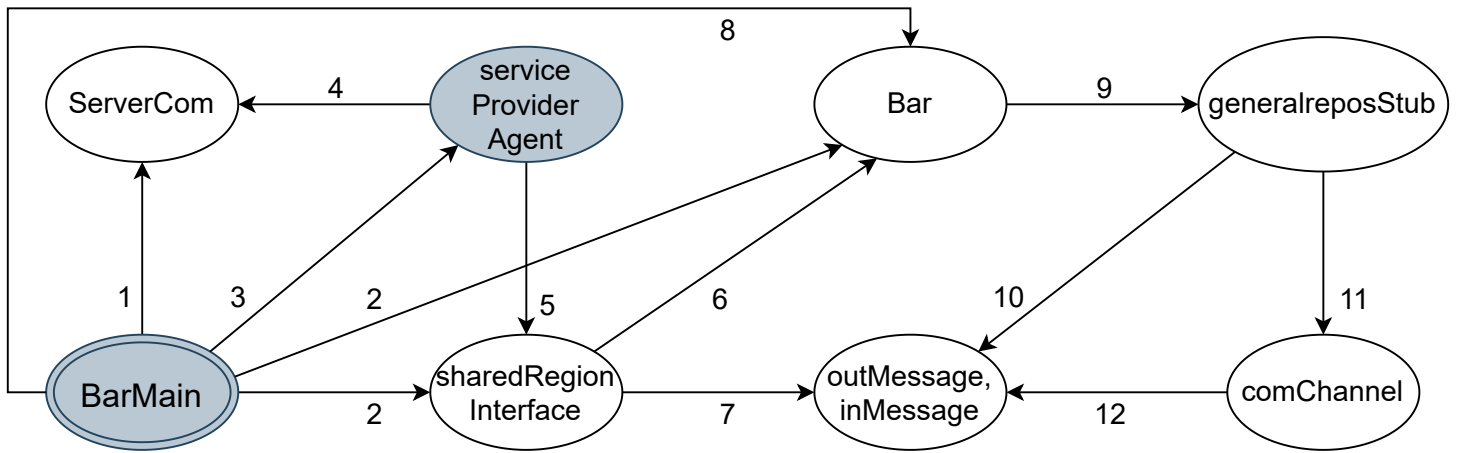# Server com Bar Main

1 - instantiate, start, end, accept, setSoTimeout
2 - instantiate
3 - instantiate, start
4 - readObject, writeObject, close
5 - processAndReply
6 - saluteTheClient, alerttheWaiter, returningtoTheBar, prepareTheBill, lookAround, sayGoodbye, signalTheWaiter, callTheWaiter, enter, firstStudent, shouldArrivedEarlier, readTheMenu
7 - instantiate, getStateFields, setStateFields, setSizeStateFields, setReturnValue
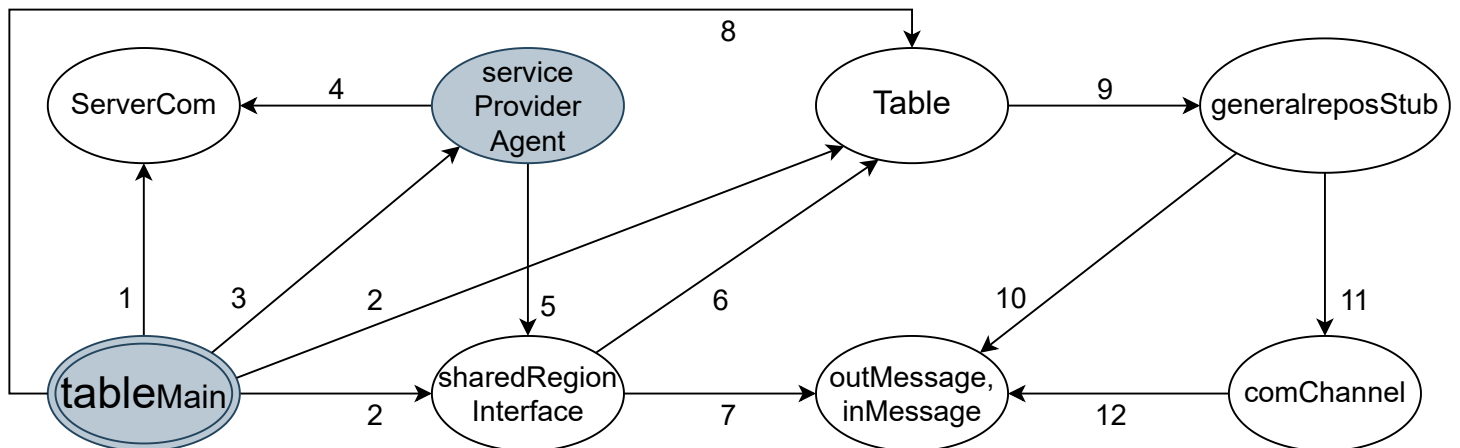8 - instantiate
9 - setWaiterState, setChefState, setStudentState, setStudentsOrder, reportStatus, shutDown
10 - instantiate
11 - instantiate, open, close, writeObject, readObject
12 - instantiate

Server com Table Main

1 - instantiate, start, end, accept, setSoTimeout
2 - instantiate
3 - instantiate, start
4 - readObject, writeObject, close
5 - processAndReply
6 - getThePad, deliverPortion, haveAllClientsBeenServed, presentTheBill, informCompanion, prepareTheOrder, joinTheTalk, hasEverybodyFinished, startEating, endEating, honourTheBill, addUpOnesChoice, hasEverybodyChosen, describeTheOrder, waitingToBeServed
7 - instantiate, getStateFields, setStateFields, setSizeStateFields, setReturnValue
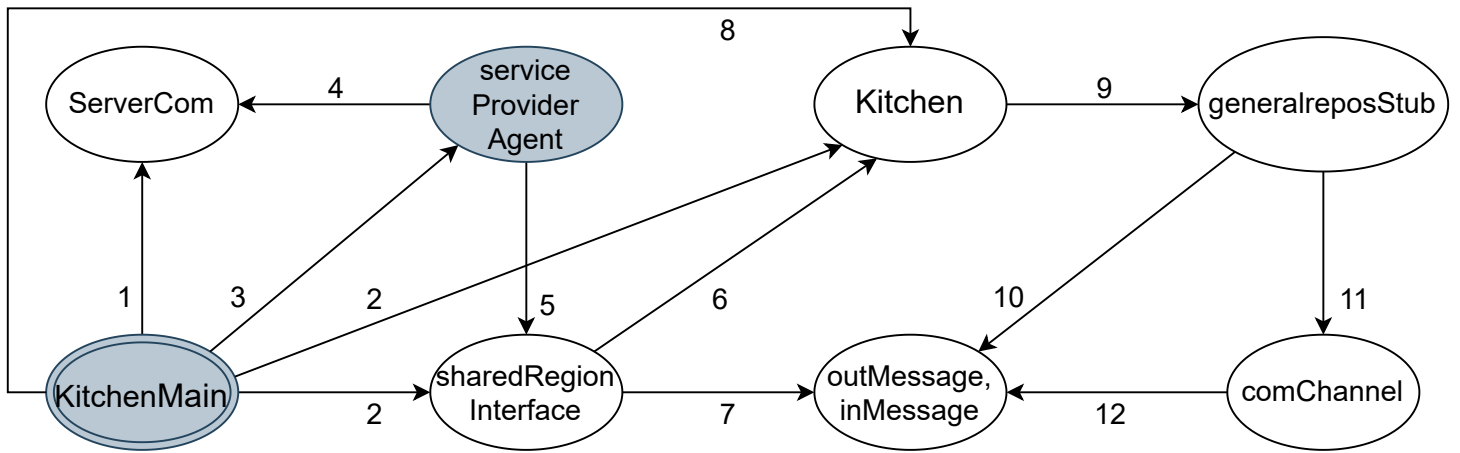8 - instantiate
9 - setWaiterState, setStudentState,setNPortion, setNCourse reportStatus
10 - instantiate
11 - instantiate, open, close, writeObject, readObject
12 - instantiate

Server com Kitchen Main

1 - instantiate, start, end, accept, setSoTimeout
2 - instantiate
3 - instantiate, start
4 - readObject, writeObject, close
5 - processAndReply
6 - startPreparation, proceedToPresentation, haveNextportionReady, continuePreparation, cleanUp, hasTheOrderBeenCompleted, haveAllPortionsBeenDelivered, handNoteToTheChef, collectPortion, watchTheNews, haveAllClientsBeenServed
7 - instantiate, getStateFields, setStateFields, setSizeStateFields, setReturnValue
8 - instantiate
9 - setWaiterState, setChefState, setStudentsOrder, reportStatus
10 - instantiate
11 - instantiate, open, close, writeObject, readObject
12 - instantiate

Client com Chef Main
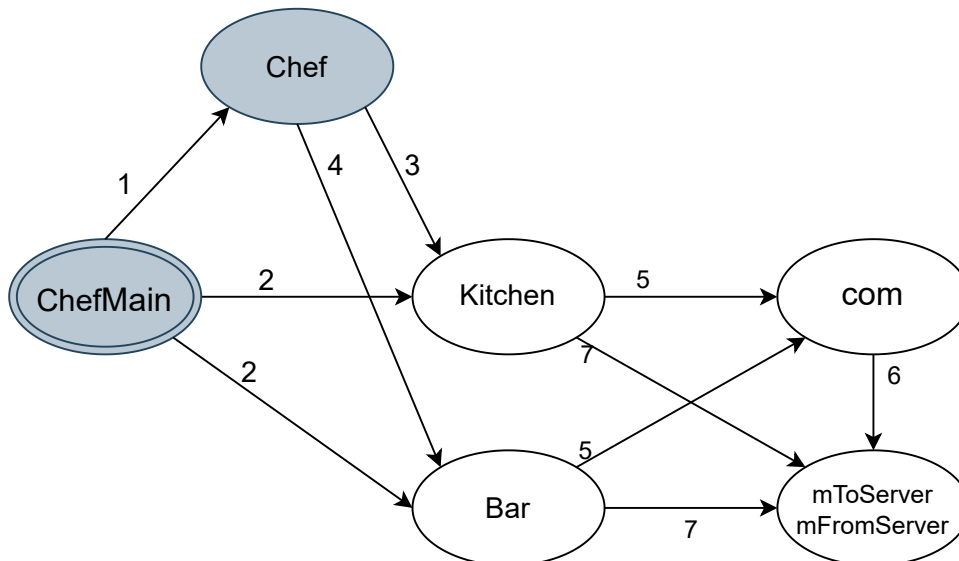
1 - instantiate, start, join
2 - instantiate
3 - watchTheNews, startPreparation, continuePreparation, proceedToPresentation, haveAllPrtionsBeenDelivered, haveNextPortionready, hastheOrderBeenCompleted, cleanUp
4 - alertTheWaiter
5 - instantiate, open, close, writeObject, readObject
6 - instantiate
7 - instantiate, getStateFields, getReturnValue

Client com Student Main
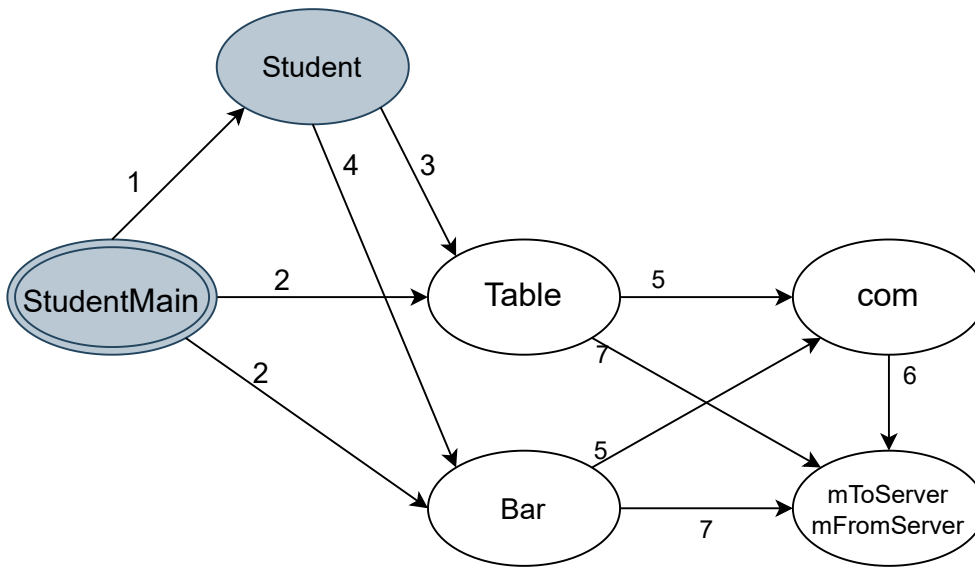
1 - instantiate, start, join

2 - instantiate

3 - prepareTheOrder, hasEveryBodyChosen, addUpOnesChoice, describeTheOrder, jointheTalk, informcompanion, waitingToBeServed, startEating, endEating, hasEveryBodyFinished, honourTheBill
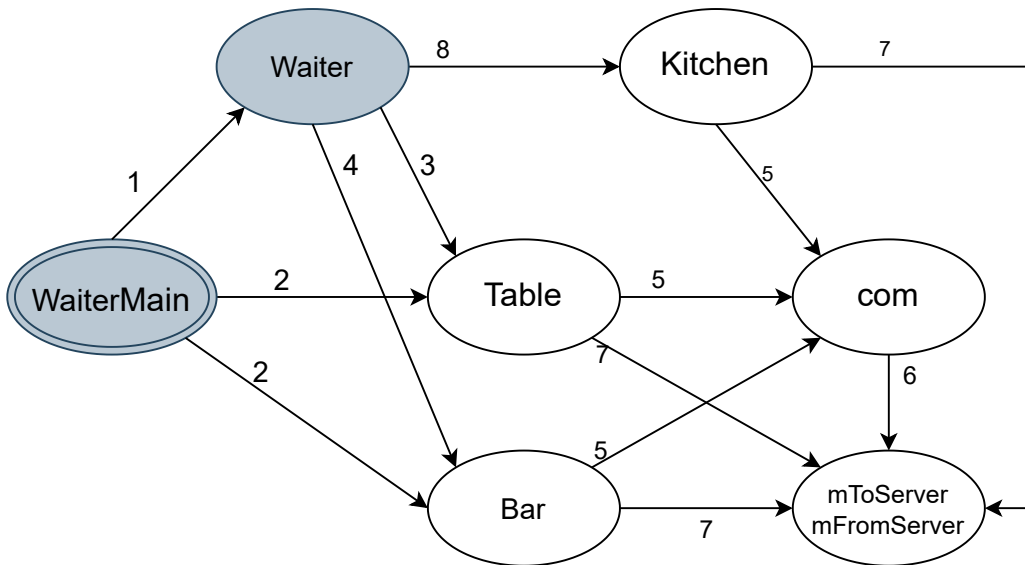
4 - enter, readTheMenu, FirstStudent, callTheWaiter, signalTheWaiter, exit

5 - instantiate, open, close, writeObject, readObject

6 - instantiate

7 - instantiate, getStateFields, getReturnValue

Client com Waiter Main

1 - instantiate, start, join

2 - instantiate

3 - getThePad, deliverPortion, presentTheBill, shutDown

4 - lookAround, saluteTheClient, returningToTheBar, prepareTheBill, sayGoodBye, shutDown

5 - instantiate, open, close, writeObject, readObject

6 - instantiate

7 - instantiate, getStateFields, getReturnValue

8 - handNoteToTheChef, haveAllClientsBeenServed, collectPortion, shutDown