



1. instantiate, start, accept, end

2. instantiate

3. instantiate, start

4. readObject, writeObject, close

5. processAndReply

6. saluteClient, returnBar, getThePad, haveAllClientsBeenServed, deliverPortion, presentBill, seatAtTable, readMenu, prepareOrder, everybodyHasChosen, addUpOnesChoices, describeOrder, joinTalk, informCompanion, startEating, endEating, hasEverybodyFinishedEating, honourBill, haveAllCoursesBeenEaten, shouldHaveArrivedEarlier, getFirstToArrive, setFirstToArrive, setLastToArrive, shutdown

7. getWaiterState, getStudentIdBeingAnswered, getStudentState, getStudentId

8. setWaiterState, updateStudentState

9. instantiate, open, close, readObject, writeObject