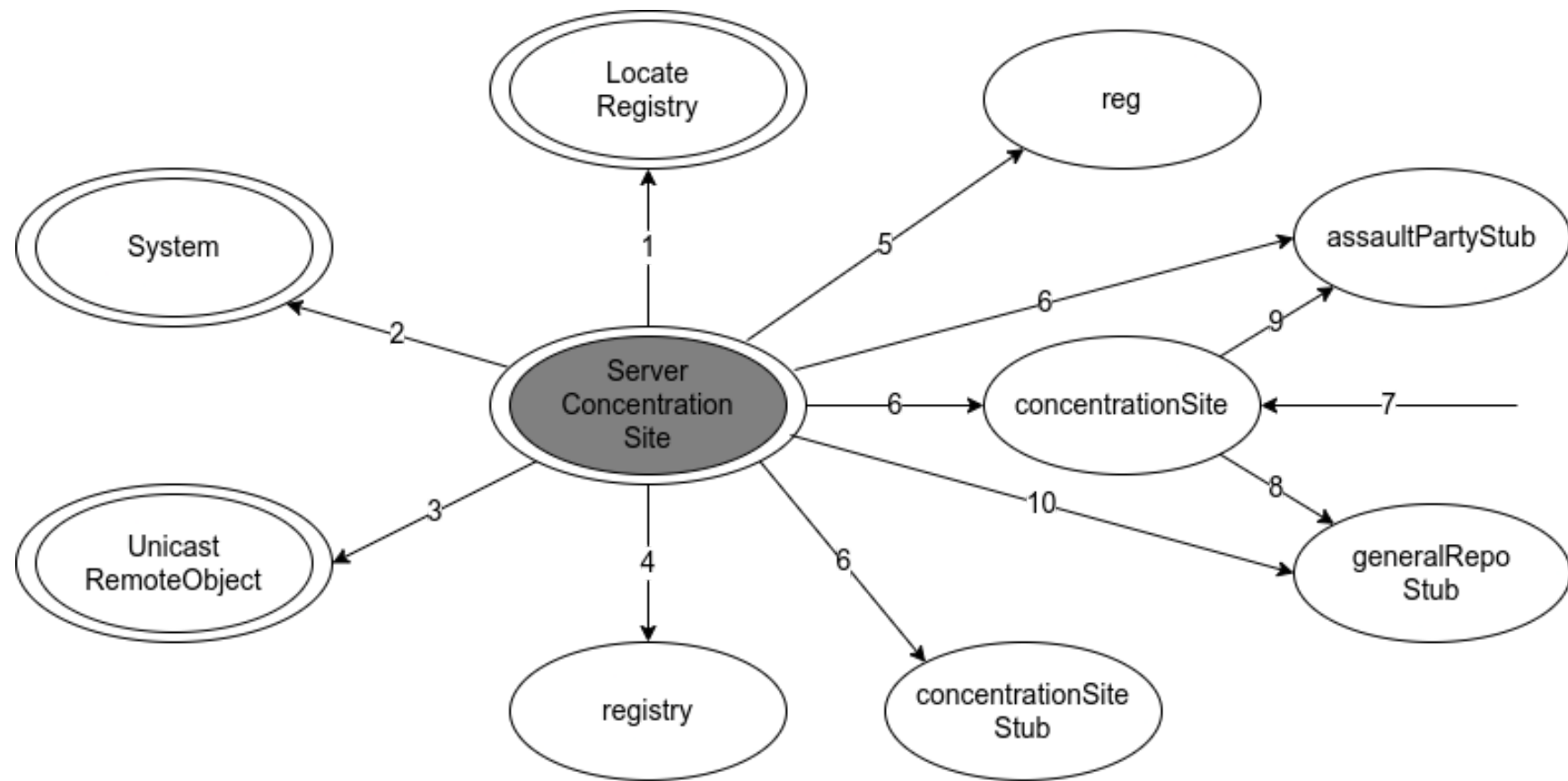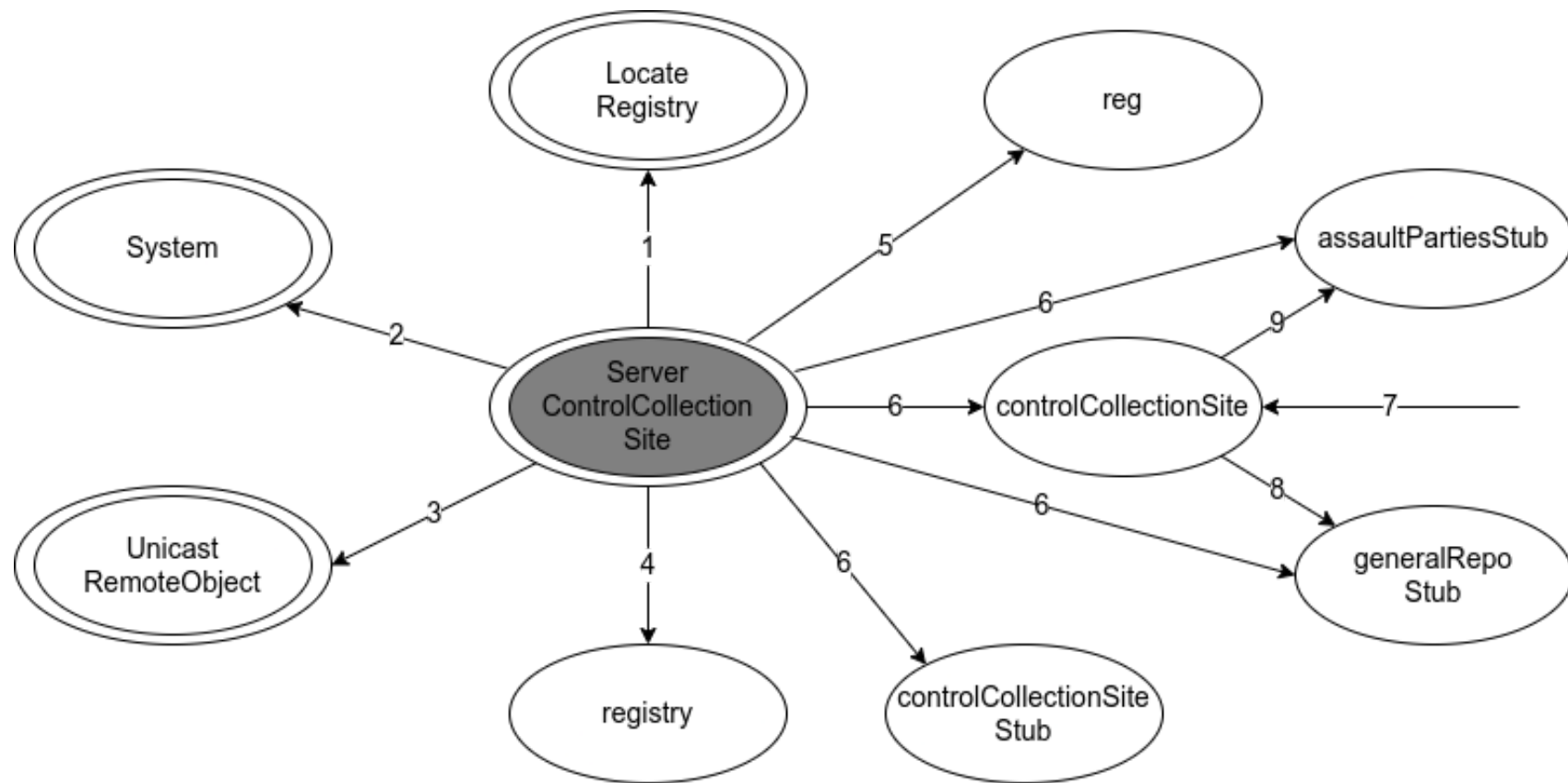1 - getRegistry
2 - getSecuritymanager, setSecurityManager, exit, println
3 - exportObject, unexportObject
4 - instantiate, lookup
5 - bind, unbind
6 - instantiate
7- getHasCanvas, setHasCanvas, getRoomDistancce, getTargetRoom, setTargetRoom, setRoomDistance, setAssaultID, addThief, reverseDirection, crawlIn, crawlOut, sendAssaultParty, waitForThivesToBeReady, shutdown
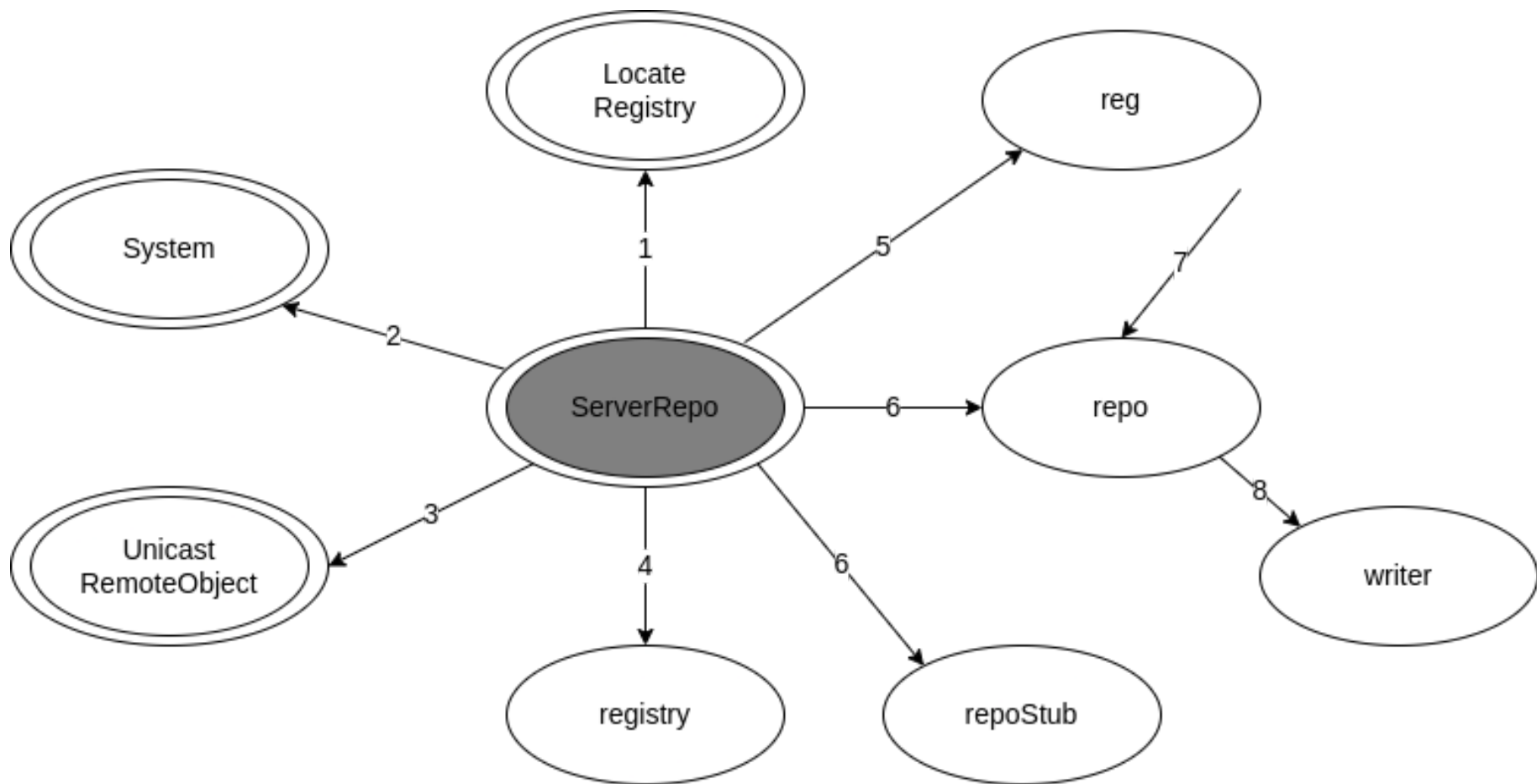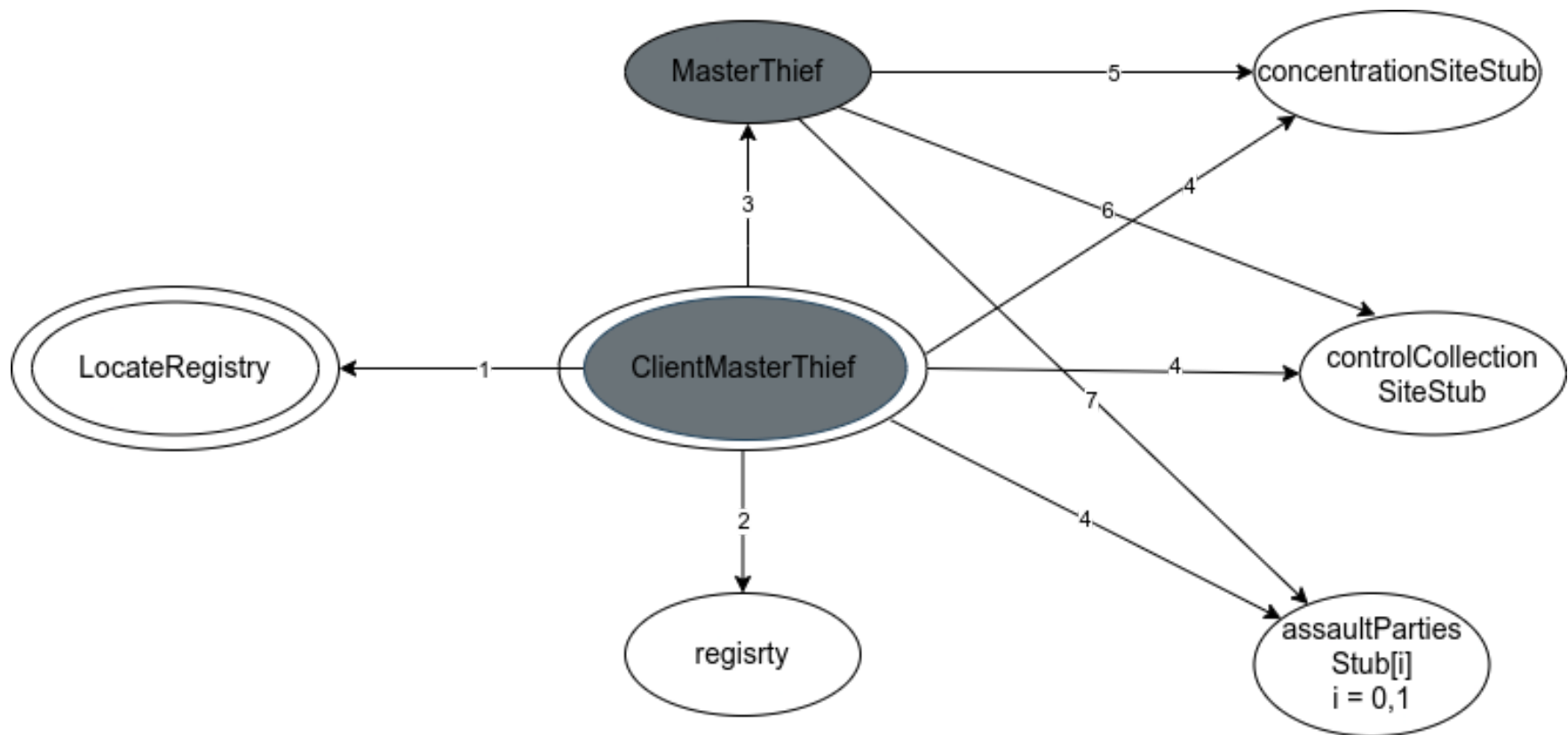8- setThiefsInAssault, putThiefState, changeposition, putMasterState

1 - getRegistry
2 - getSecuritymanager, setSecurityManager, exit, println
3 - exportObject, unexportObject
4 - instantiate, lookup
5 - bind, unbind
6 - instantiate
7- prepareAssaultParty, prepareExcursion, amINeeded, sumUpResults, shutdown
8- putMasterState, settargetRoom, putThiefState, finish
9 - setRoomDistance, setTargetRoom, waitForThivesToBeready, addThief
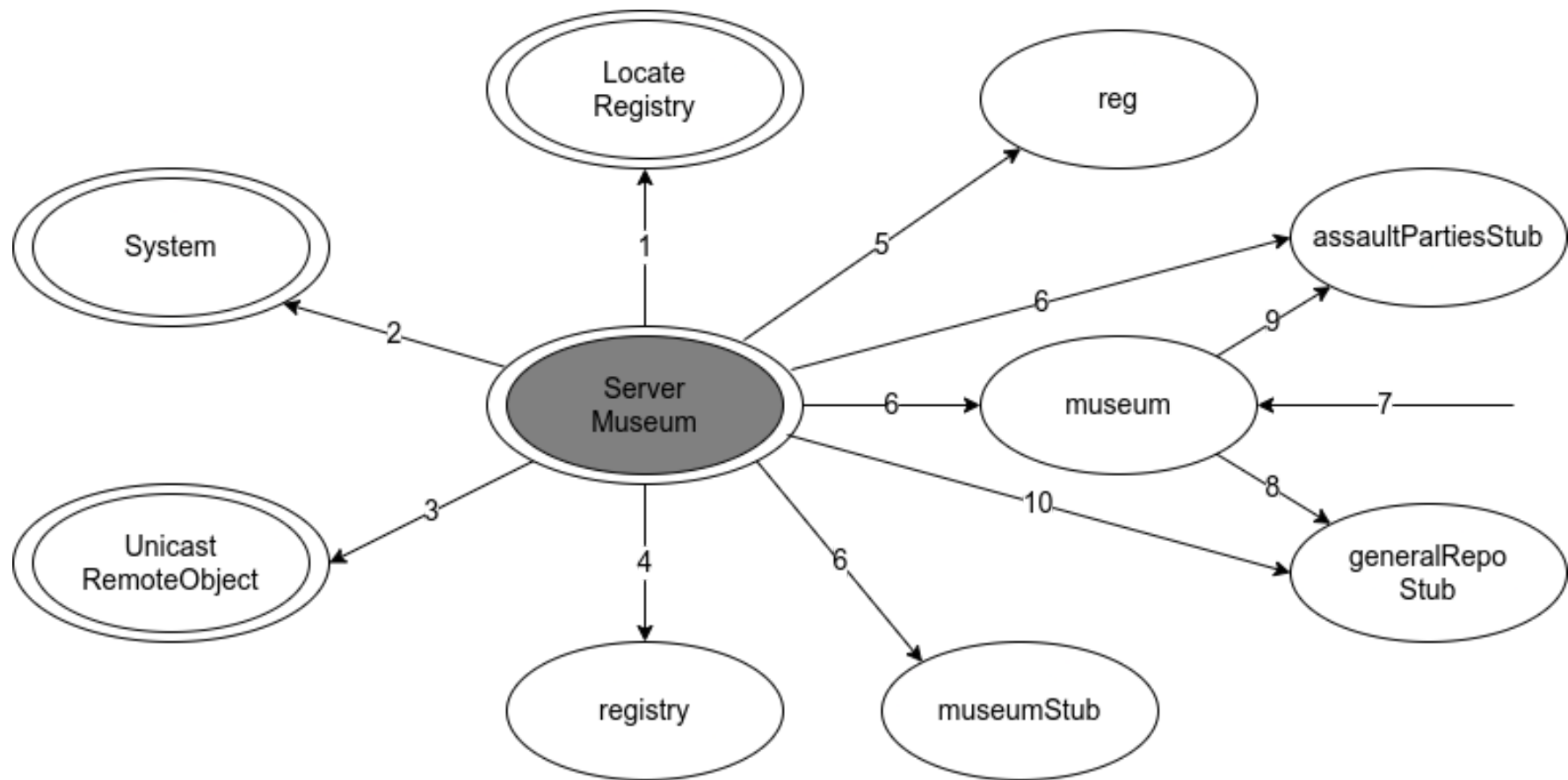10 - instantiate, setRoomsDistance

1 - getRegistry
2 - getSecuritymanager, setSecurityManager, exit, println
3 - exportObject, unexportObject
4 - instantiate, lookup
5 - bind, unbind
6 - instantiate
7- getAssaultPartyID, getRoomWithCanvasID, getCollectedCanvas, startOfOperation, appraiseSit, takeARest, collectACanvas, handACanvas, shutdown
8- putMasterState, changehasacanvasm thiefStateW
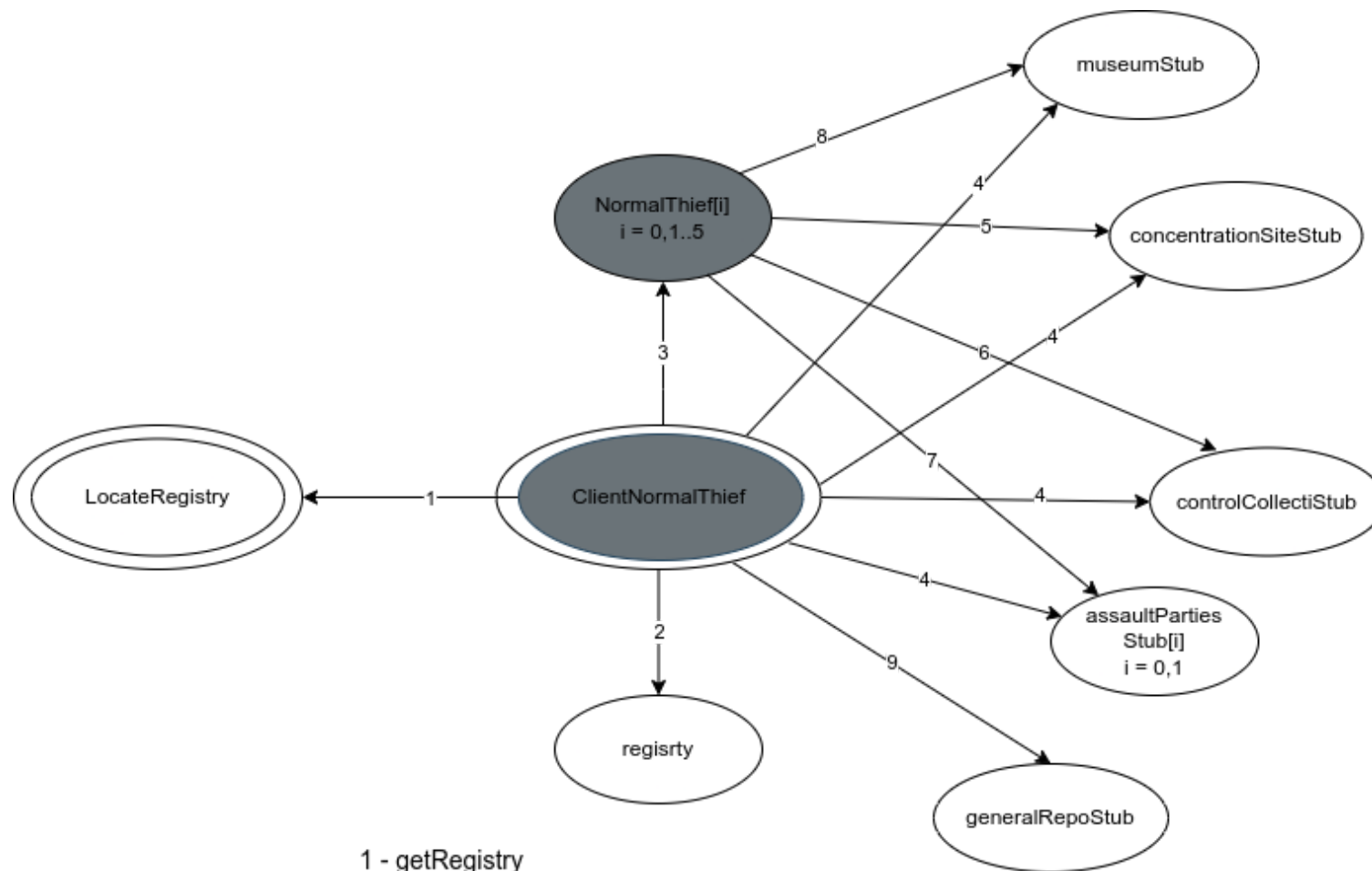9 - getTargetRoom, getHasCanvas, setHasCanvas

1 - getRegistry
2 - getSecuritymanager, setSecurityManager, exit, println
3 - exportObject, unexportObject
4 - instantiate, lookup
5 - bind, unbind
6 - instantiate
7- finish, updateInfo, setthiefsInAssault, changeposition, settargetRoom, changehasacanvas, thiefStateW, thiefStateP, putMasterState, putThiefState, setAgility, setRoomDistance, setPaintings, shutdown
8- instantiate, write, close

1 - getRegistry
2 - instantiate, lookup
3 - instantiate, start,join
4 - instantiate, shutdown
5 - prepareAssaultParty, sumUpResults
6 - startOfOperation, appraiseSite, getAssaultPartyID, getRoomWithCanvasID, takeARest, collectACanvas,getCollectedCanvas
7 - sendAssaultParty

1 - getRegistry
2 - getSecuritymanager, setSecurityManager, exit, println
3 - exportObject, unexportObject
4 - instantiate, lookup
5 - bind, unbind
6 - instantiate
7- rolACanvas, shutdown
8- changehasacanavs
9 - getTargetRoom, setHasCanvas
10 - instantiate, setPaintings

1 - getRegistry
2 - instantiate, lookup
3 - instantiate, start,join
4 - instantiate, shutdown
5 - amINeeded, prepareExcursion
6 - handACanvas
7 - crawlIn, reverseDirection, crawlOut
8 - rollACanvas
9 - instantiate, shutdown, setAgility
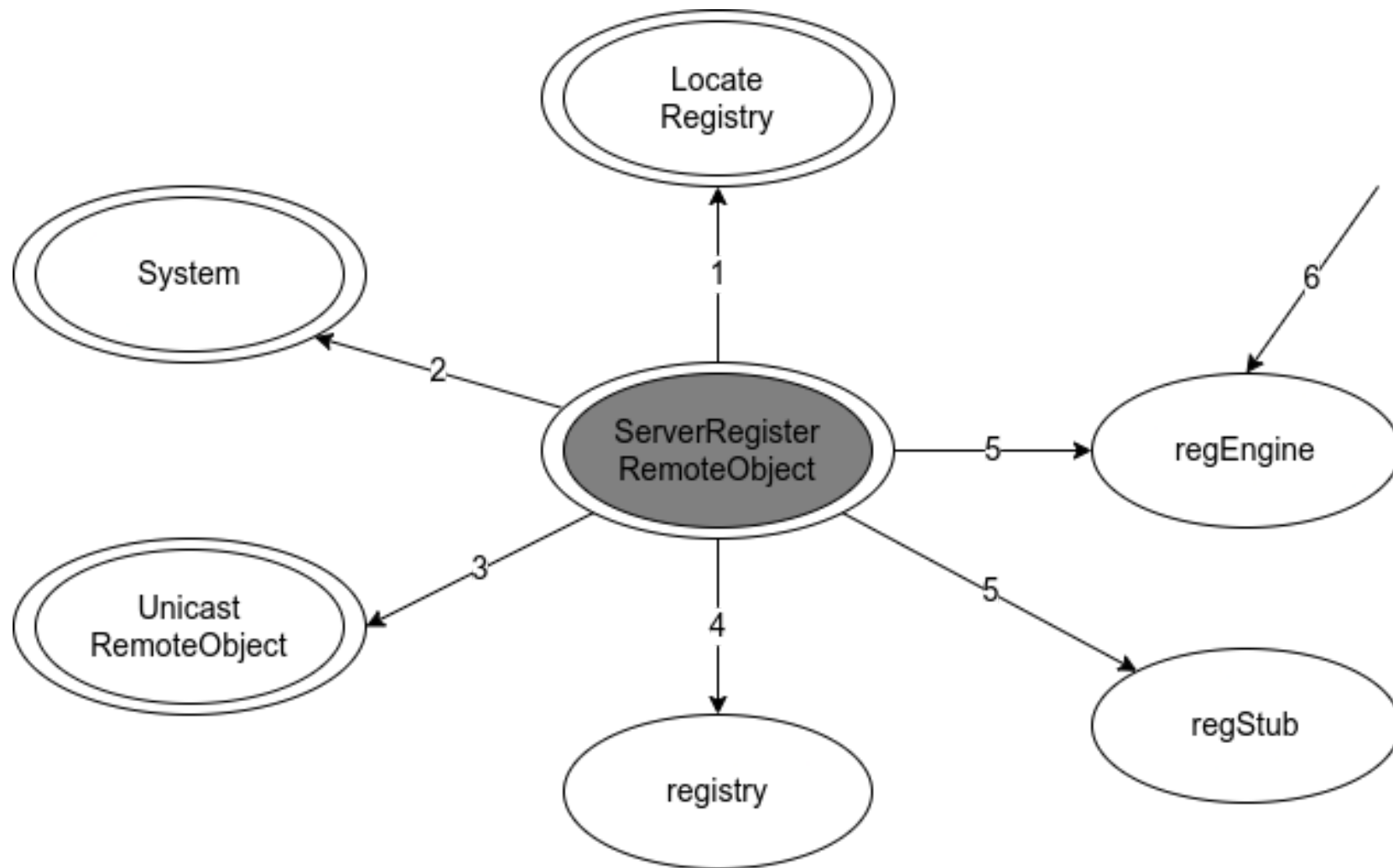
1 - getRegistry
2 - getSecuritymanager, setSecurityManager, exit, println
3 - exportObject
4 - instantiate, rebind
5 - instantiate
6- bind, undind, rebind