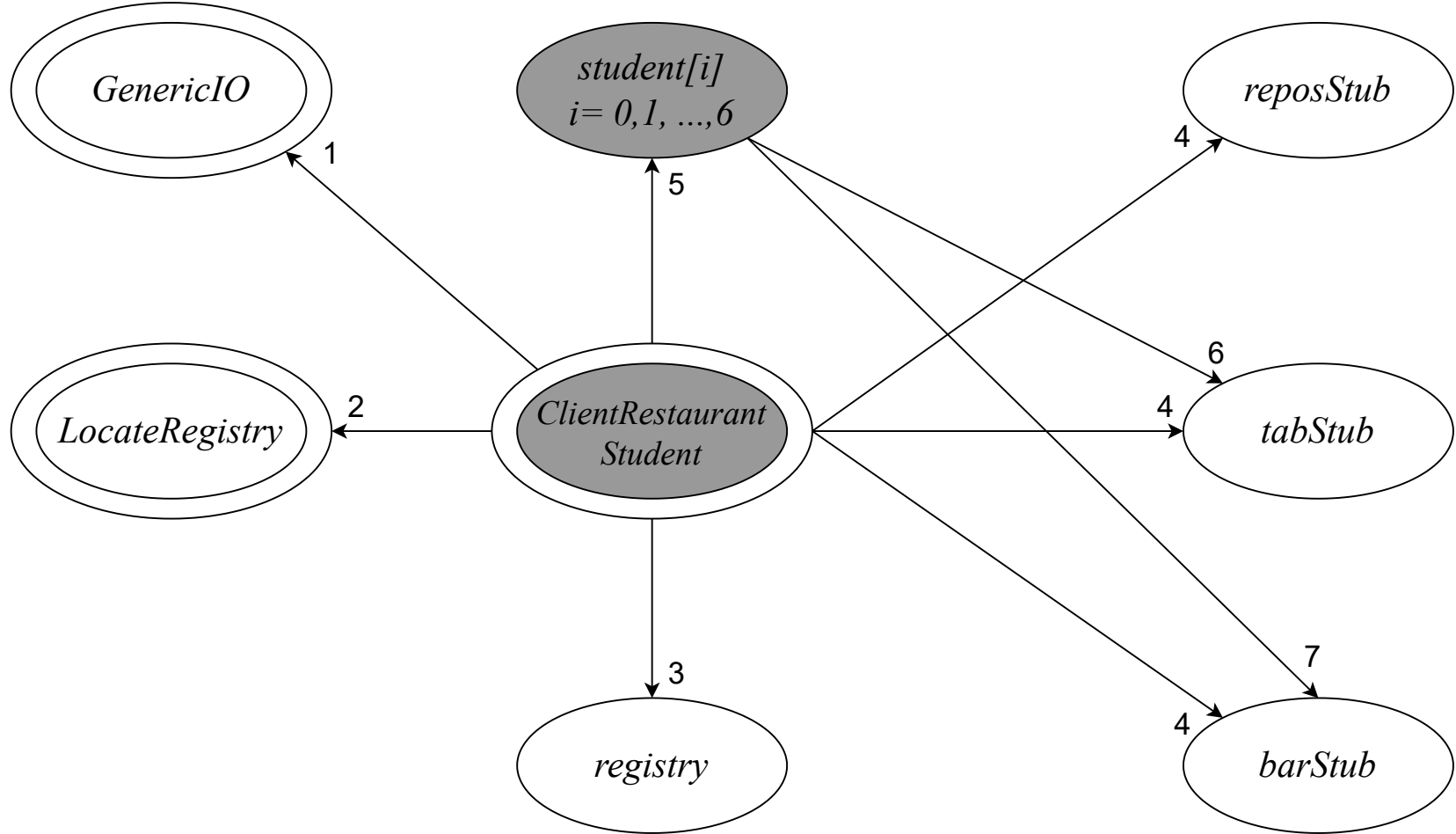
7. `instantiate`

8. `alertWaiter, prepareBill, enter, callWaiter, signalWaiter, exit, lookAround, sayGoodbye, shutdown`

9. `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`

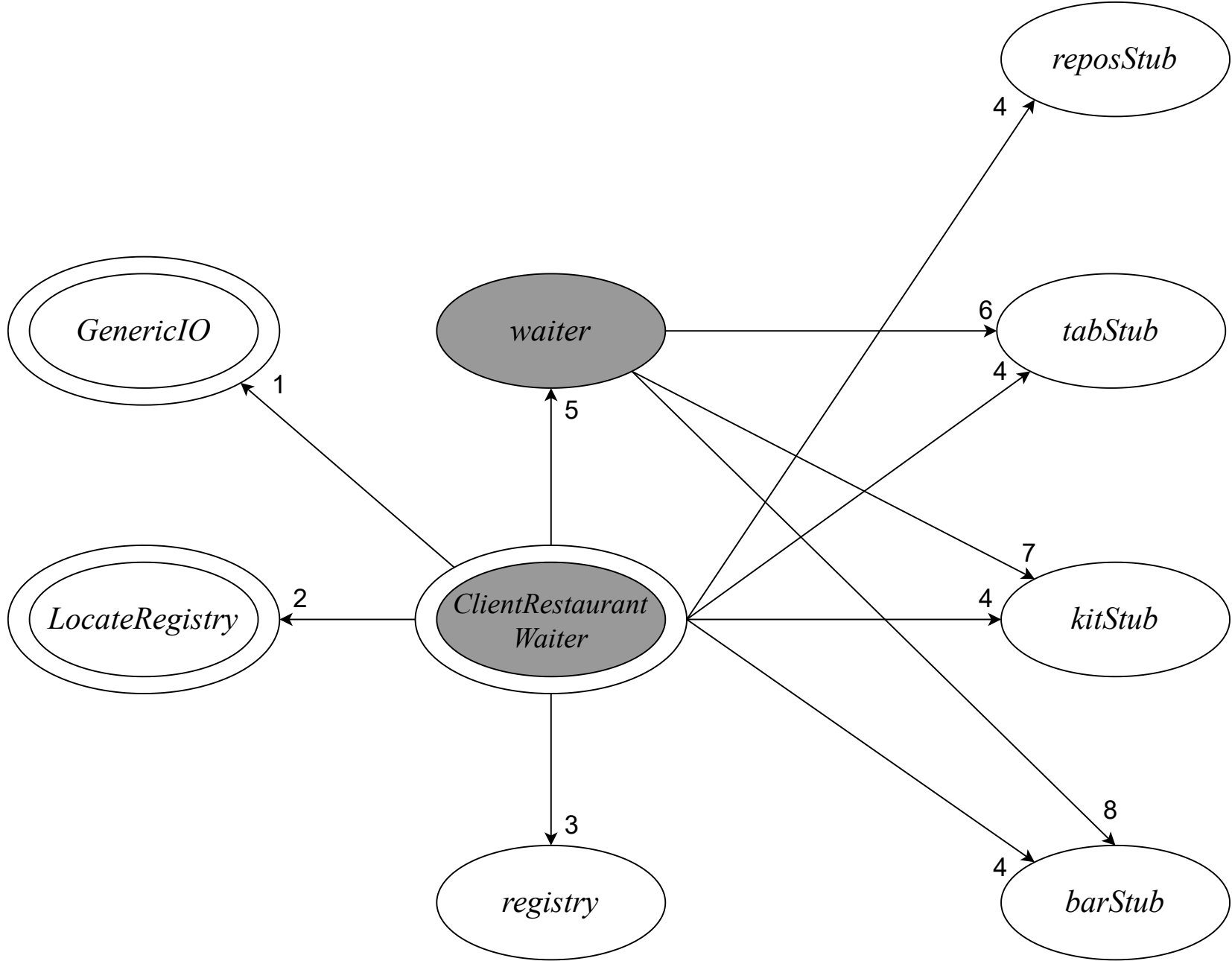
3. `instatiate,lookup`

4. `instantiate, shutdown`

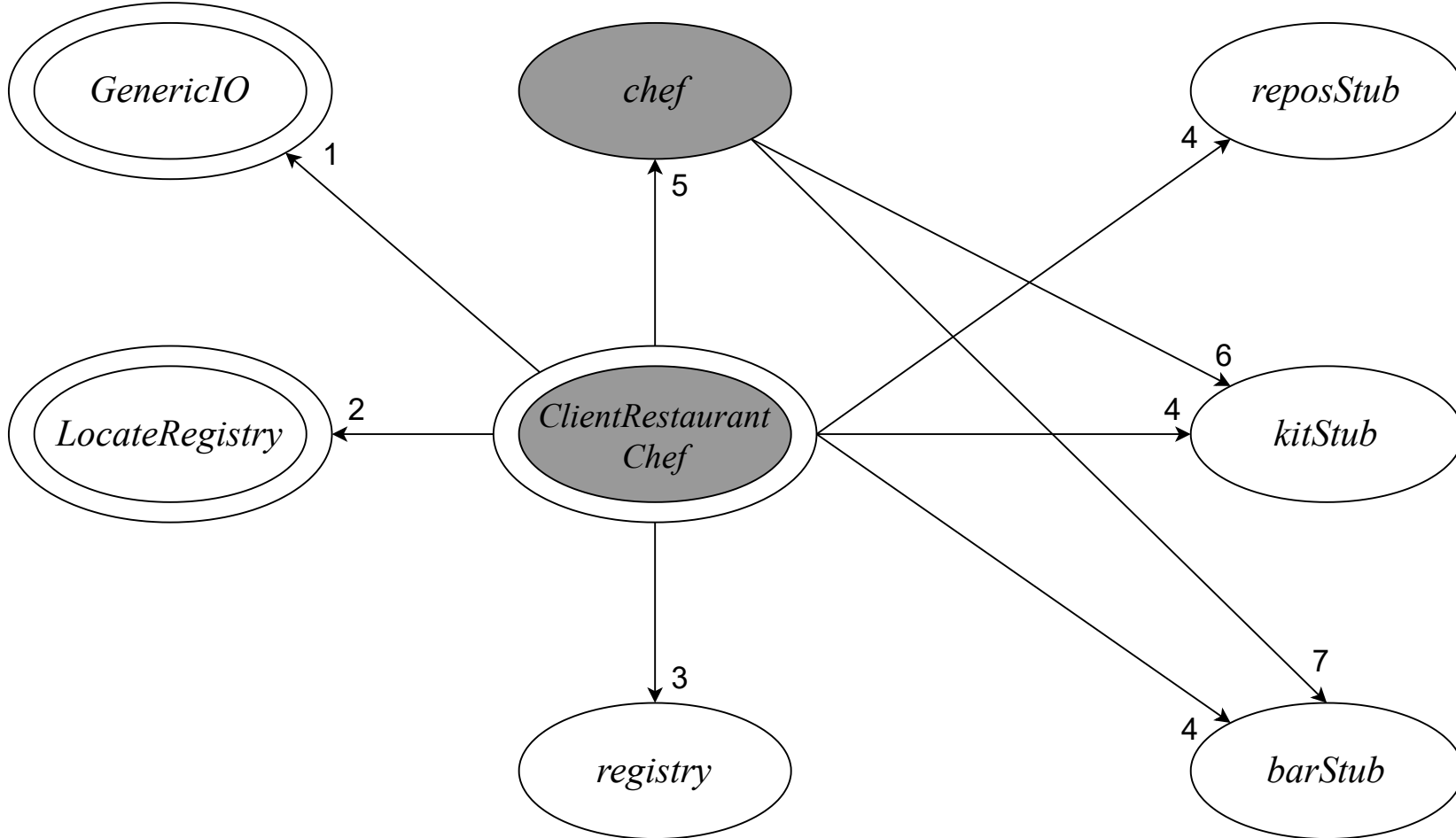
5. `instantiate, start, join`

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. `instantiate,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`