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 - 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,