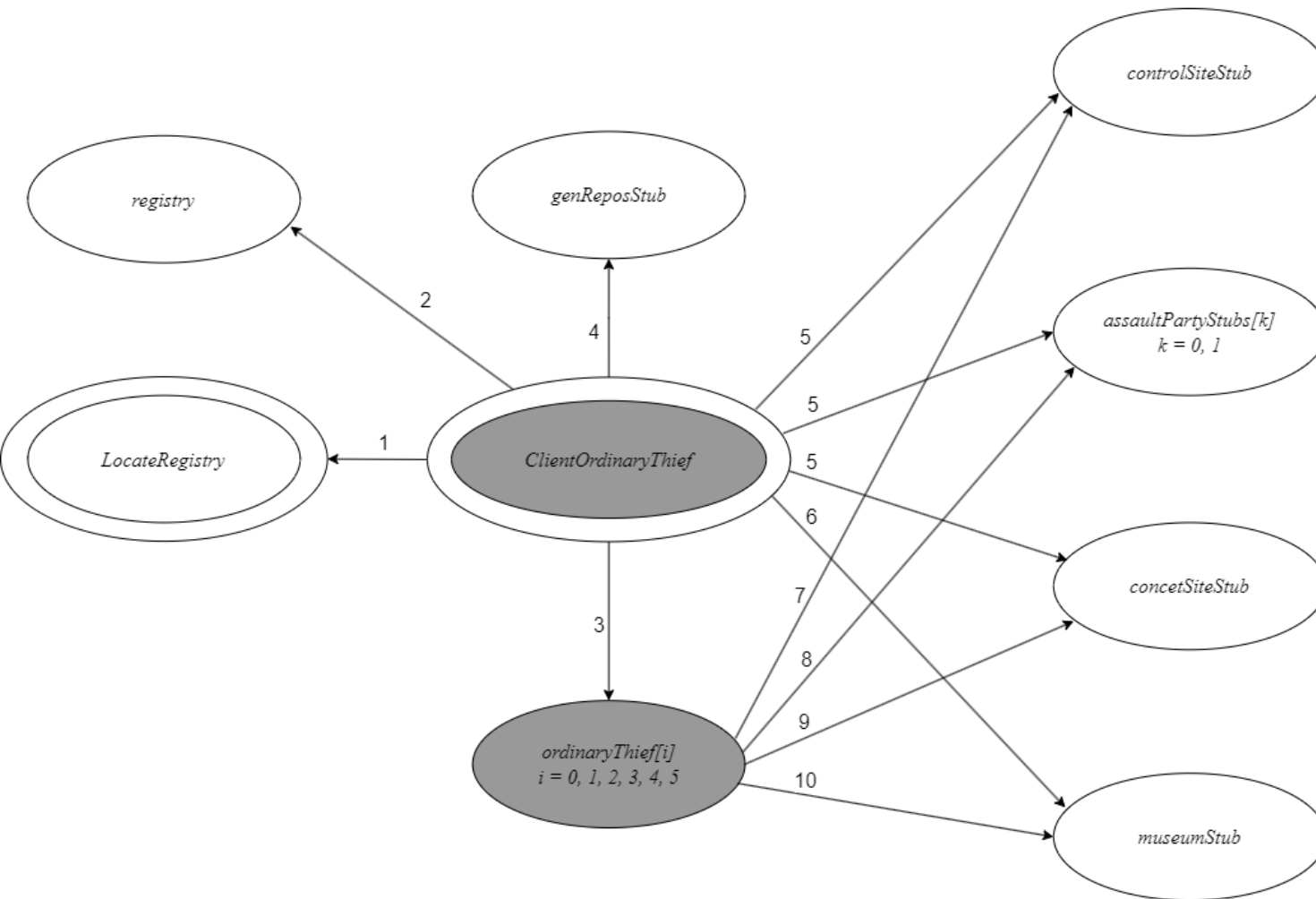


# ClientOrdinaryThief

Diagram Label



1 - getRegistry()

2 - instanciate, lookup()

3 - instanciate, start(), join()

4 - instanciate, setOrdinaryThievesAgility(), shutdown()

5 - instaciare

6 - instanciate

7 - handACanvas()

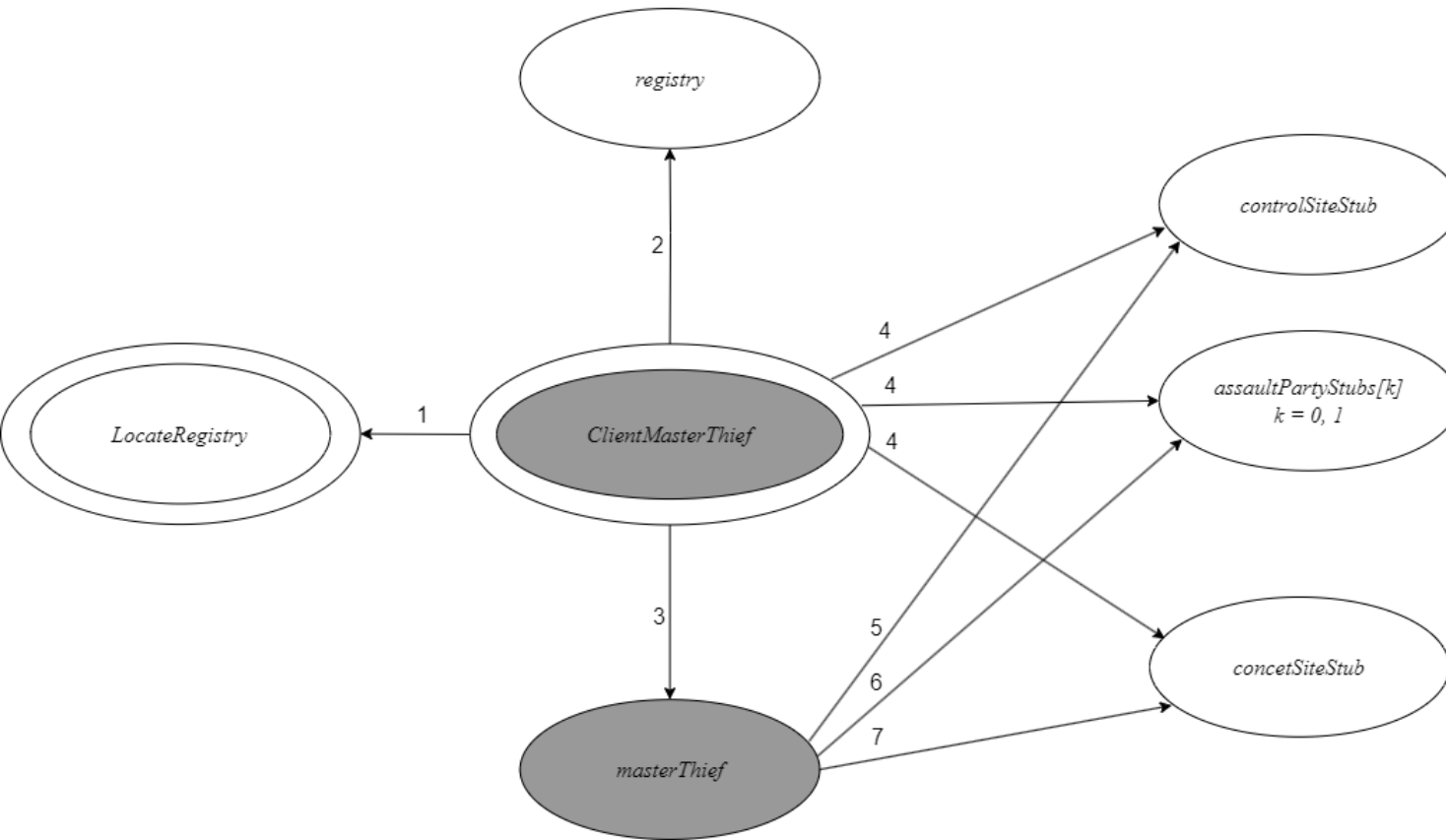
8 - crawlIn(), getTargetRoomId(), crawlOut()

9 - amINeeded(), prepareExcursion()

10 - rollACanvas(), reverseDirection()

# ClientMasterThief

Diagram Label



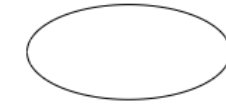
Non-instantiated data type  
**Active entity**



Non-instantiated data type  
**Passive entity**



Instantiated data type  
**Active entity (it is a thread)**



Instantiated data type  
**Passive entity**

**1** - getRegistry()

**2** - instantiate, lookup()

**3** - instantiate, start(), join()

**4** - instantiate, shutdown()

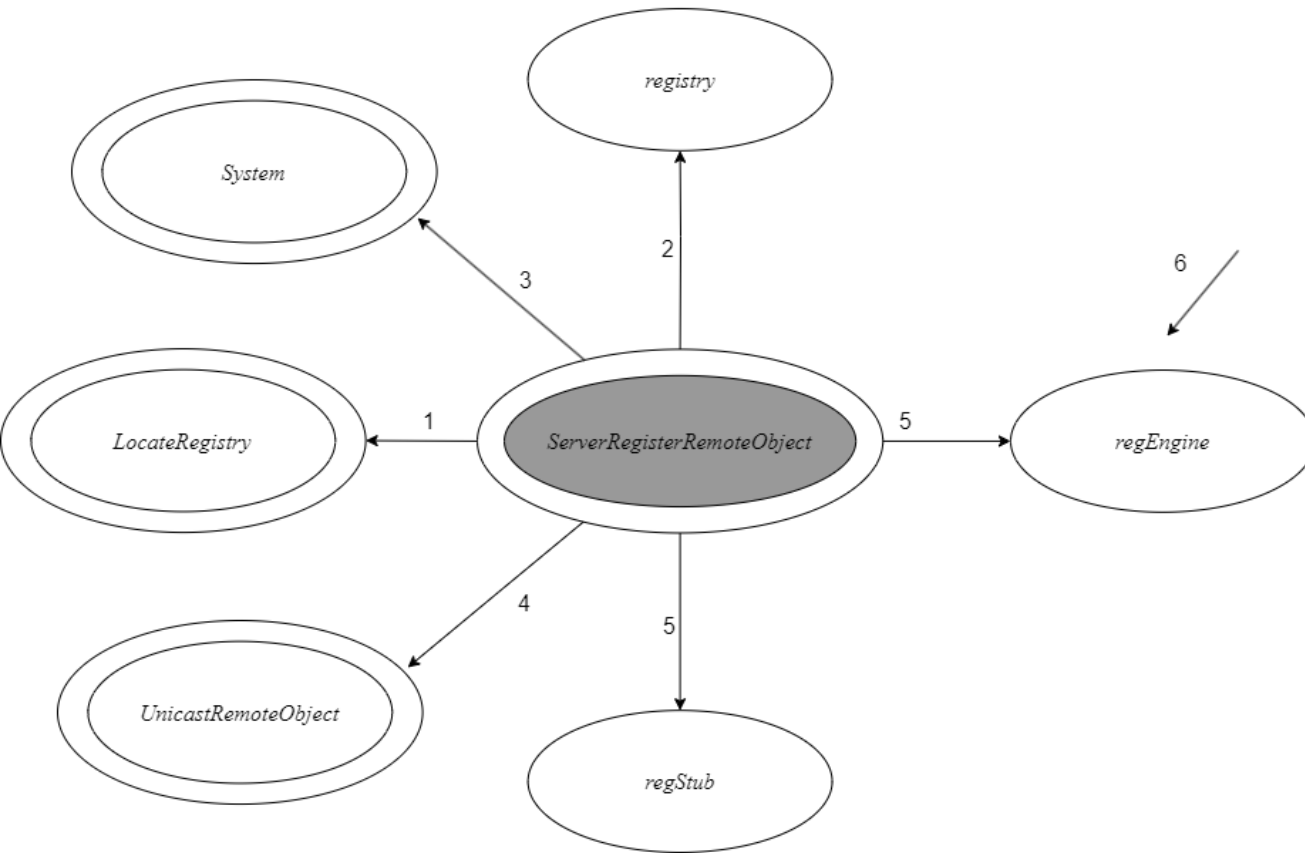
**5** - startOperations(), appraiseSit(), getAssaultId(), getRoomId(), takeARest(), collectACanvas()

**6** - sendAssaultParty()

**7** - prepareAssaultParty(), sumUpResults()

# ServerRegisterRemoteObject

Diagram Label



Non-instantiated data type  
**Active entity**



Non-instantiated data type  
**Passive entity**



Instantiated data type  
**Active entity (it is a thread)**



Instantiated data type  
**Passive entity**

1 - getRegistry()

2 - instantiate, rebind()

3 - getSecurityManager(), setSecurityManager(), exit()

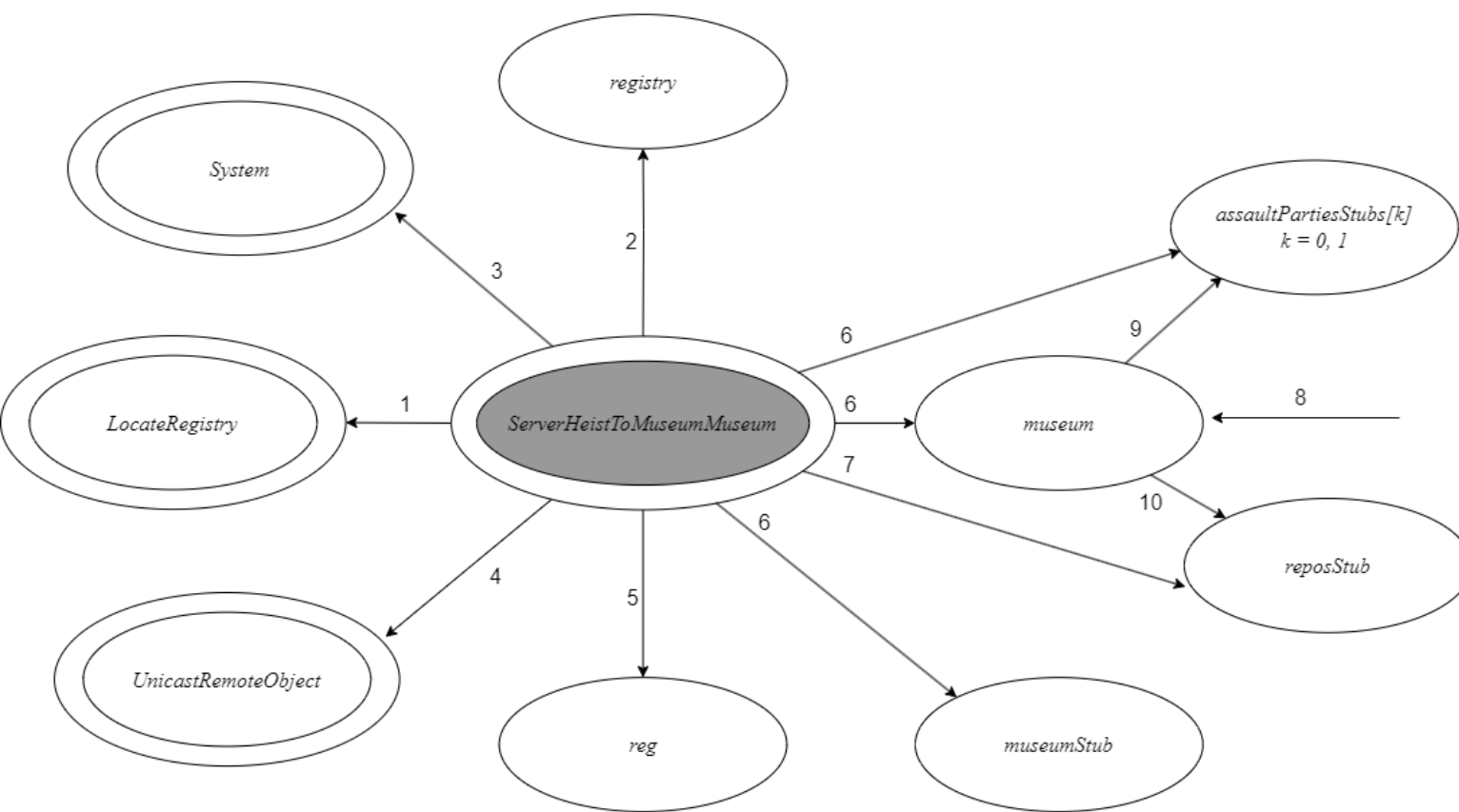
4 - exportObject()

5 - instantiate

6 - bind(), unbind(), rebind()

# ServerHeistToMuseumMuseum

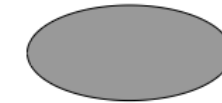
Diagram Label



Non-instantiated data type  
**Active entity**



Non-instantiated data type  
**Passive entity**



Instantiated data type  
**Active entity (it is a thread)**



Instantiated data type  
**Passive entity**

1 - getRegistry()

2 - instantiate, lookup()

3 - getSecurityManager(), setSecurityManager(), exit(), println()

4 - exportObject(), unexportObject()

5 - bind(), unbind()

6 - instantiate

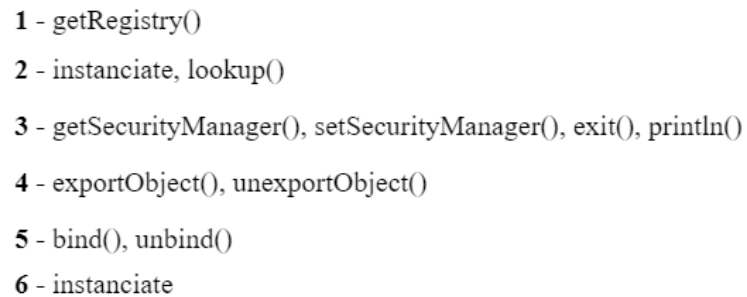
7 - instantiate, setDistancePerRoom(), setPaintingsPerRoom()

8 - rollACanvas(), reverseDirection(), getRoomDistance(), shutdown()

9 - setBringsCanvas()

10 - setOrdinaryThiefState(), setBringsCanvas(), setUpdateInRoom()

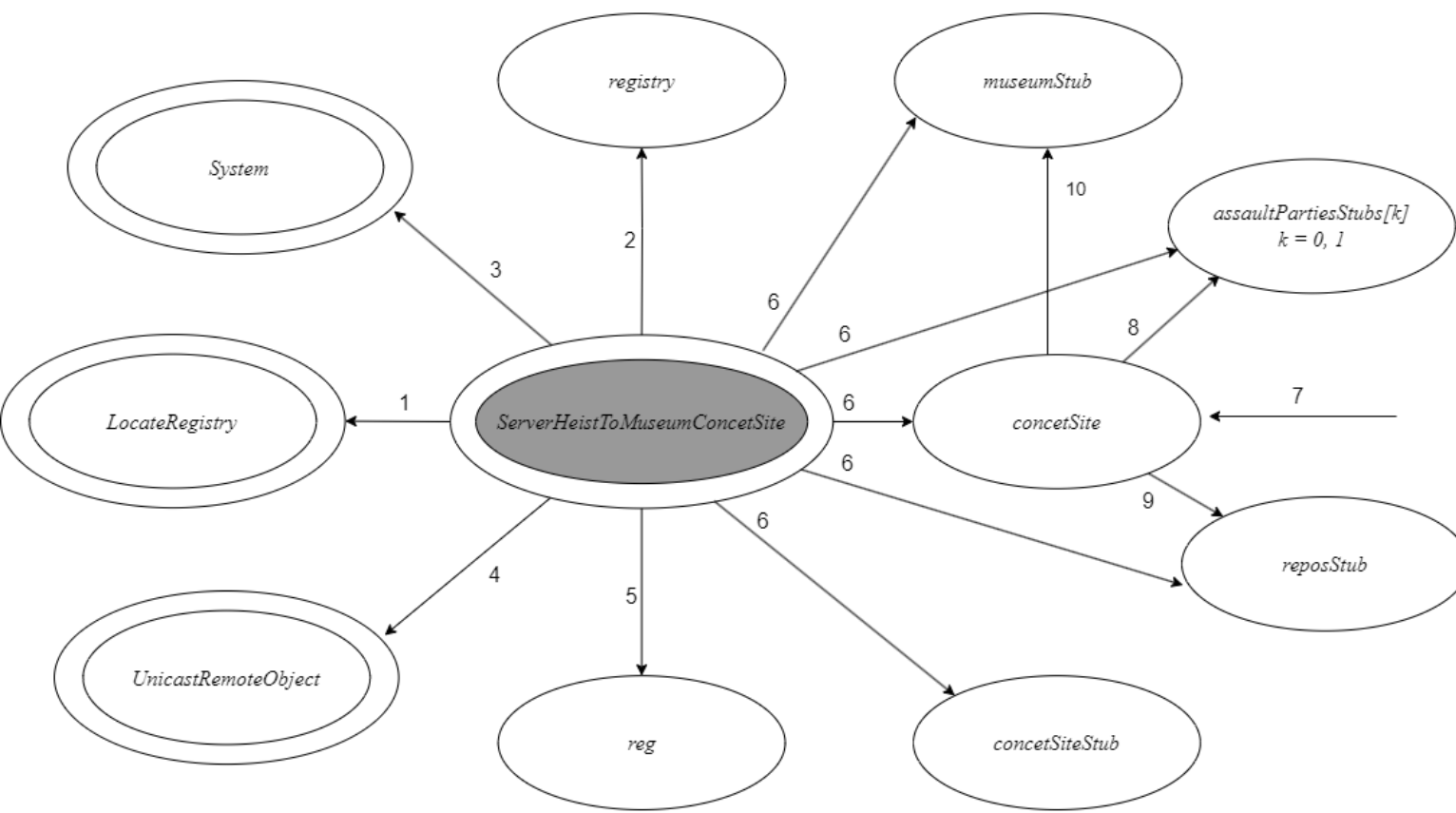
## Diagram Label



7 - instantiate, startOperations(), appraiseSit(), getAssaultId(), setNumOfCanvas(),  
getNumOfCanvas(), getRoomId(), collectACanvas(), handACanvas(), takeARest(), shutdown()  
8 - getTargetRoomId(), getInOp(), getAssaultPartyId(), leaveTheAssaultParty(),  
numOfThieves(), setInOp(), getBringsCanvas(), setBringsCanvas()  
9 - setMasterThiefState(), giveCanvas(), setCanvasResult(), setOrdinaryThiefState()

# ServerHeistToMuseumConcetSite

Diagram Label



Non-instantiated data type  
**Active entity**



Non-instantiated data type  
**Passive entity**



Instantiated data type  
**Active entity (it is a thread)**



Instantiated data type  
**Passive entity**

1 - getRegistry()

2 - instantiate, lookup()

3 - getSecurityManager(), setSecurityManager(), exit(), println()

4 - exportObject(), unexportObject()

5 - bind(), unbind()

6 - instantiate

7 - instantiate, setAssaultPartyId(), getAssaultPartyId(), prepareAssaultParty(), prepareExcursion(), amINeeded(), sumUpResults(), shutdown()

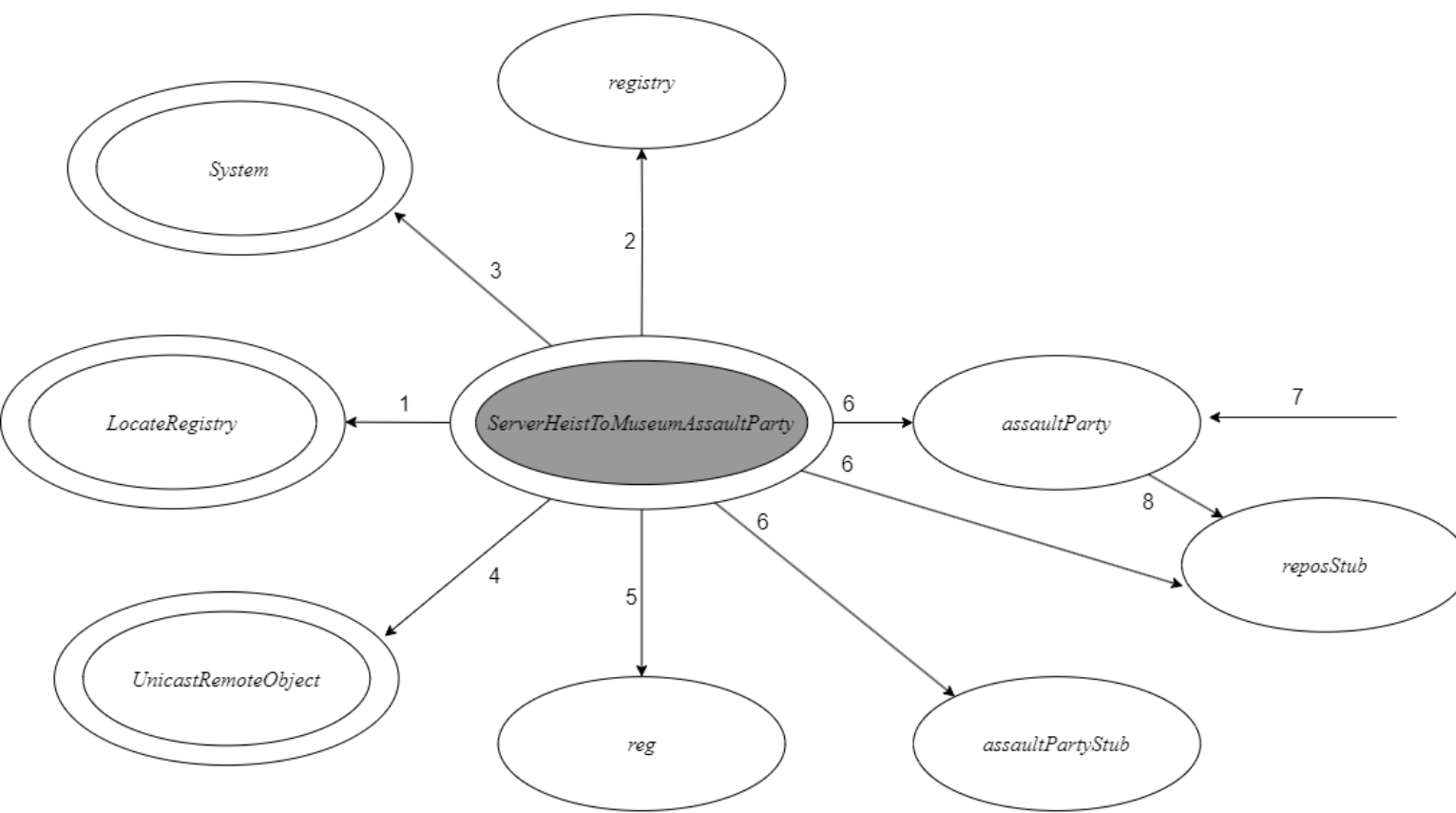
8 - getTargetRoomId(), getInOp(), getAssaultPartyId(), leaveTheAssaultParty(), numOfThieves(), setInOp(), getBringsCanvas(), setBringsCanvas()

9 - setMasterThiefState(), giveCanvas(), setCanvasResult(), setOrdinaryThiefState(), printTail()

10 - getRoomDistance()

# ServerHeistToMuseumAssaultParty

Diagram Label



Non-instantiated data type  
**Active entity**



Non-instantiated data type  
**Passive entity**



Instantiated data type  
**Active entity (it is a thread)**



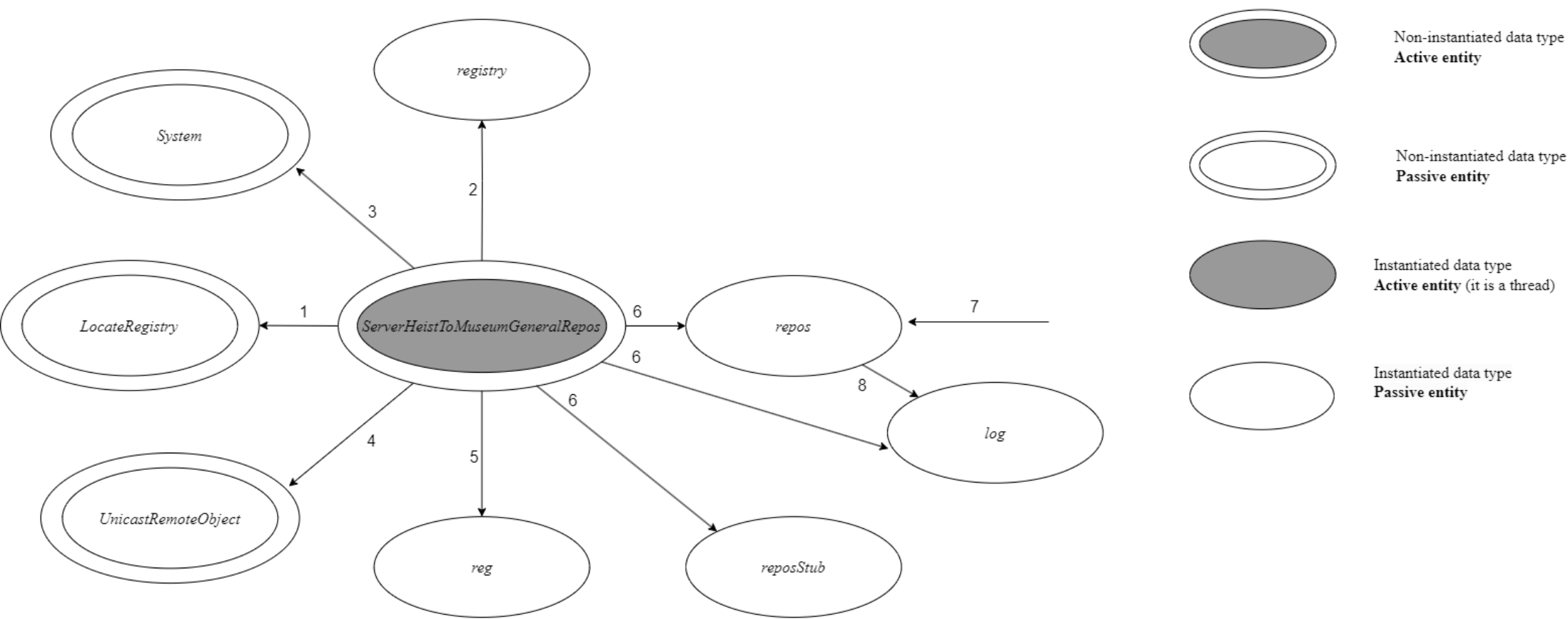
Instantiated data type  
**Passive entity**

- 1 - getRegistry()
- 2 - instanciate, lookup()
- 3 - getSecurityManager(), setSecurityManager(), exit(), println()
- 4 - exportObject(), unexportObject()
- 5 - bind(), unbind()
- 6 - instanciate

- 7 - instaciate, crawlIn(), crawlOut(), sendAssaultParty(), addThief(), waitForThievesToBeReady(), ordinaryThiefIndex(), getAssaultPartyId(), getInOp(), setInOp(), getTargetRoomId(), setTargetRoomId(), numOfThieves(), leaveTheAssautParty(), getBringsCanvas(), setBringsCanvas(), shutdown()
- 8 - setOrdinaryThiefPos(), setOrdinaryThiefState(), setAssaultPartyThievesId()

# ServerHeistToMuseumGeneralRepos

Diagram Label



- 1 - getRegistry()
- 2 - instantiate, lookup()
- 3 - getSecurityManager(), setSecurityManager(), exit(), println()
- 4 - exportObject(), unexportObject()
- 5 - bind(), unbind()
- 6 - instantiate

- 7 - setOrdinaryThiefState(), setMasterThiefState(), setOrdinaryThiefPos(), setUpdateInRoom(), setBringsCanvas(), giveCanvas(), setAssaultPartyThievesId(), setPaintingsPerRoom(), setDistancePerRoom(), setOrdinaryThievesAgility(), setAssaultPartyTargetRoomId(), setCanvaResult(), printTail(), shutdown()
- 8 - instantiate, openForWriting(), writeLnString(), openForAppending(), close()