



1. exists
2. writeString, writelnString
3. instantiate
4. instantiate, WriteLnString, OpenForAppending(), OpenForWriting
5. instantiate
6. instantiate
7. instantiate
8. instantiate
9. instantiate, start, join
10. instatiate, start, join
11. setOtMdj, setOtState, setOtHasCanvas, isInParty,
12. setMT\_State, setAPRId, setCanvas, printSumUp
13. setDistance, setNP
14. setOtPosition, setOtState, setIsInParty, setOtInParty
15. setOtState
16. amIneeded isHeistOver
17. prepareExcursion, handACanvas
18. join, setReadyToLeave, setInParty, crawlIn, next, crawlOut, reverseDirection
19. rollACanvas
20. startOperations, appraiseSit, sendAssaultParty, takeARest, collectCanvas,
21. prepareAssaultParty, endOfHeist
22. getRooms
23. setAssigned, getNCanvas, setEmpty
24. isStolen
25. getDistances, setDistances, getNCanvas, setNCanvas
26. setState, setMdj, setPos, setHoldingCanvas, setInParty, getState, isInParty, getPos, getHoldingCanvas
27. getThievesIds, setRId, getRId,

