1- instantiate, start, accpet, end
2- instantiate
3- instantiate, start
4- readObject, writeObject, close
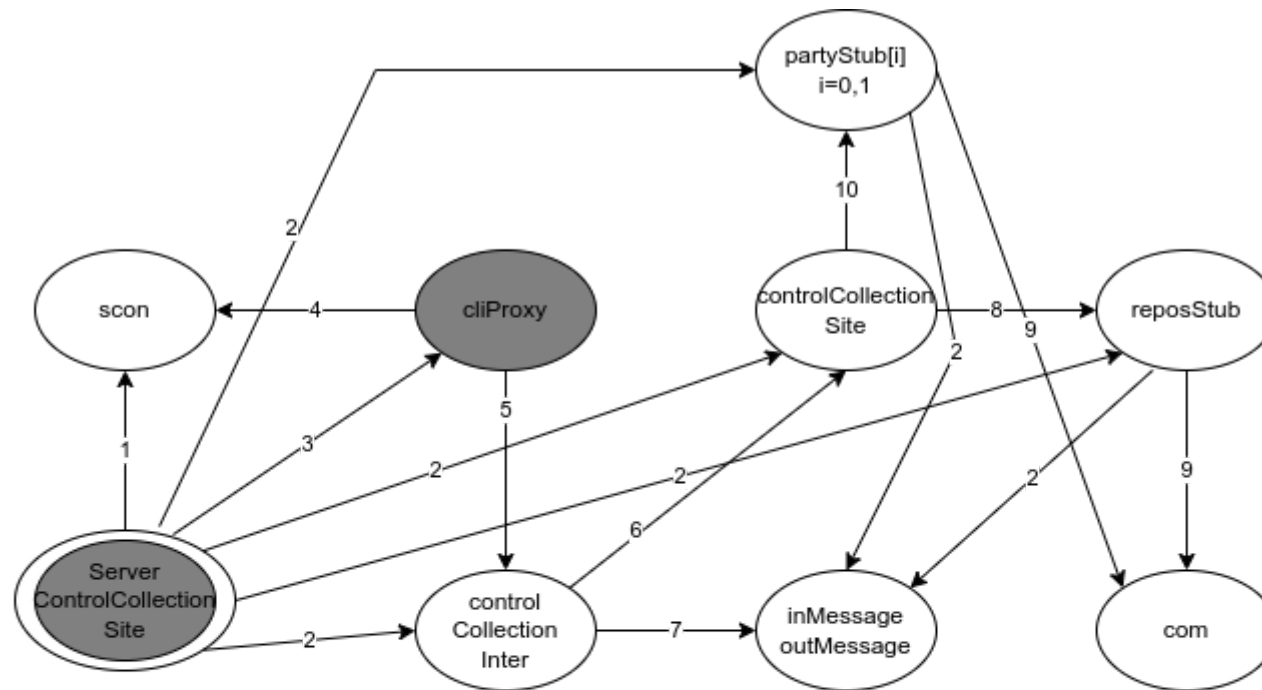5- processAndReply
6- getHasCanvas, setHasCanvas, getRoomDistance, getTargetRoom, getAssaultPartyID, setAssaultID, setTargetRoom, setRoomDistance, addThief, reverseDirection, crawlIn, crawlOut, sendAssaultParty, waitForThievesToBeReady, shutdown
7- getNormalThiefID, getAssaultPartyID, getRoomID, getRoomDistance, getThiefHasCanvas, getNormalThiefState, getNormalThiefAgility, getMasterThiefState
8- setThiefsInAssault, putThiefState, changeposition, putMasterState, putThiefState
9- instantiate, open, close, readObject, writeObject
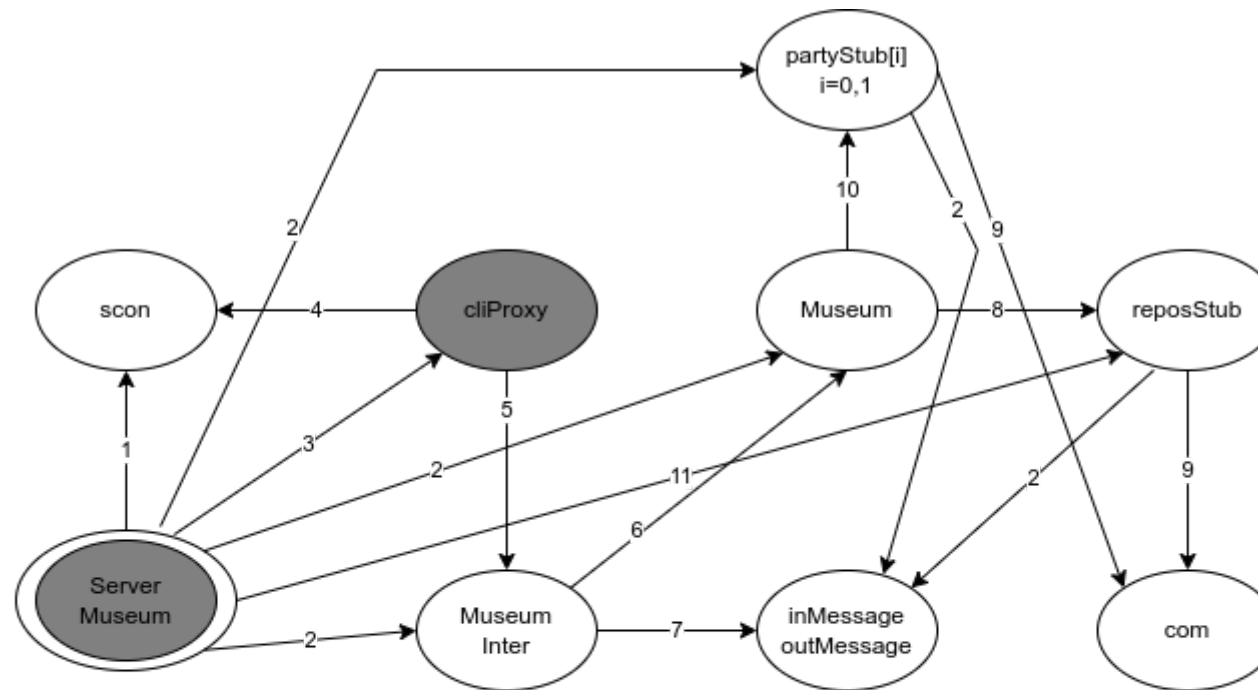
Assault Party

1- instantiate, start, accpet, end
2- instantiate
3- instantiate, start
4- readObject, writeObject, close
5- processAndReply
6- getAssaultPartyID, getRoomWithCanvasID, getCollectedCanvas, startOfOperation, appraiseSit, takeARest, collectACanvas, handACanvas, shutdown
7- getMasterThiefState, getMsgType, getNormalThiefID, getAssaultPartyID
8- putMasterState, changehasacanvas, thiefStateW
9- instantiate, open, close, readObject, writeObject
10- getTargetRoom, getHasCanvas, setHasCanvas

Control Collection Site
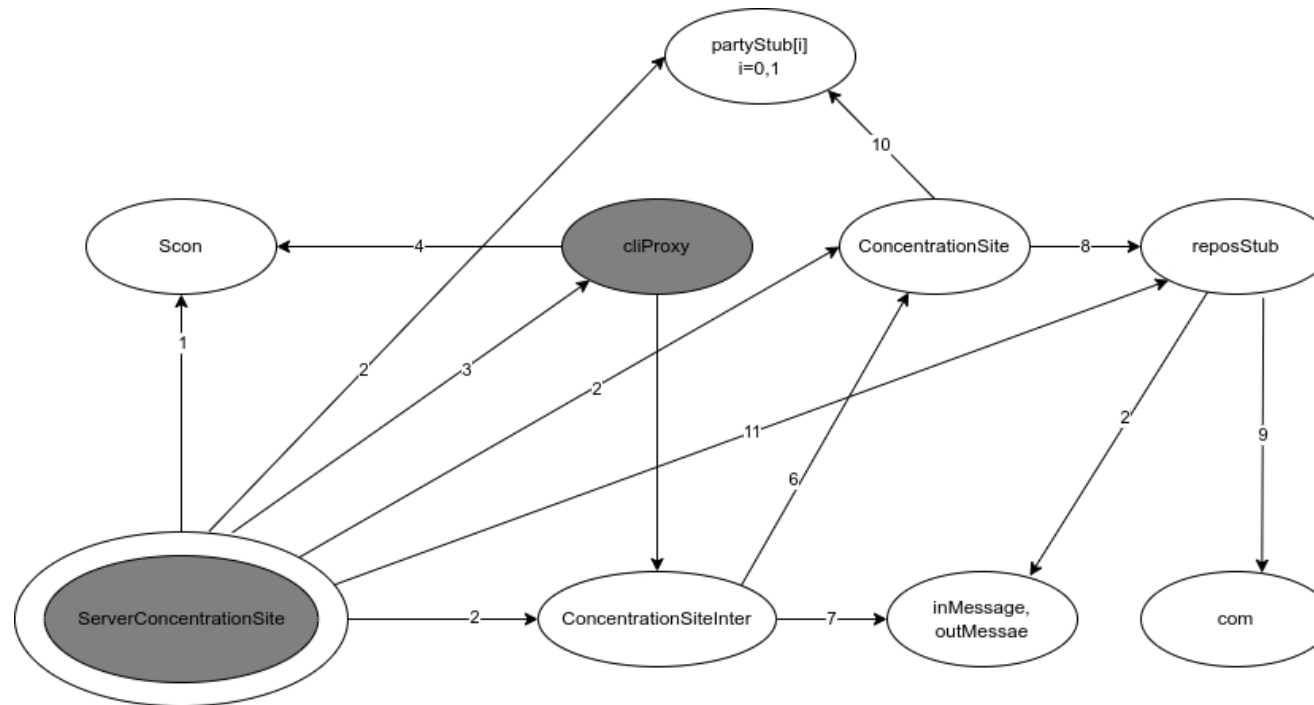
1 - instantiate, start, accept, enc
2 - instantiate
3 -instantiate, start
4 - readObject,writeObject,close
5 - processAndReply
6 - prepareAssaultParty, prepareExursion, amINeeded, sumUpResults ,shutdown,
7 - getMasterThiefState, getRoomID ,getAssaultPartyID, getNormalThiefID ,getTotalNumberOfStolenCanvas , getMsgType, getNormalThiefState
8 - putMasterState, settargetRoom, putThiefState, finish
9 - instantiate,readObject ,writeObject, open , close
10 - setRoomDistance , setTargetRoom, waitForThivesToBeReady, addThief
11 - instantiate, setRoomsDistance

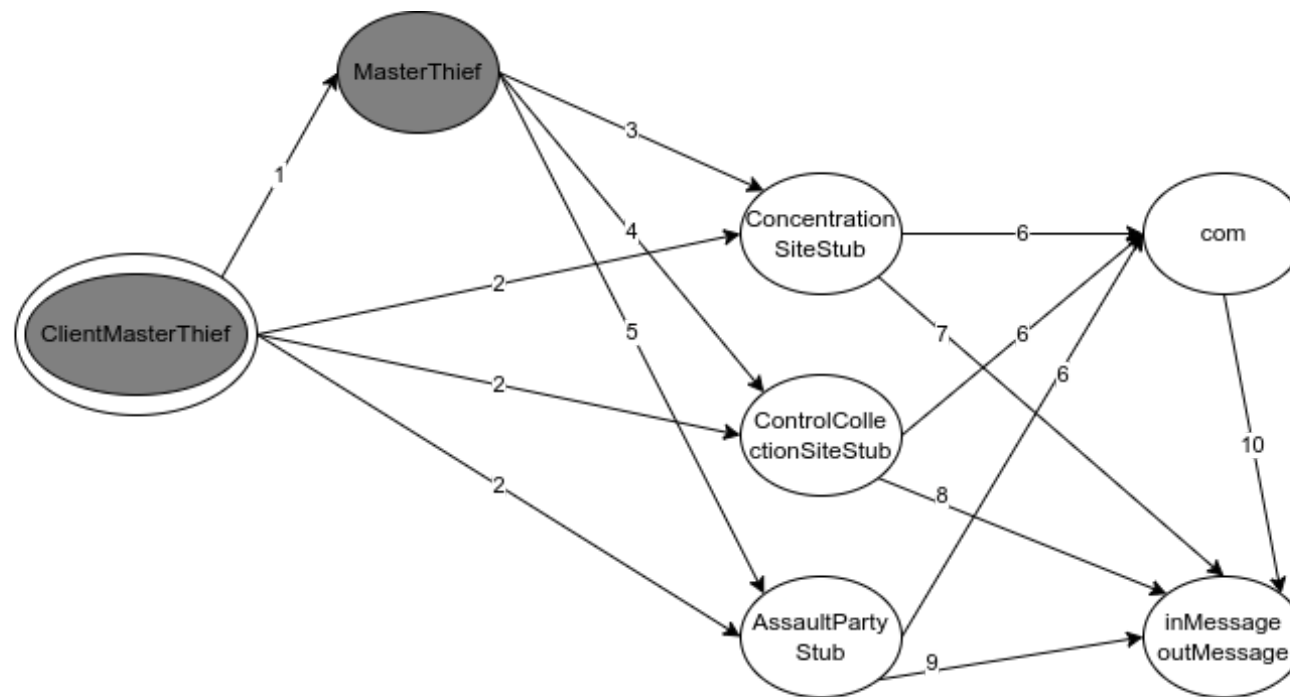Concentration Site

1- instantiate, start, accpet, end
2- instantiate
3- instantiate, start
4- readObject, writeObject, close
5- processAndReply
6- rollACanvas, shutdown
7- getMsgType, getNormalThiefID, getAssaultPartyID
8- changehasacanvas
9- instantiate, open, close, readObject, writeObject
10- getTargetRoom, setHasCanvas
11- instantiate, setPaintings

all

Museum

1- instantiate, start, join
2- instantiate, shutdown
3- prepareAssaultParty, SumUpResults
4- startOfOperation, appraiseSit, getAssaultPartyID, getRoomWithCanvasID, takeARest, collectACanvas, getCollectedCanvas
5- sendAssaultParty
6- instantiate, open, close, writeObject, readObject
7- getMsgType, getAssaultPartyID, toString, getMasterThiefState
8- getMsgType, toString, getMasterthiefState, getAssaultPartyID, getRoomID, getTotalNumberOfStolenCanvas
9- getMsgType, toString, getMasterThiefState
10- instantiate

Master Thief
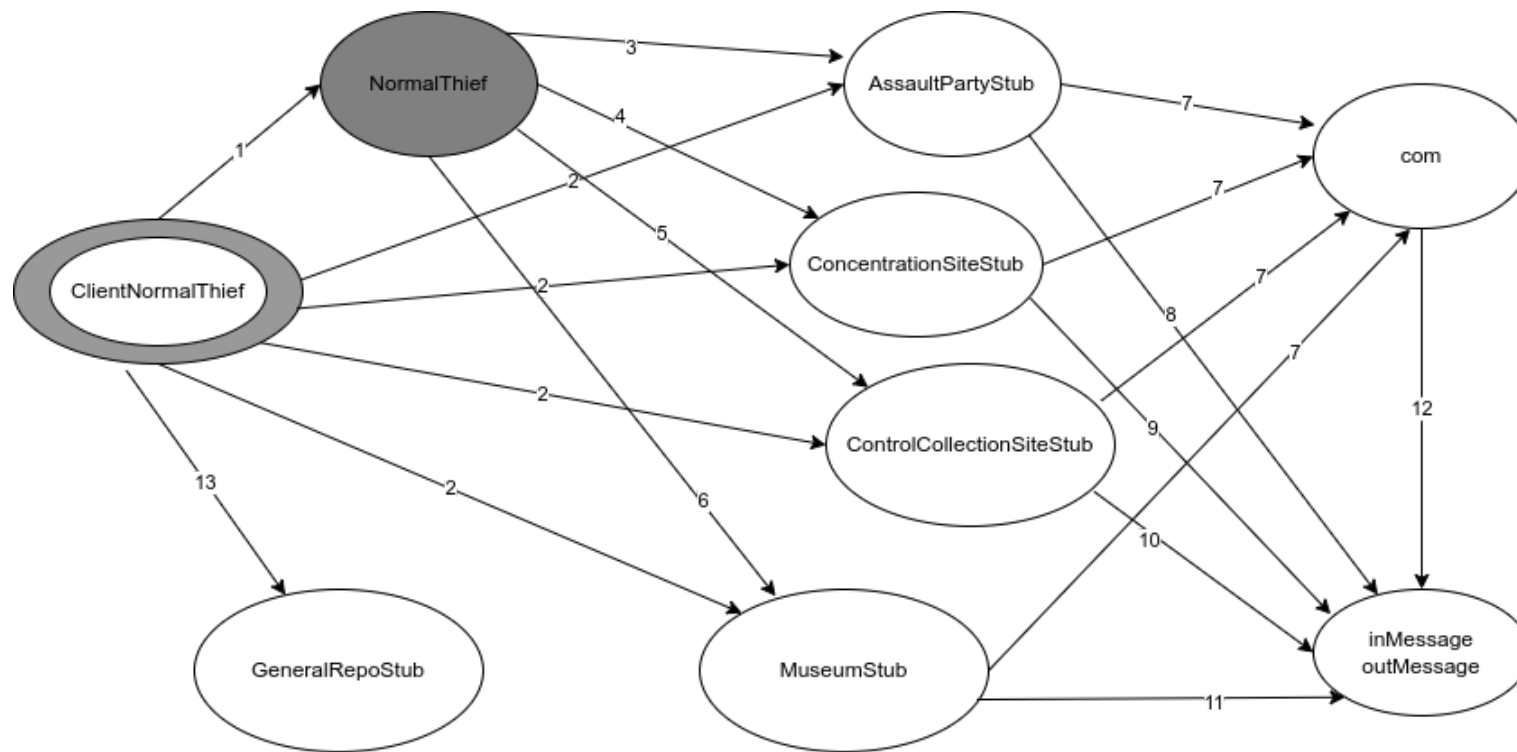
1 - Instantiate, start, join
2 - instantiate, shutdown
3 - reverseDirection, crawIn, crawOut
4 - prepareExecursion, amINeeded
5 - handACanvas
6 - rollACanvas
7 - instantiate, open, close, writeObject, readObject
8 - getMsgType , toString, getNormalThiefID,getNormalThiefState
9 - getMsgType , toString, getNormalThiefID,getNormalThiefState, getAssaultPartyID ,getThiefIsNeeded
10 - getMsgType , toString, getNormalThiefID
11 - getMsgType , toString, getNormalThiefID,getThiefHasCanvas
12 - instantiate
13 - instantiate, setAgility

Normal Thief
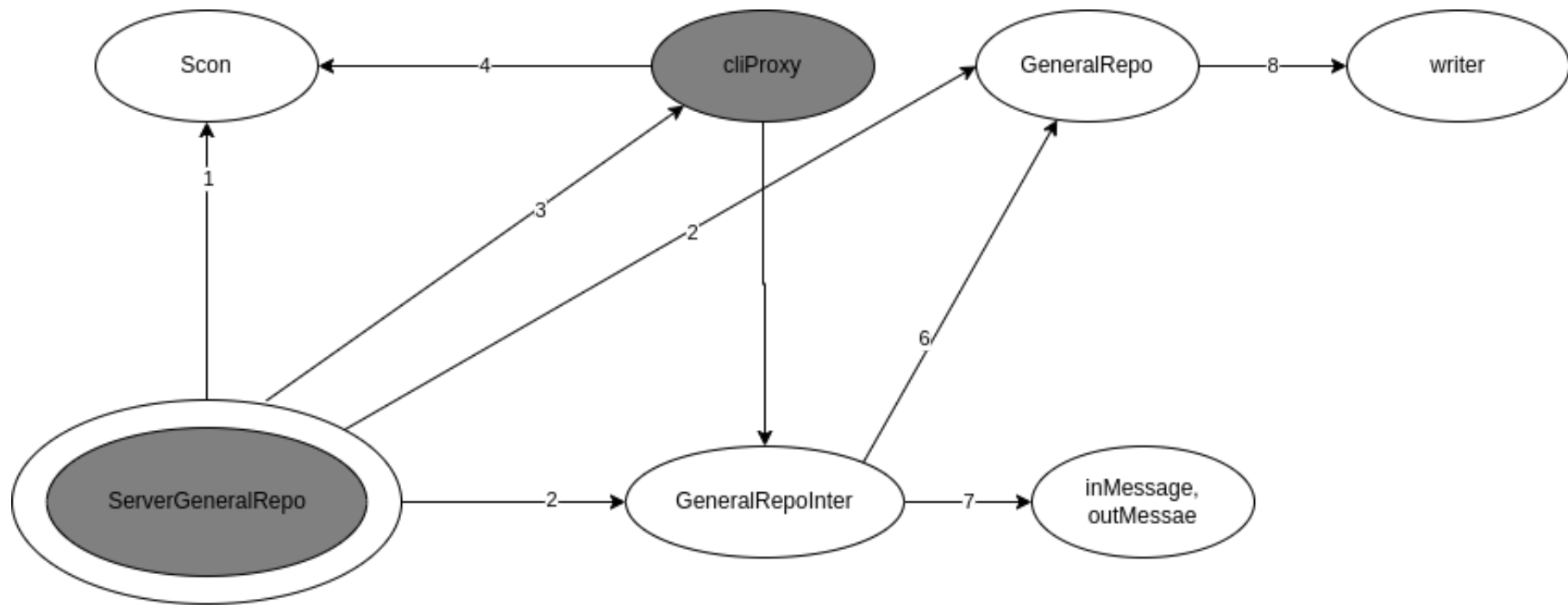
1 - instantiate, start, accept, enc
2- instantiate
3 -instantiate, start
4 - readObject,writeObject,close
5 - processAndReply
6 - setAgility, setRoomsDistance, setPaintings, finish, setThiefsInAssault, changeposition, settargetRoom, changehasacanvas, thiefStateW, thiefStateP, putMasterState, putThiefState,shutdown
7 - getMsgType, getIntArray, getTotalNumberOfStolenCanvas, getAssaultPartyID, getNormalThiefID, getElementID, getThiefPosition , getRoomID, getThiefHasCanvas, getMasterThiefState, getNormalThiefState,
8 - instantiate, write,close

General Repo