



1. writelnString
2. instantiate, start, join
3. instantiate, reportLegend
4. watchTheNews, startPreparation, continuePreparation, proceedPreparation, haveAllPortionsBeenDelivered, haveNextPortionReady, HasOrderBeenCompleted, cleanUp
5. alertTheWaiter
6. handNoteToChef, returnToBar, collectPortion
7. lookAround, getStudentBeingAnswered, prepareBill, sayGoodbye
8. salutClient, returnBar, getThePad, haveAllClientsBeenServed, deliverPortion, presentBill
9. enter, callWaiter, signalWaiter, exit
10. readMenu, getFirstToArrive, prepareOrder, everybodyHasChosen, addUpOnesChoices, describeOrder, joinTalk, informCompanion, haveAllCoursesBeenEaten, startEating, endEating, hasEverybodyFinishedEating, getLastToEat, shouldHaveArrivedEarlier, honourBill
11. setChefState, setWaiterState, setnPortions, setnCourses
12. setChefState, setWaiterState, updateSeatsAtTable, updateStudentState
13. setWaiterState, updateStudentState
14. instantiate, openForWriting, openForAppending, close, writelnString
15. instantiate, write, read
16. setFirstToArrive, setLastToArrive, seatAtTable