

- 1 instanciate, start, join
- 2 instanciate, start, join
- 3 instanciate
- **4 -** startOperations, appraiseSit, getAssaultId, getRoomId, takeARest, collectACanvas
- **5** sendAssaultParty
- **6** prepareAssaultParty, sumUpResults
- **7** handACanvas
- 8 crawlIn, getTargetRoomId, crawlOut

- 9 amINeeded, prepareExcursion
- 10 rollACanvas, reverseDirection
- 11 getTargetRoomId, getInOp, getAssaultPartyId leaveTheAssaultParty, numOfThieves, setInOp, getBringsCanvas, setBringsCanvas
- 12 setTargetRoomId, waitForThievesToBeReady, addThief
- 13 getRoomDistance
- 14 setBringsCanvas

- **15** setMasterThiefState, giveCanvas, setCanvasResult, setOrdinaryThiefState
- 16 setOrdinaryThiefPos, setOridinaryThiefState, setMasterThiefState, setAssaultPartyThievesId
- 17 setMasterThiefState, setAssaultPartyTargetRoomId, setAssaultPartyThievesId, setOrdinaryThiefState, printTail
- **18** setOrdinayThiefState, setBringsCanvas, setUpdateInRoom
- 19 writeLnString
- 20 instanciate, openForWritting, writeLnString, close, openForAppending,