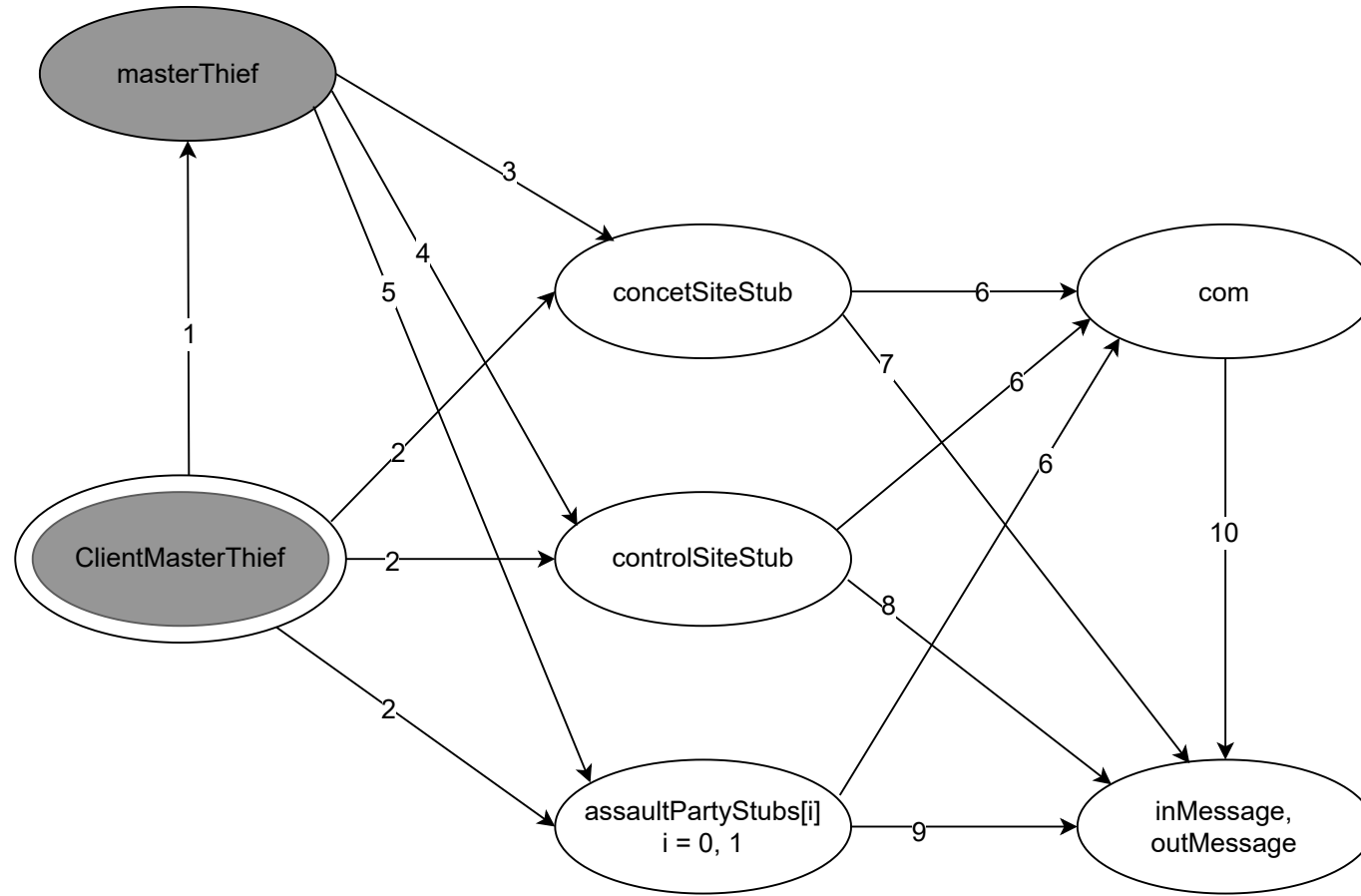
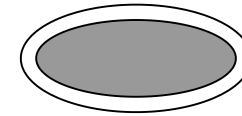


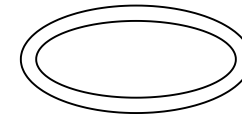
# Master Thief



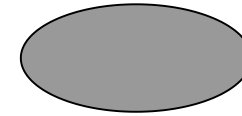
## Diagram Label



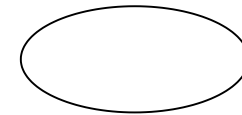
Non-instantiated data type  
**Active entity**



Non-instantiated data type  
**Passive entity**



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

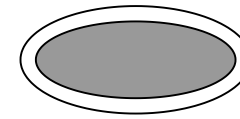
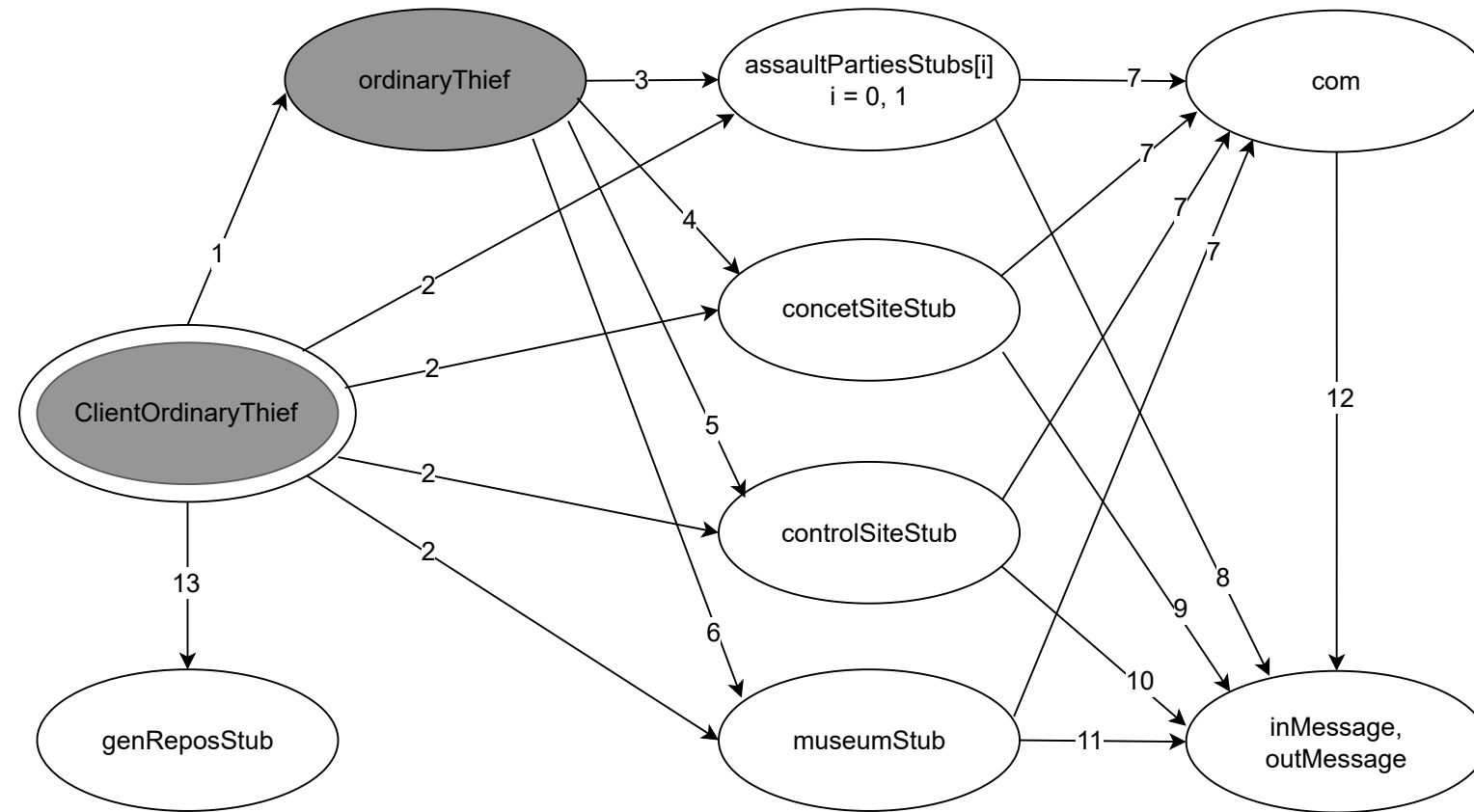


Instantiated data type  
**Passive entity**

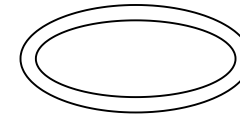
- 1 - instantiate, start, join
- 2 - instantiate, shutdown
- 3 - prepareAssaultParty, sumUpResults
- 4 - startOperations, appraiseSit, getAssaultId, getRoomId, takeARest, collectACanvas
- 5 - sendAssaultParty
- 6 - instantiate, open, close, writeObject, readObject
- 7 - getMsgType, toString, getMasterThiefState
- 8 - getMsgType, toString, getMasterThiefState, getOperation, getAssaultPartyId, getRoomId, getMasterThiefState
- 9 - getMsgType, toString, getOrdinaryThiefState, getMasterThiefState
- 10 - instantiate

# Ordinary Thief

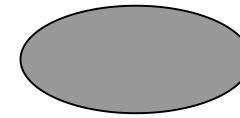
## Diagram Label



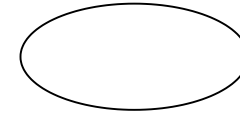
Non-instantiated data type  
**Active entity**



Non-instantiated data type  
**Passive entity**



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

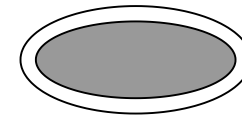
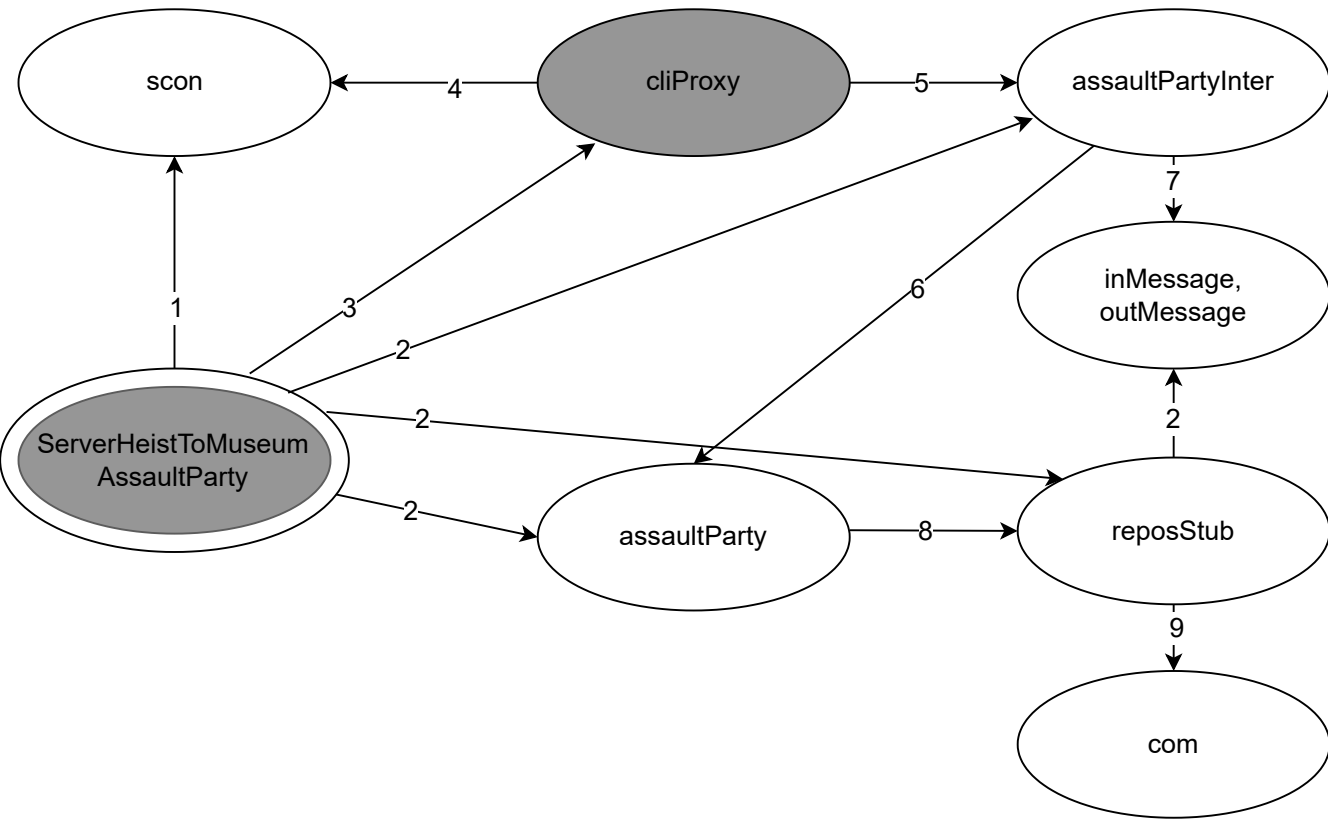


Instantiated data type  
**Passive entity**

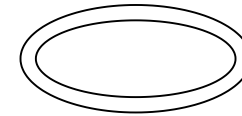
- 1 - instantiate, start, join
- 2 - instantiate, shutdown
- 3 - crawlIn, getTargetRoomId, crawlOut
- 4 - amINeeded, prepareExcursion
- 5 - handACanvas
- 6 - rollACanvas, reverseDirection
- 7 - instantiate, open, close, writeObject, readObject
- 8 - getMsgType, toString, getOrdinaryThiefId, getOrdinaryThiefState, getTargetRoomId
- 9 - getMsgType, toString, getOrdinaryThiefId, getOrdinaryThiefState, getAmINeeded, getAssaultPartyId
- 10 - getMsgType, toString, getOrdinaryThiefId, getOrdinaryThiefState
- 11 - getMsgType, toString, getOrdinaryThiefId, getOrdinaryThiefState
- 12 - instantiate
- 13 - instantiate, getOrdinaryThievesAgility, shutdown

# Assault Party

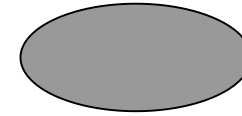
## Diagram Label



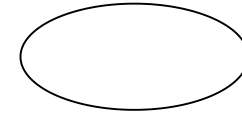
Non-instantiated data type  
**Active entity**



Non-instantiated data type  
**Passive entity**



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



Instantiated data type  
**Passive entity**

1 - instantiate, start, setTimeout, accept, end

2 - instantiate

3 - instantiate, start

4 - readObject(), writeObject(), close

5 - processAndReply

6 - crawlIn, crawlOut, sendAssaultParty, addThief, getAssaultPartyId, waitForThievesToBeReady, getInOp, setInOp, getTargetRoomId, setTargetRoomId, numOfThieves, leaveTheAssaultParty, getBringsCanvas, setBringsCanvas, shutdown

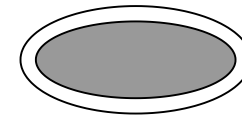
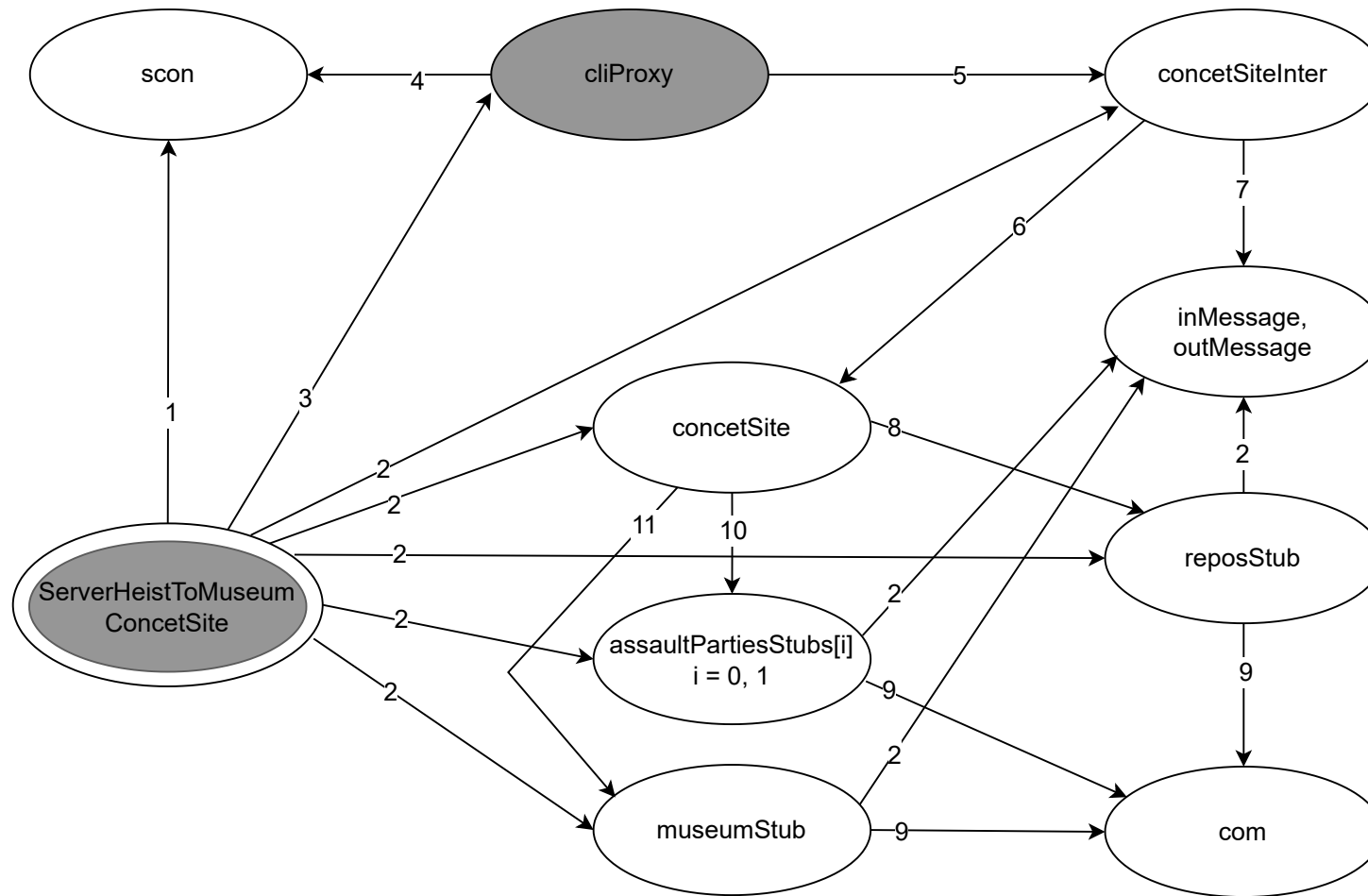
7 - getMsgType, getOrdinaryThiefState, getOrdinaryThiefId, getOrdinaryThiefAgility, getMasterThiefState, getInOp, getTargetRoomId, getRoomDistance, getBringsCanvas

8 - setOrdinaryThiefPos, setOrdinaryThiefState, setMasterThiefState, setAssaultPartyThievesId

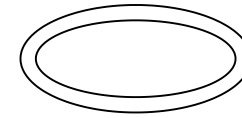
9 - instantiate, open, close, readObject, writeObject

# Concetration Site

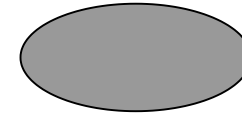
## Diagram Label



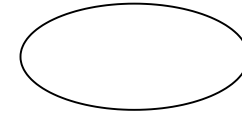
Non-instantiated data type  
**Active entity**



Non-instantiated data type  
**Passive entity**



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



Instantiated data type  
**Passive entity**

1 - instanciate, start, setTimeout, accept, end

2 - instanciate

3 - instanciate, start

4 - readObject, writeObject, close

5 - processAndReply

6 - prepareAssaultParty, prepareExcursion, amINeeded, sumUpResults, shutdown

7 - getMsgType, getMasterThiefState, getAssaultPartyId, getRoomId, getOrdinaryThiefState, getOrdinaryThiefId, getOrdinaryThiefAgility

8 - setMasterThiefState, setAssaultPartyTargetRoomId, setAssaultPartyThievesId, setOrdinaryThiefState, printTail

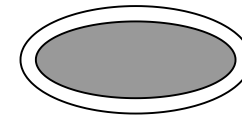
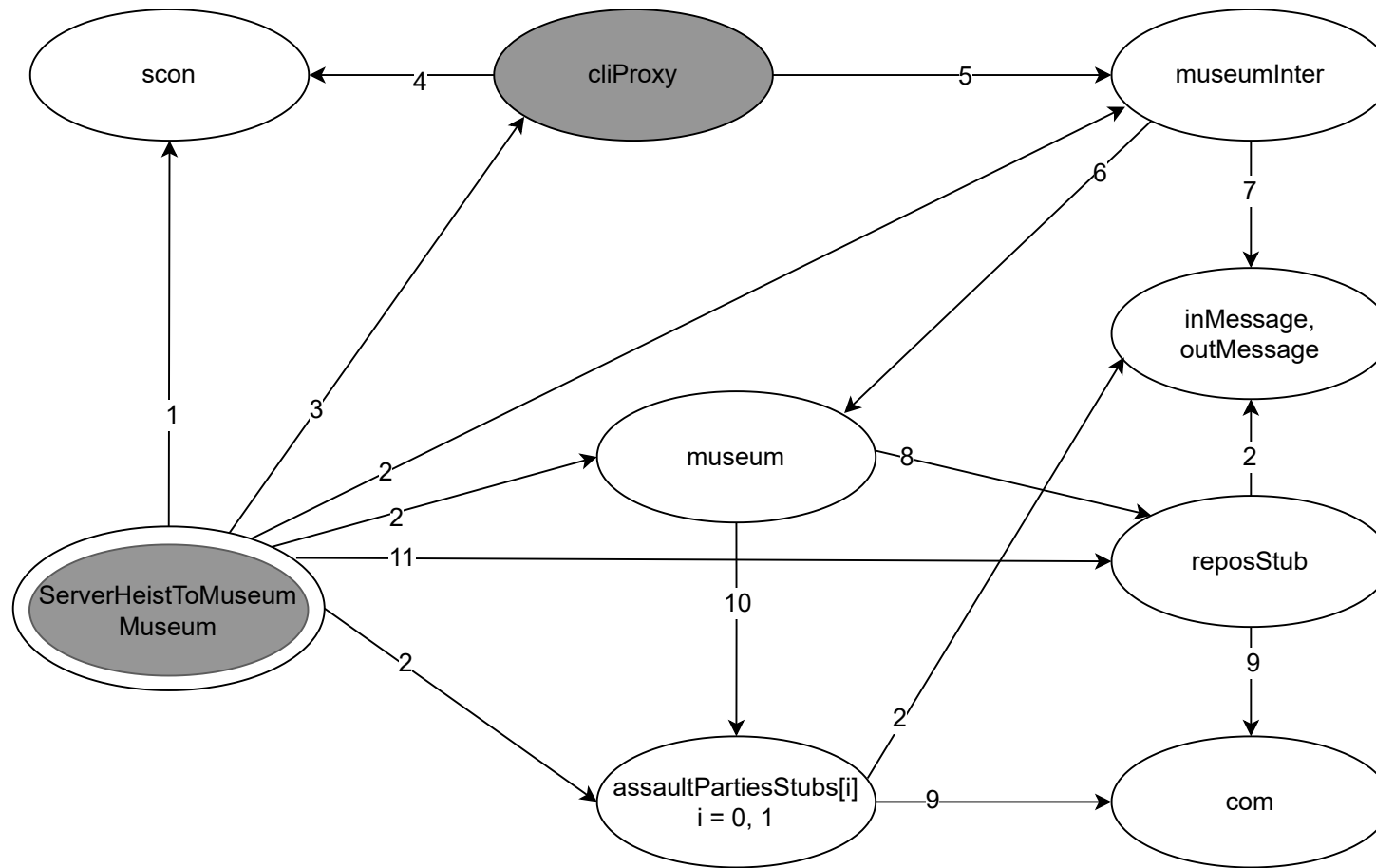
9 - instanciate, open, close, readObejct, writeObject

10 - setTargetRoomId, waitForThievesToBeReady, addThief

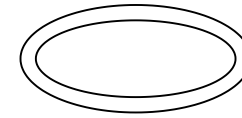
11 - getRoomDistance

# Museum

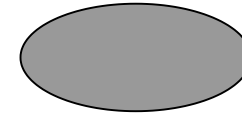
## Diagram Label



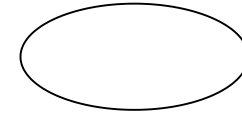
Non-instantiated data type  
**Active entity**



Non-instantiated data type  
**Passive entity**



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



Instantiated data type  
**Passive entity**

1 - instantiate, start, setTimeout, accept, end

2 - instantiate

3 - instantiate, start

4 - readObject, writeObject, close

5 - processAndReply

6 - getRoomDistance, reverseDirection, rollACanvas, shutdown

7 - getMsgType, getRoomId, getOrdinaryThiefState, getOrdinaryThiefId, getAssaultPartyId

8 - setOrdinaryThiefState, setBringsCanvas, setUpdateInRoom

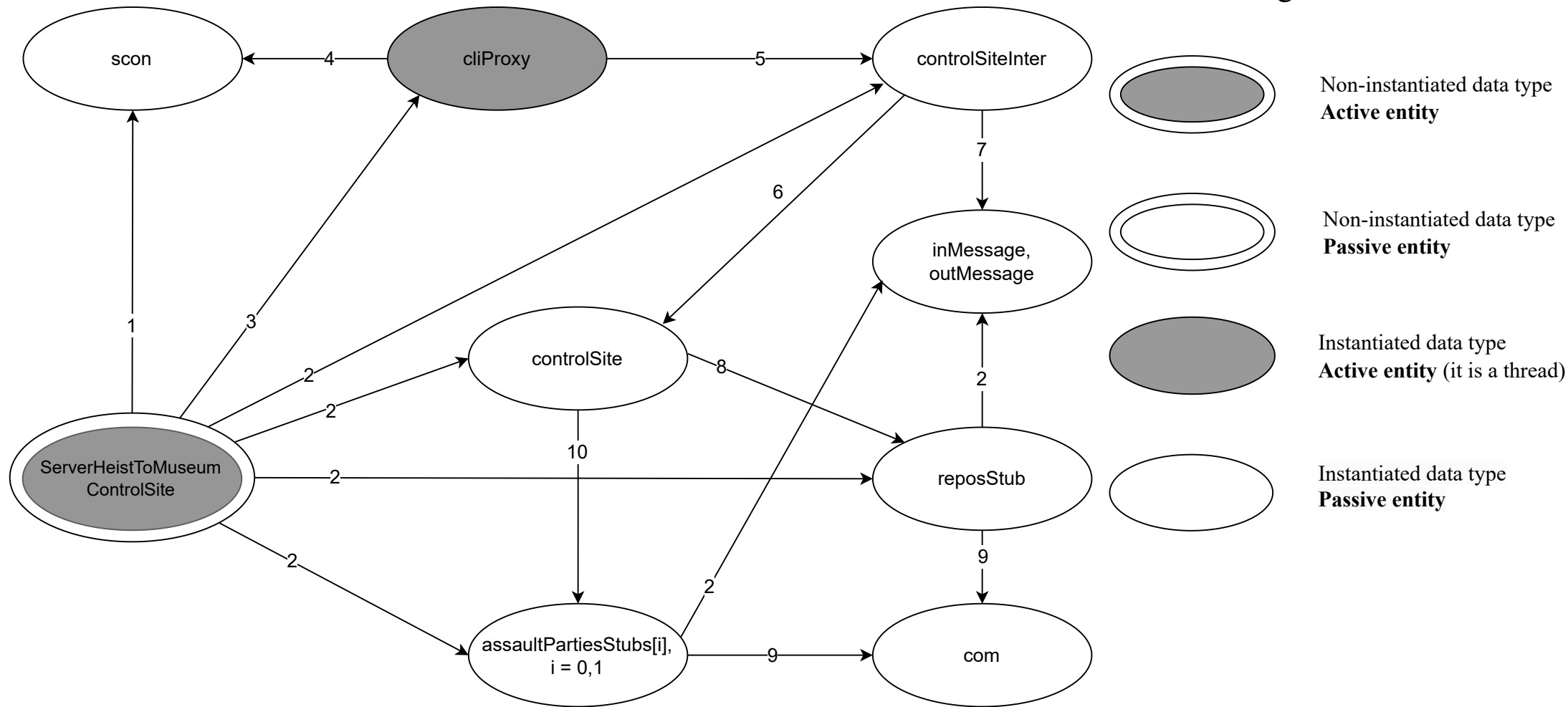
9 - instantiate, open, close, readObject, writeObject

10 - setBringsCanvas

11 - setPaintingsPerRoom, setDistancePerRoom

# Control Site

## Diagram Label



1 - instantiate, start, accept, end

2 - instantiate

3 - instantiate, start

4 - readObject, writeObject, close

5 - processAndReply

6 - startOperations, collectACanvas, takeARest, appraiseSit, getAssaultId, getRoomId, handACanvas, shutdown

7 - getMsgType, getMasterThiefState, getOrdinaryThiefState, getOrdinaryThiefId, getAssaultPartyId

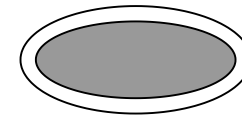
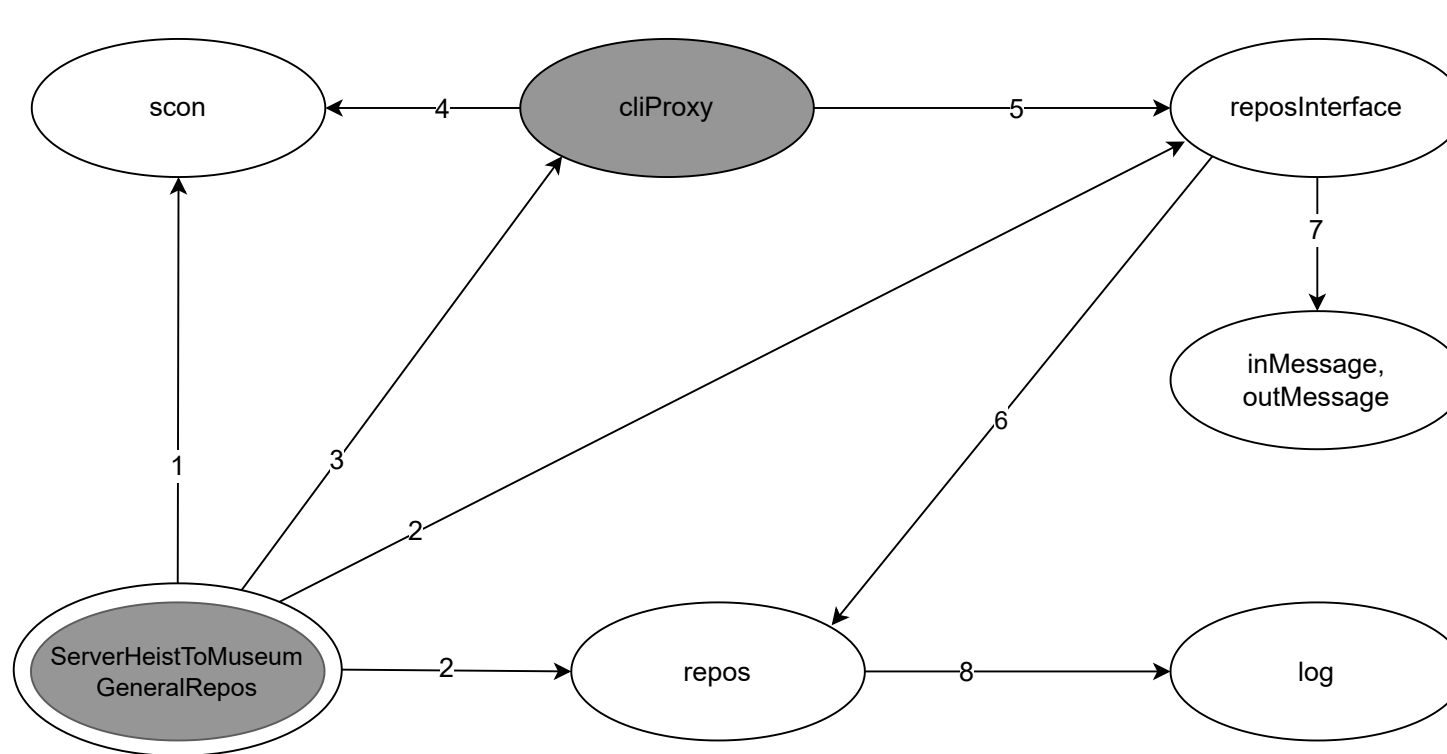
8 - instantiate, setMasterThiefState, giveCanvas, setCanvasResult, setOrdinaryThiefState

9 - instantiate, open, close, readObject, writeObject

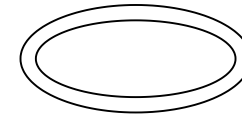
10 - instantiate, getTargetRoomId, getInOp, leaveTheAssaultParty, numOfThieves, setInOp, getBringsCanvas, setBringsCanvas

# General Repository

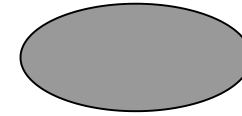
## Diagram Label



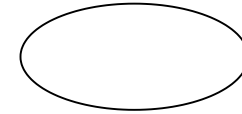
Non-instantiated data type  
**Active entity**



Non-instantiated data type  
**Passive entity**



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



Instantiated data type  
**Passive entity**

1 - instantiate, start, accept, end

2 - instantiate

3 - instantiate, start

4 - readObject, writeObject, close

5 - processAndReply

6 - setOrdinaryThievesAgility, setPaintingsPerRoom, setDistancesPerRoom, setMasterThiefState, setOrdinaryThiefState, setOrdinaryThiefPos, setUpdateInRoom, setBringsCanvas, giveCanvas, setAssaultPartyThievesId, setCanvasResult, printTail, shutdown

7 - getMsgType, getOrdinaryThievesAgility, getPaintingsPerRoom, getMasterThiefState, getOrdinaryThiefId, getOrdinaryThiefState, getOrdinaryThiefPos, getRoomId, getBringsCanvas, getAssaultPartyId, getTargetRoomId, getCanvasResult

8 - instantiate, openForWriting, writelnString, close, openForAppending