



# Heist To The Museum Assigment 3

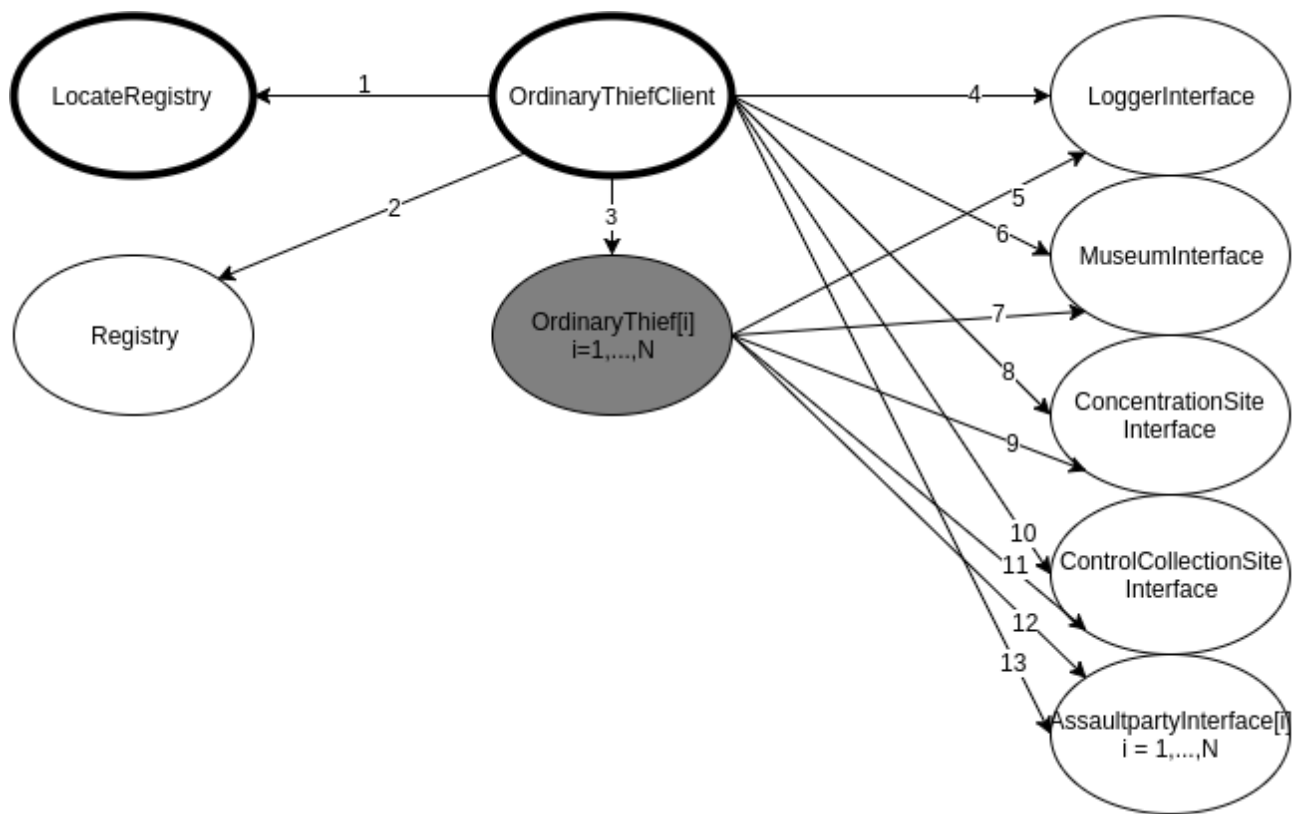
Sistemas Distribuídos  
Mestrado Integrado em Computadores  
e Telemática

04/06/2017

Elaborado por:

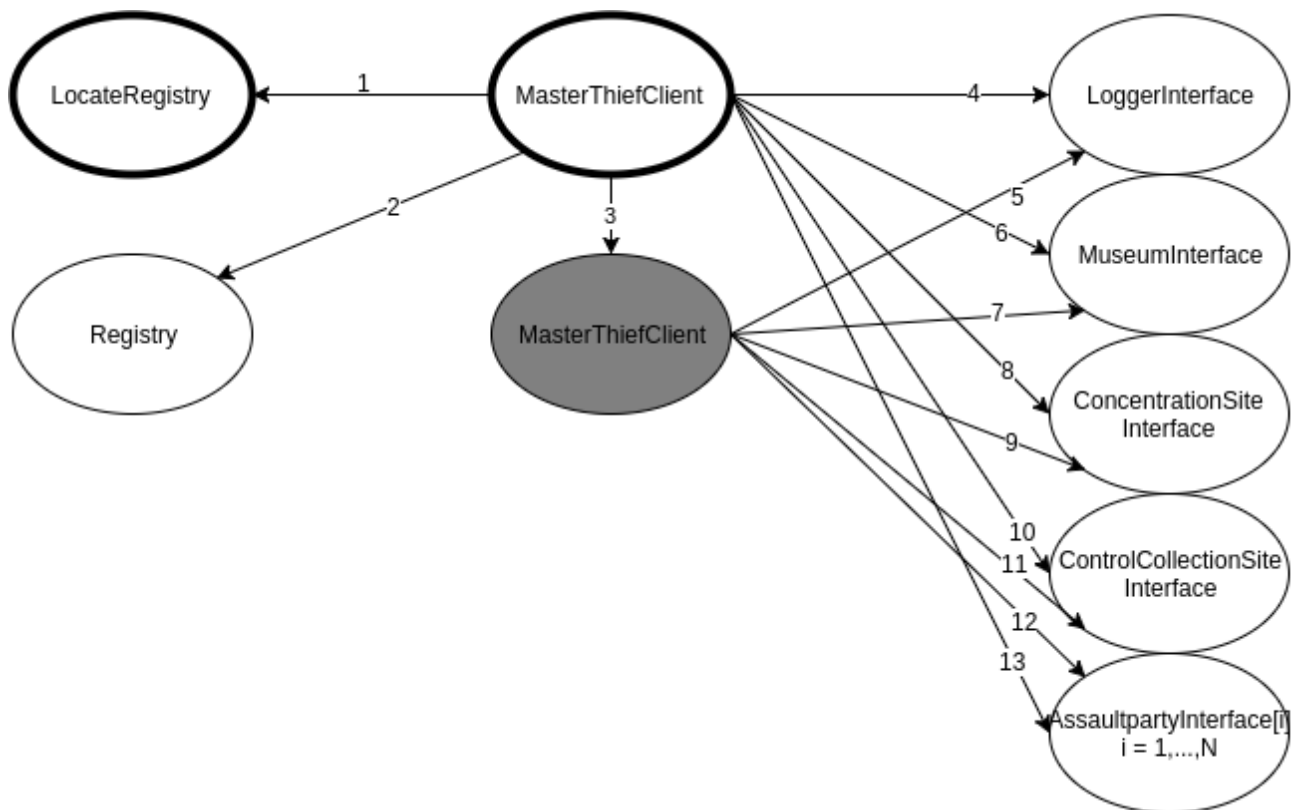
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## Ordinary Thief



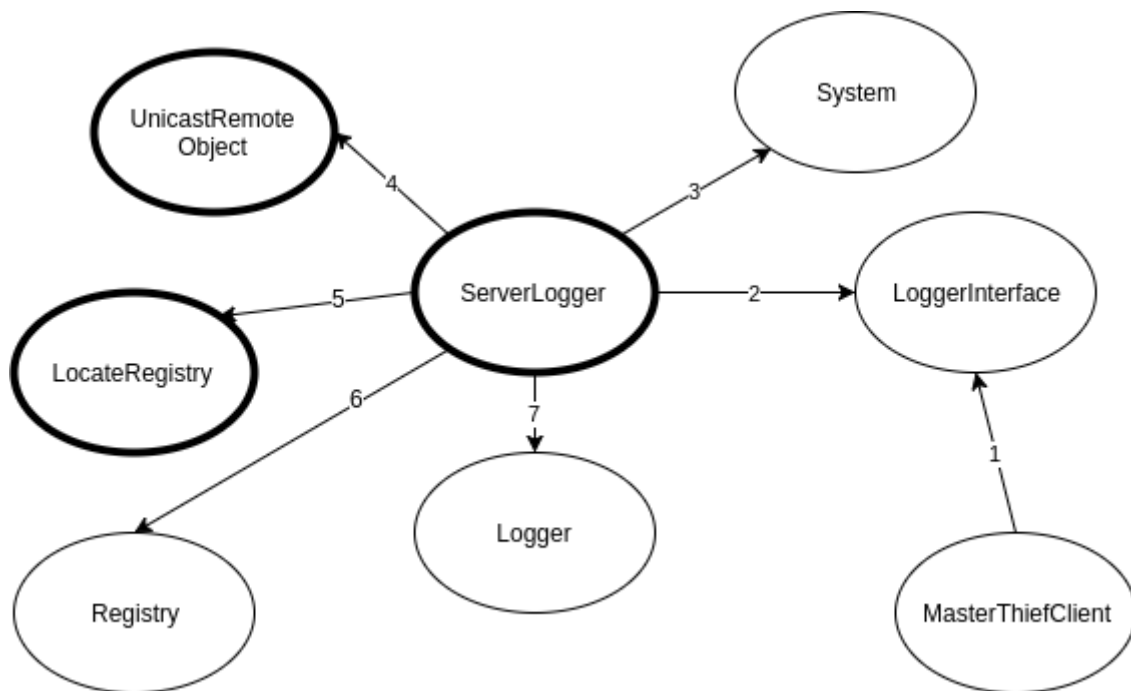
1. getRegistry
2. instantiate, lookup
3. instantiate, join, start
4. lookup
5. OrdinaryThiefLog, AssaultPartyLog,
6. lookup
7. rollACanvas,
8. lookup
9. amINeeded,
10.     lookup
11.     handACanvas, prepareExcursion,
12.     lookup
13.     joinParty, crawlIn, waitAllElems, getRoomID, getPartyID,  
reverseDirection, crawlOut

## Master Thief



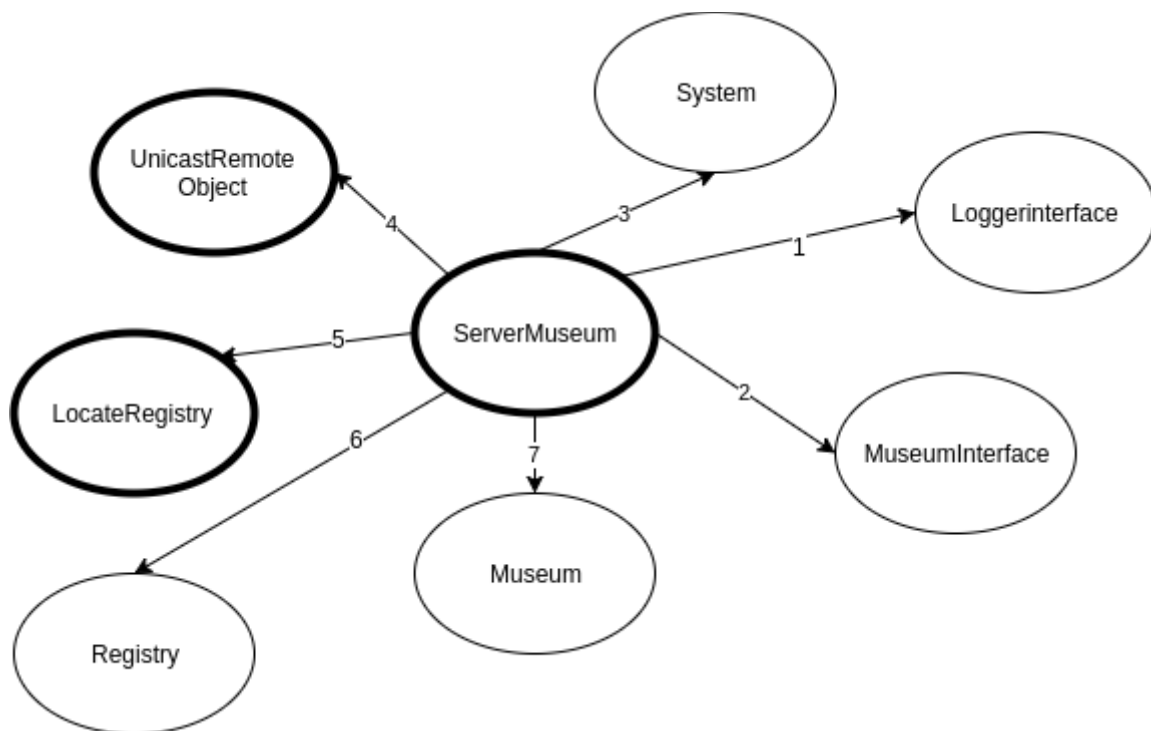
1. getRegistry
2. instantiate, lookup
3. instantiate, join, start
4. lookup
5. MasterThiefLog, FinalReport
6. lookup
7. getRoomDistance
8. lookup
9. heistOver, prepareAssaultParty,
10.     lookuk
11.     startOperations, appraiseSit, takeARest, sendAssaultParty,  
       sumUpResults, collectCanvas,
12.     lookup
13.     resetAndSet,

## ServerLogger



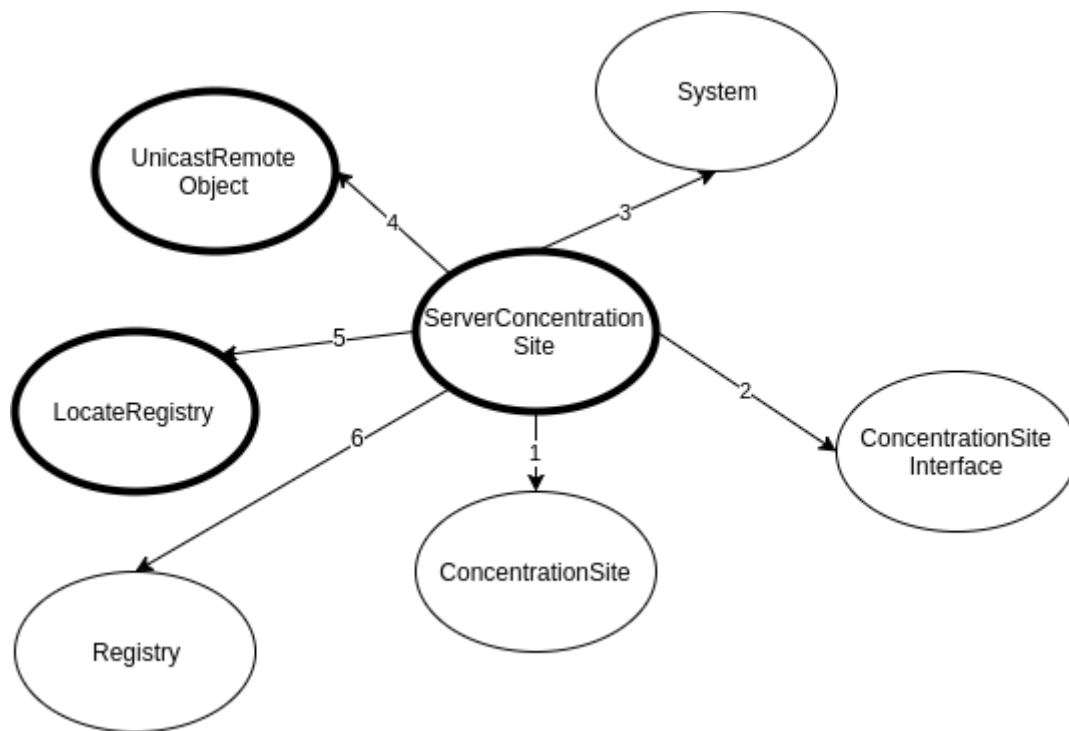
1. Shutdown
2. instantiate
3. getSecurityManager, setSecurityManager
4. exportObject
5. getRegistry
6. instantiate, bind
7. instantiate

## Server Museum



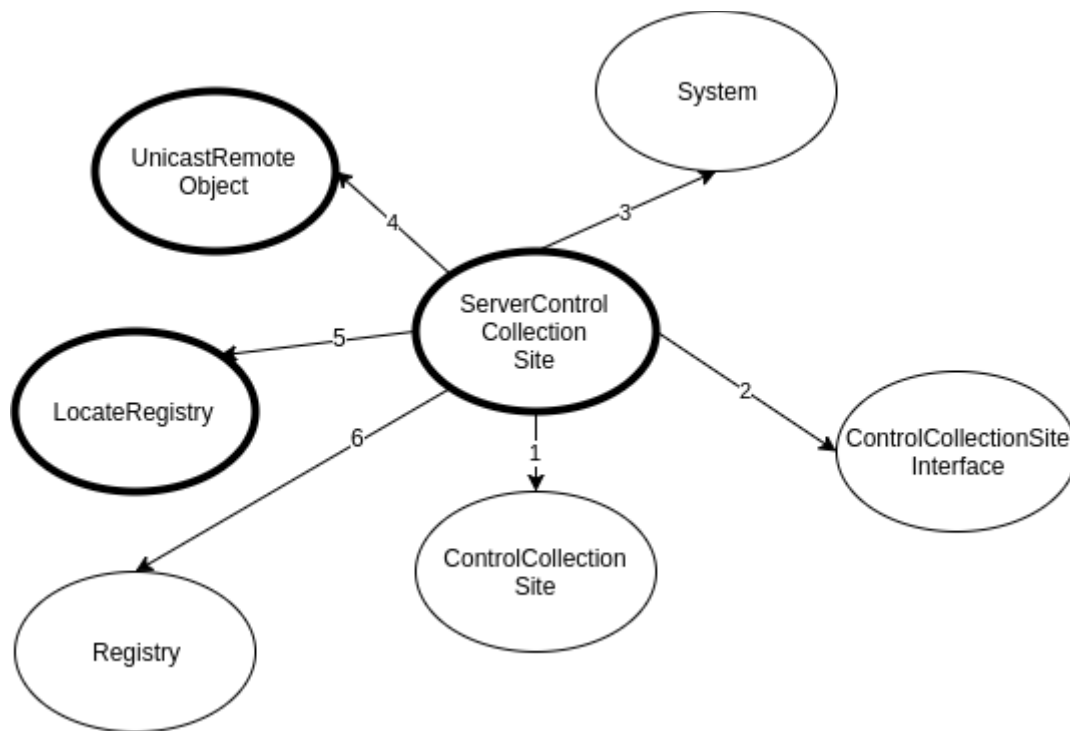
1. lookup
2. instantiate
3. getSecurityManager, setSecurityManager
4. exportObject
5. getRegistry
6. instantiate, bind
7. instantiate

## Server ConcentrationSite



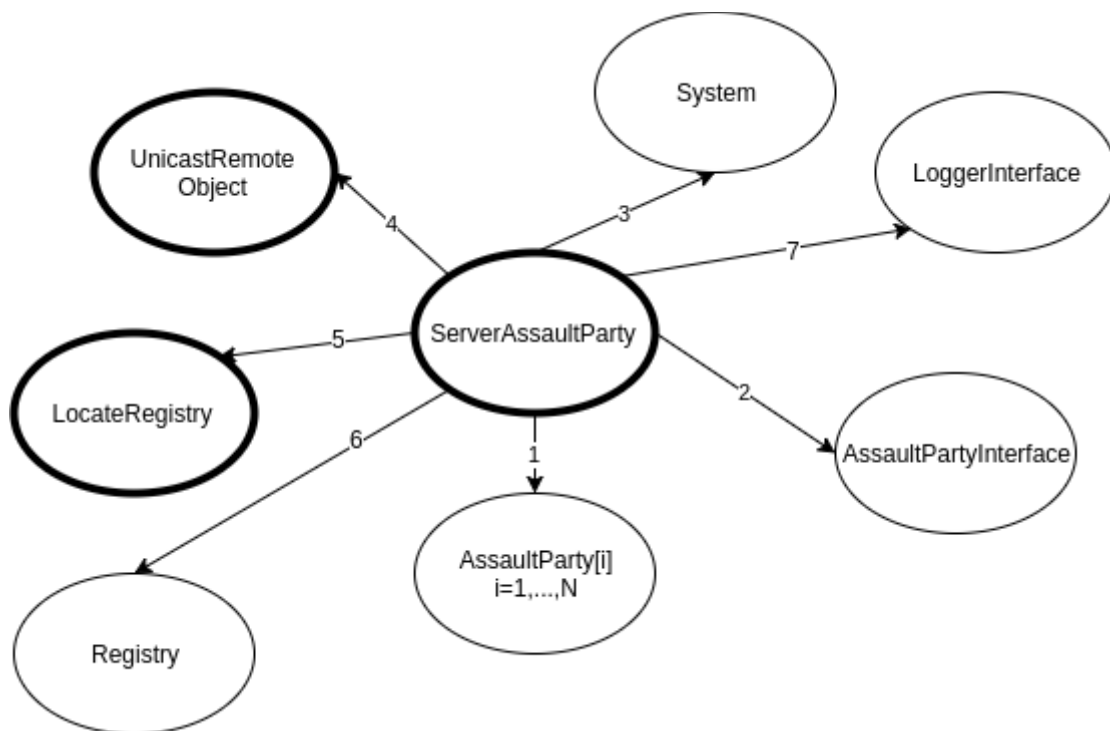
1. instantiate
2. instantiate
3. getSecurityManager, setSecurityManager
4. exportObject
5. getRegistry
6. instantiate, bind

## Server ControlCollectionSite



1. instantiate
2. instantiate
3. getSecurityManager, setSecurityManager
4. exportObject
5. getRegistry
6. instantiate, bind

## Server AssaultParty



1. instantiate
2. instantiate
3. getSecurityManager, setSecurityManager
4. exportObject
5. getRegistry
6. instantiate, bind
7. lookup