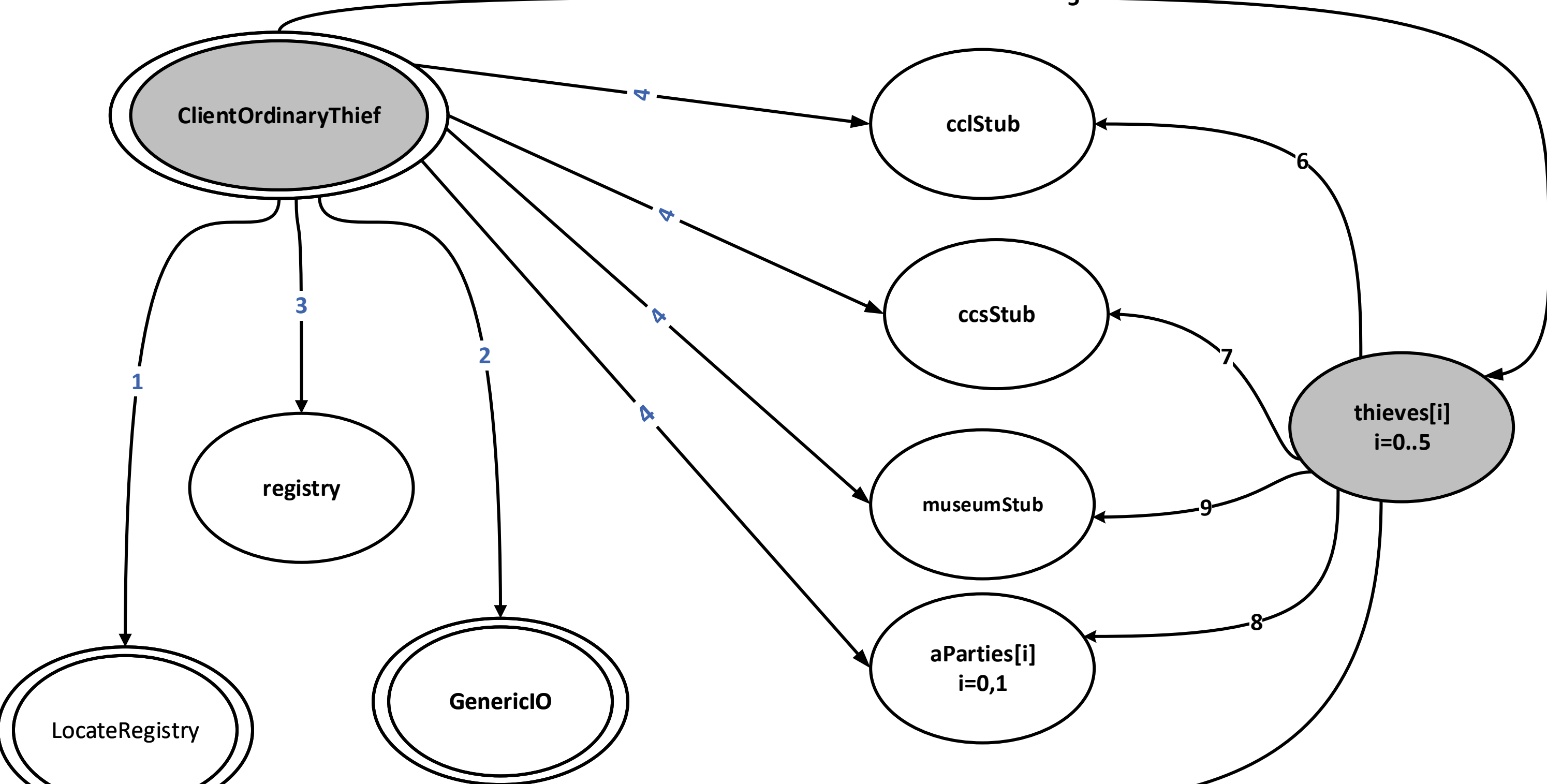
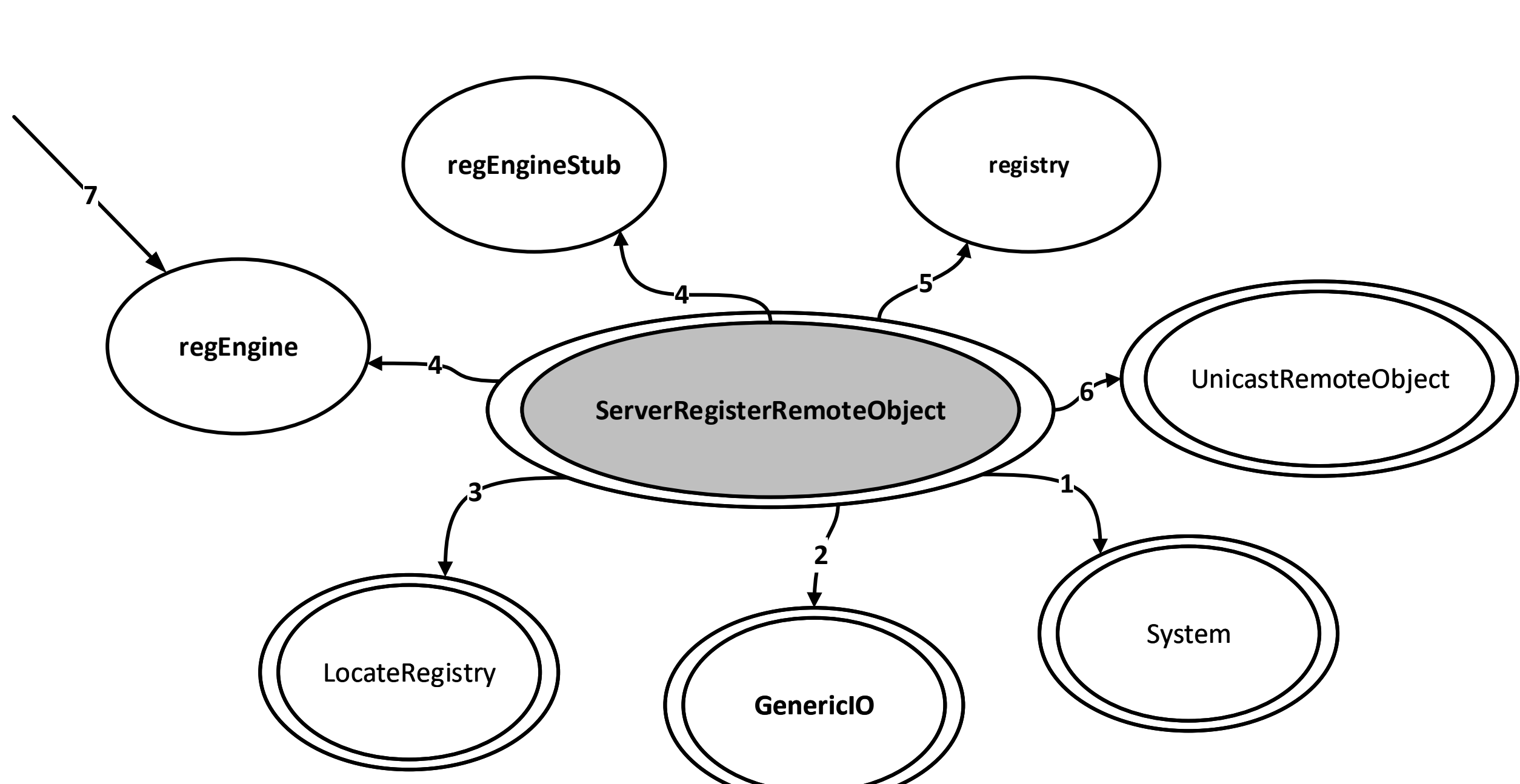


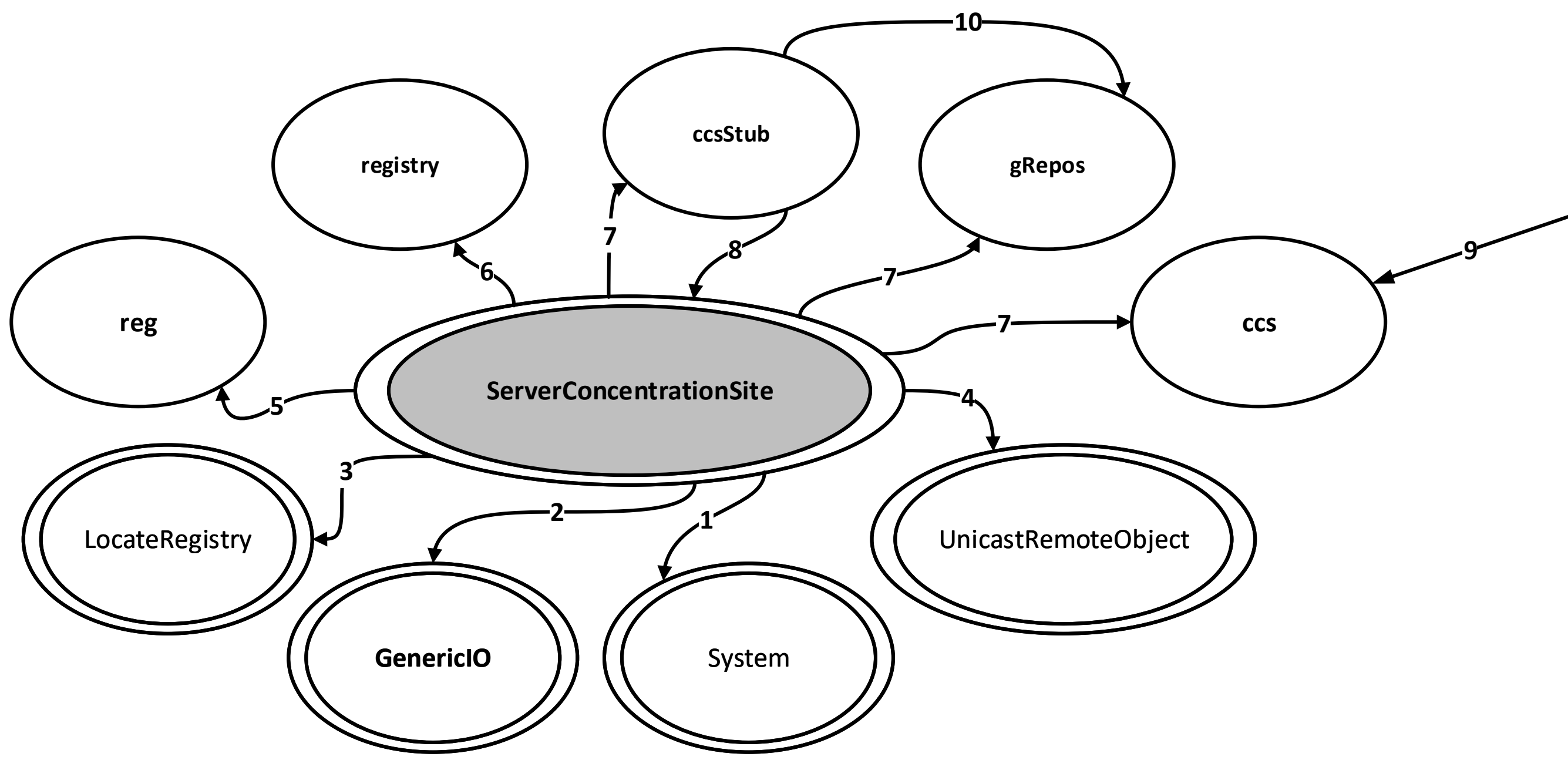
- 1 - getRegistry
- 2 - writeLnString
- 3 - instantiate, lookup
- 4 - instantiate, shutdown
- 5 - instantiate, start, join
- 6 - startOperations, appraiseSit, prepareAssaultParty, getNextRoom, takeARest, collectACanvas, sumUpResults
- 7 - sendAssaultParty
- 8 - setupParty, signalDeparture



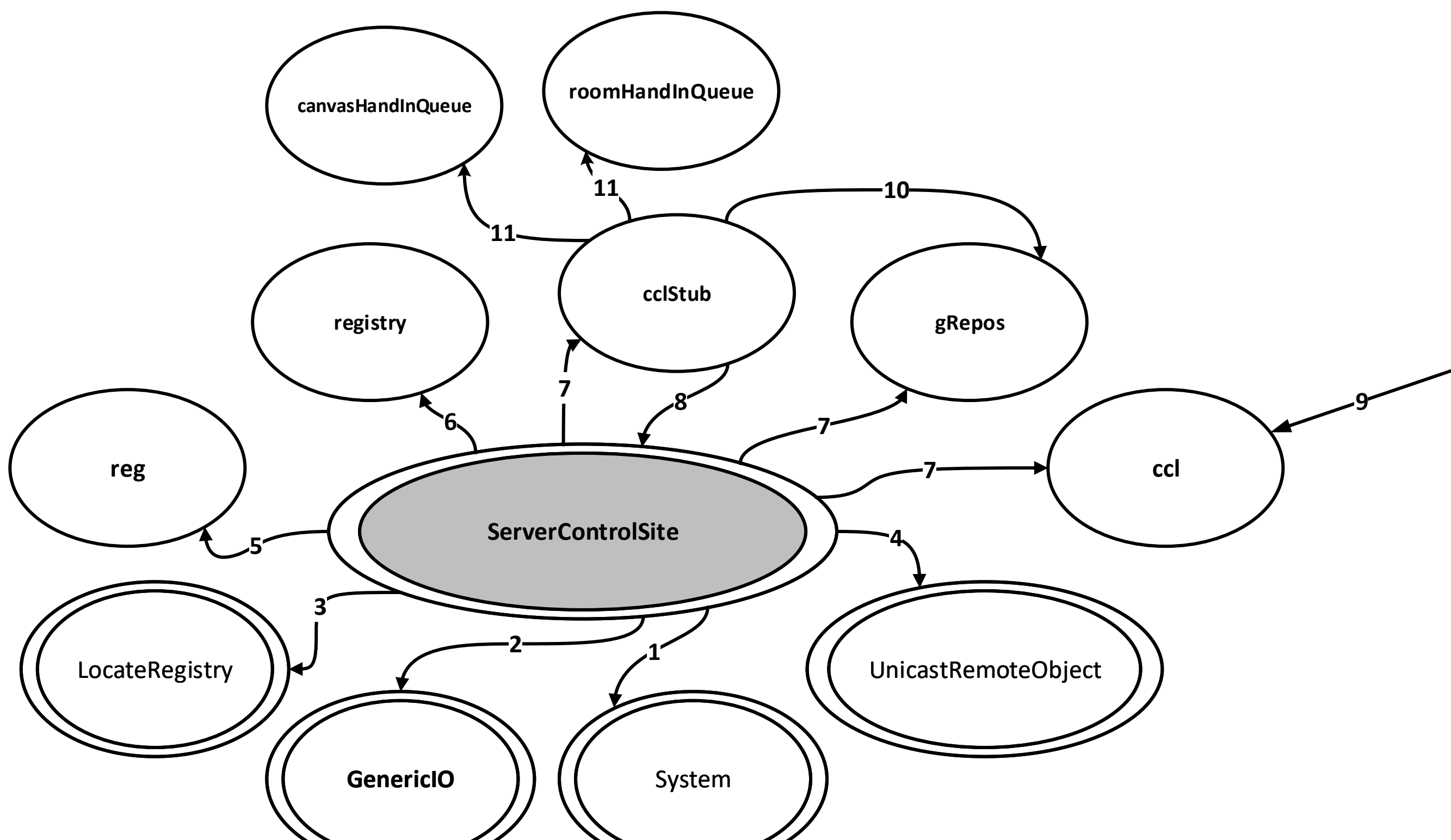
- 1 - getRegistry
- 2 - writeLnString
- 3 - instantiate, lookup
- 4 - instantiate
- 5 - instantiate, start, join
- 6 - amINeeded, handACanvas
- 7 - prepareExcursion
- 8 - addThief, crawlIn, reverseDirection, crawlOut
- 9 - getRoomDistance, rollACanvas



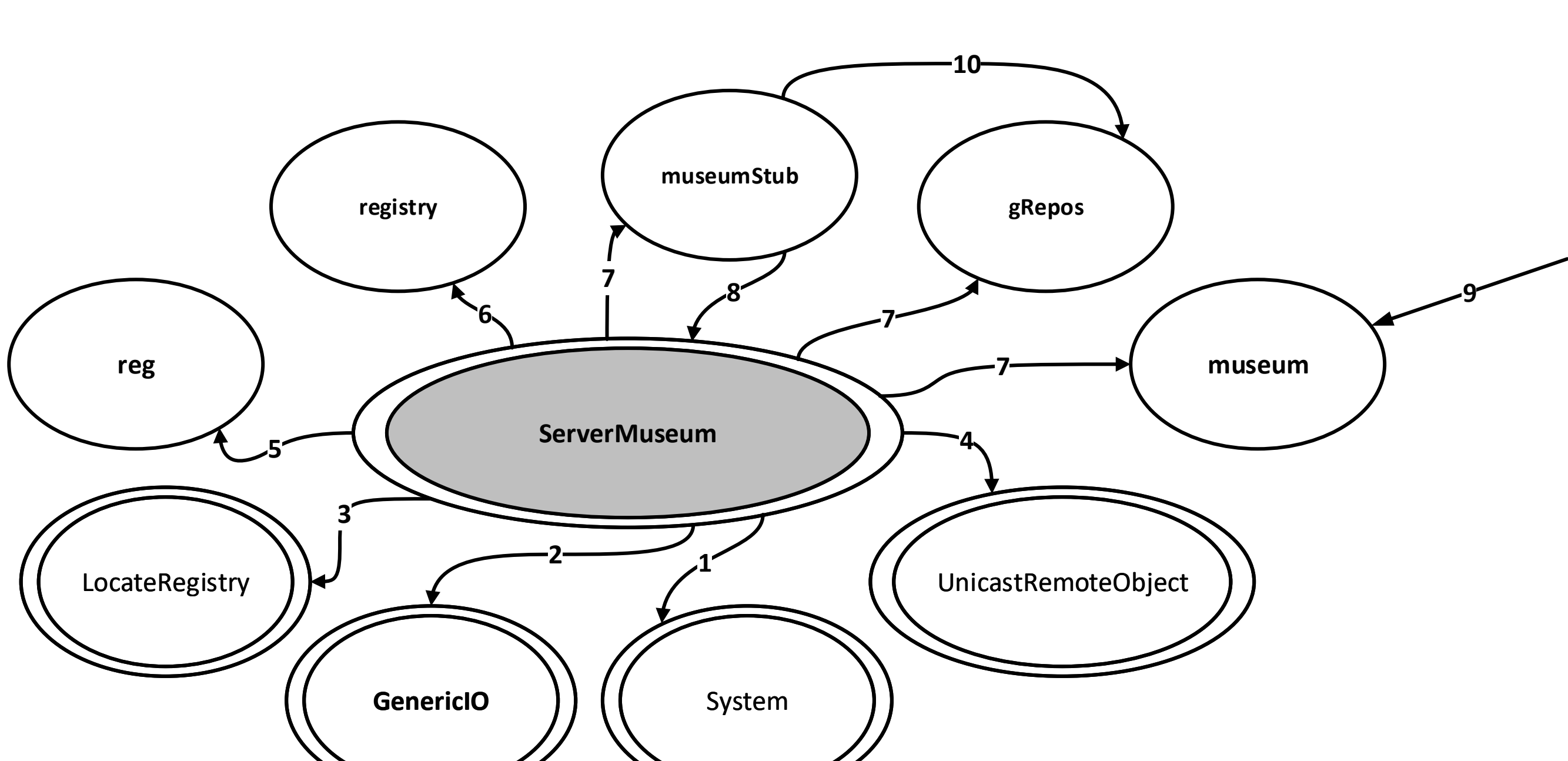
- 1 - getSecurityManager, setSecurityManager
- 2 - writeLnString
- 3 - getRegistry
- 4 - instantiate
- 5 - instantiate, rebind
- 6 - exportObject
- 7 - bind, unbind, rebind



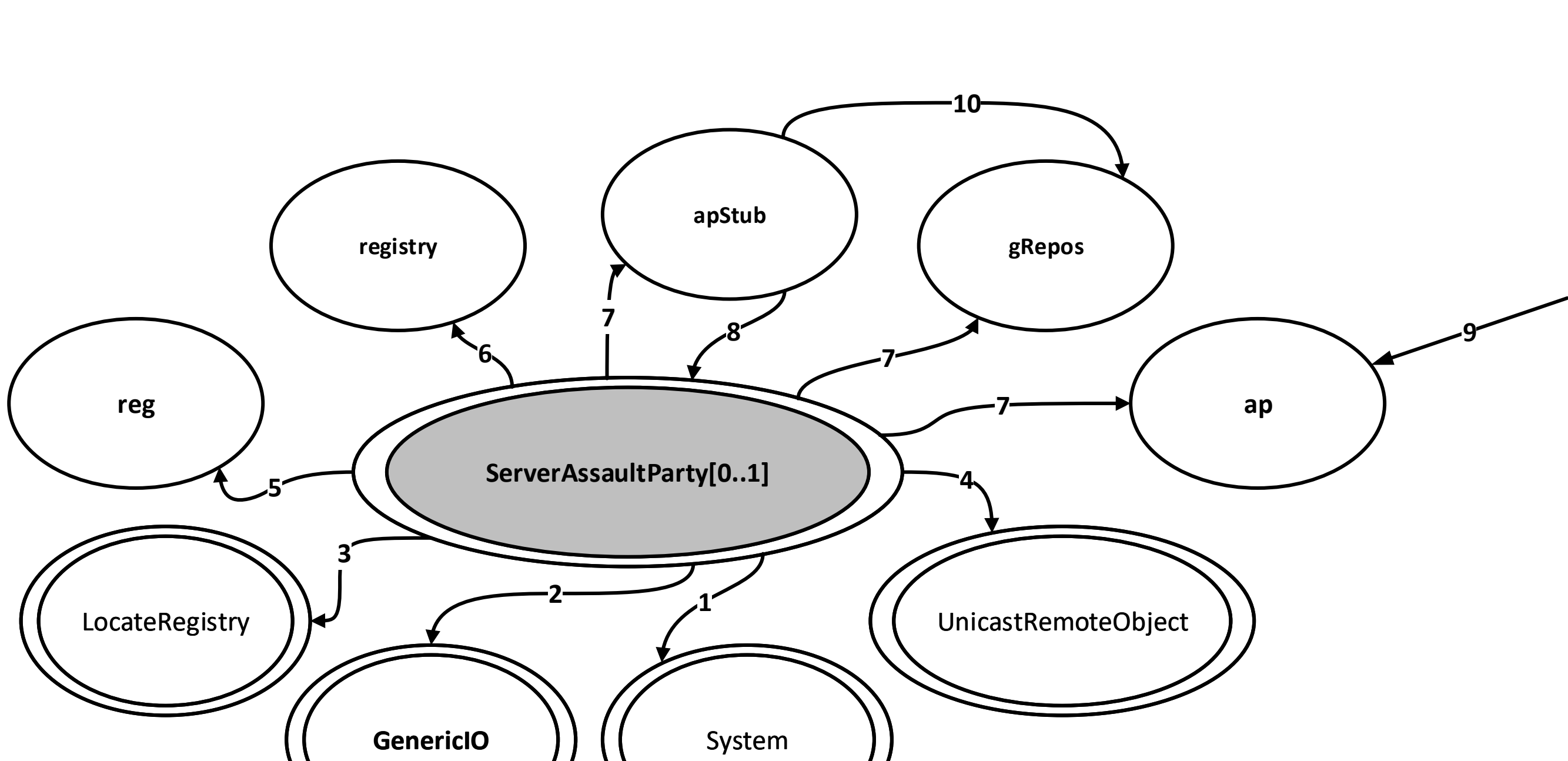
- 1 - getSecurityManager, setSecurityManager
- 2 - writeLnString
- 3 - getRegistry
- 4 - exportObject, unexportObject
- 5 - instantiate, bind, unbind
- 6 - instantiate, lookup
- 7 - instantiate
- 8 - shutdown
- 9 - sendAssaultParty, prepareExcursion, shutdown
- 10 - setMasterThiefState, setOrdinaryThiefPartyState



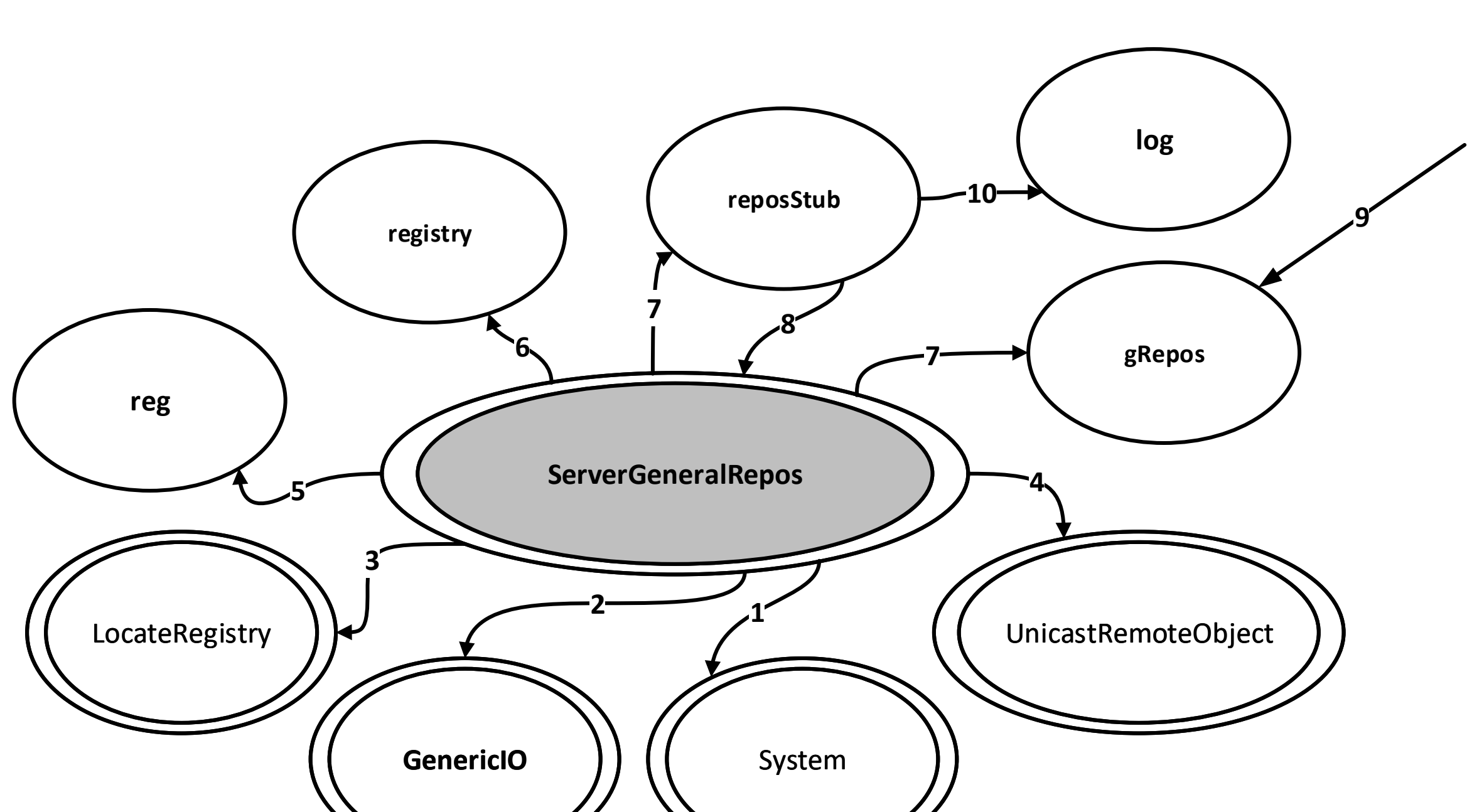
- 1 - getSecurityManager, setSecurityManager
- 2 - writeLnString
- 3 - getRegistry
- 4 - exportObject, unexportObject
- 5 - instantiate, bind, unbind
- 6 - instantiate, lookup
- 7 - instantiate
- 8 - shutdown
- 9 - getNextRoom, getHeistStatus, amINeeded, prepareAssaultParty, takeARest, collectACanvas, handACanvas, appraiseSit, startOperations, sumUpResults, shutdown
- 10 - setOrdinaryThiefState, setOrdinaryThiefPartyState, remoteThiefFromAssaultParty, setMasterThiefState, setAssaultPartyRoom, setThiefCanvas, finalResult, shutdown
- 11 - read, write



- 1 - getSecurityManager, setSecurityManager
- 2 - writeLnString
- 3 - getRegistry
- 4 - exportObject, unexportObject
- 5 - instantiate, bind, unbind
- 6 - instantiate, lookup
- 7 - instantiate
- 8 - shutdown
- 9 - getRoomDistance, getPaintingsInRoom, rollACanvas, shutdown
- 10 - setRoomDistanceAndPaintings, setNumPaintingsInRooms, setThiefCanvas



- 1 - getSecurityManager, setSecurityManager
- 2 - writeLnString
- 3 - getRegistry
- 4 - exportObject, unexportObject
- 5 - instantiate, bind, unbind
- 6 - instantiate, lookup
- 7 - instantiate
- 8 - shutdown
- 9 - getStatus, getRoomID, setupParty, addThief, crawlIn, crawlOut, reverseDirection, signalDeparture
- 10 - addThiefToAssaultParty, setOrdinaryThiefState, setThiefPosition



- 1 - getSecurityManager, setSecurityManager
- 2 - writeLnString
- 3 - getRegistry
- 4 - exportObject, unexportObject
- 5 - instantiate, bind, unbind
- 6 - instantiate, lookup
- 7 - instantiate
- 8 - shutdown
- 9 - loginIt, setOrdinaryThiefState, setOrdinaryThiefPartyState, setOrdinaryThiefMD, setMasterThiefState, setAssaultPartyRoom, addThiefToAssaultParty, removeThiefFromAssaultParty, setThiefPosition, setThiefCanvas, setRoomDistance, setNumPaintingsInRoom, setRoomDistanceAndPaintings, finalResult, shutdown
- 10 - writeLnString, openForWriting, close, openForAppending