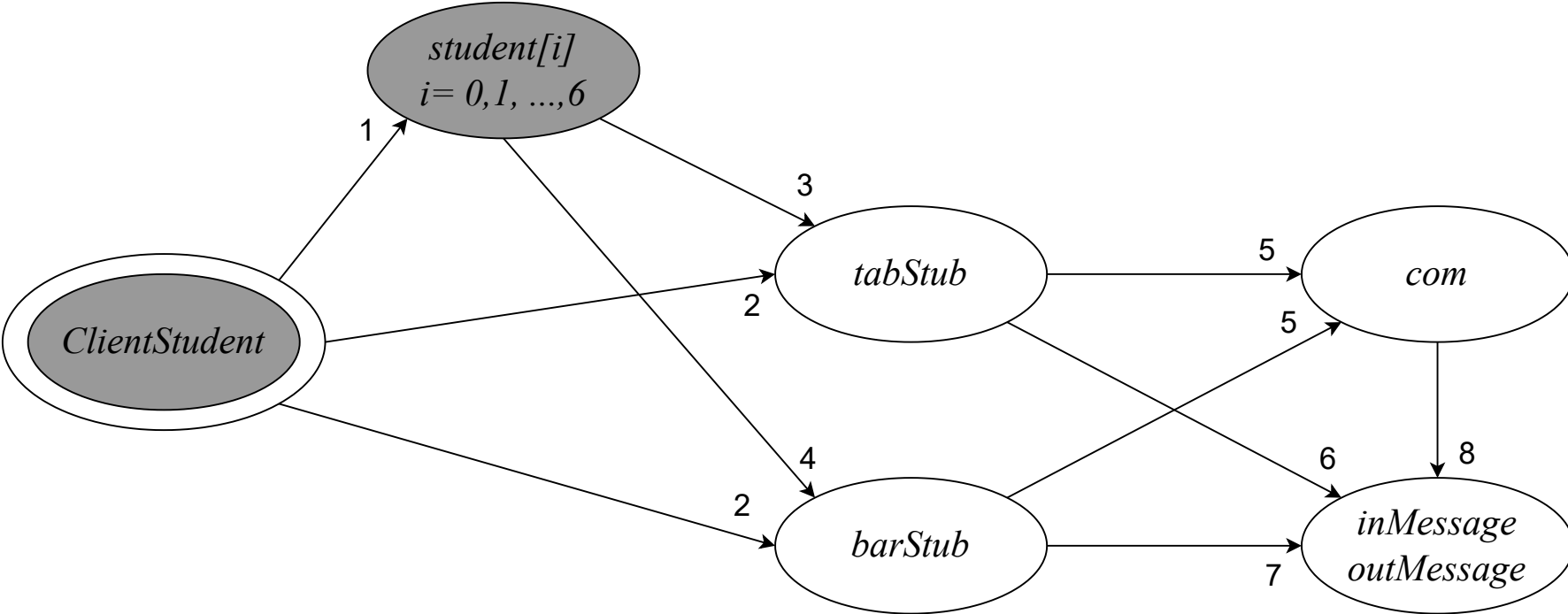
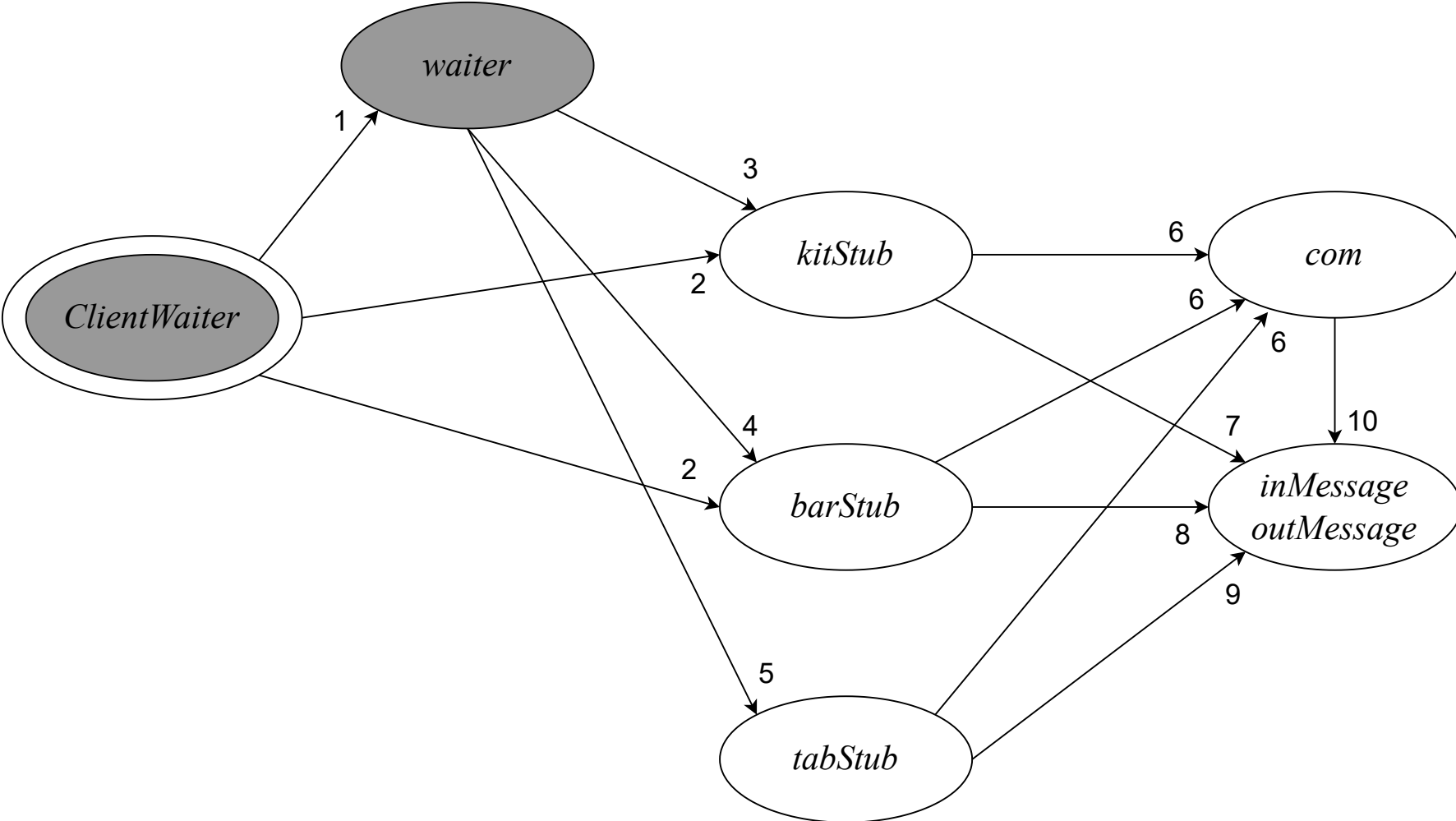


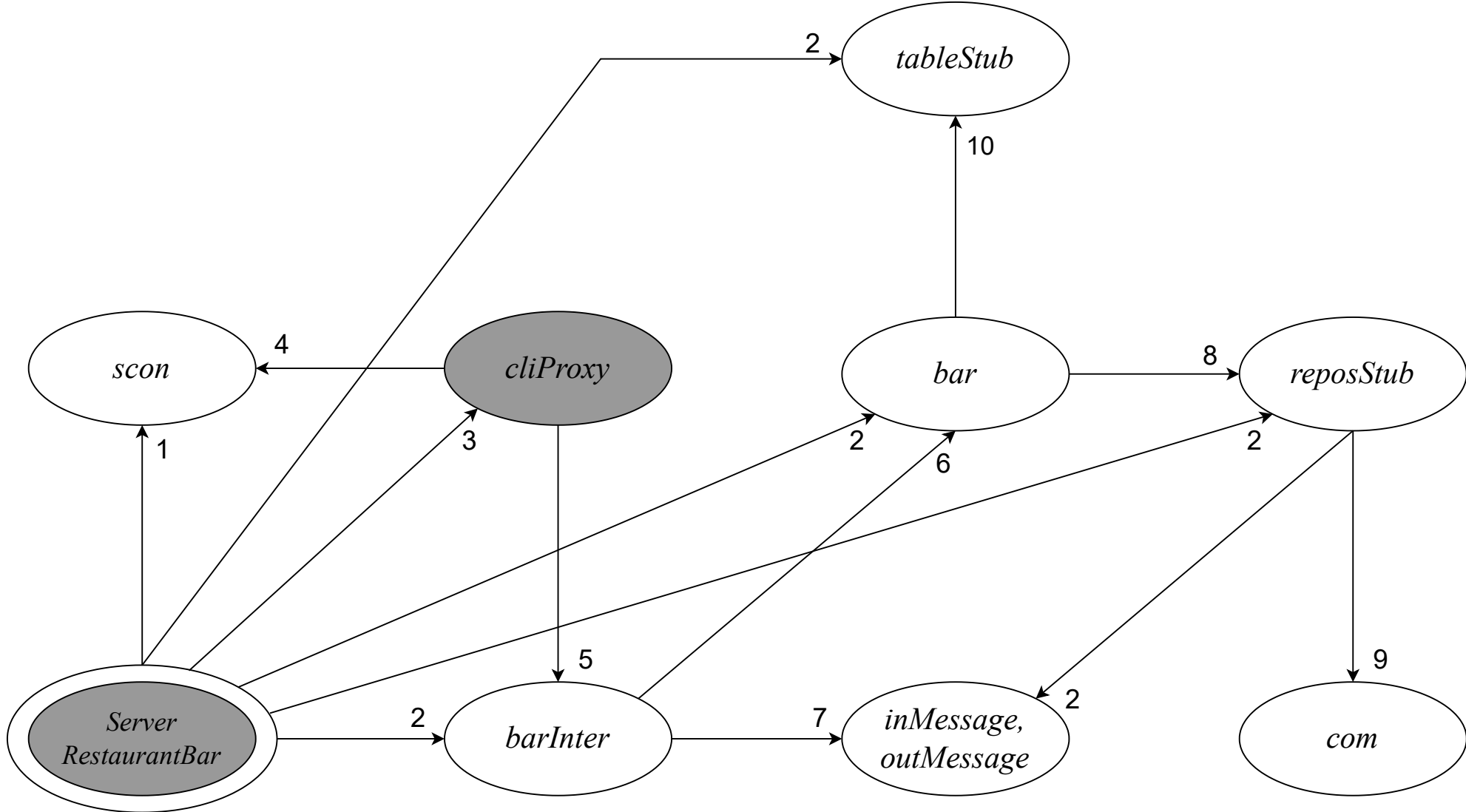
1. instantiate, start, join
2. instantiate, shutdown
3. watchTheNews, startPreparation, continuePreparation, proceedPreparation, haveAllPortionsBeenDelivered  
haveNextPortionReady, hasOrderBeenCompleted, cleanUp
4. alertWaiter
5. instantiate, open, close, writeObject, readObject
6. getMsgType, toString, getChefState, getAllPortionsBeenDelivered, getHasOrderBeenCompleted, getWaiterState
7. getMsgType, toString, getStudentBeingAnswered, getChefState, getRequestType, getWaiterState  
getStudentsAtRestaurant, getStudentId, getStudentState
8. instantiate



1. instantiate, start, join
2. instantiate, shutdown
3. readMenu, getFirstToArrive, prepareOrder, everybodyHasChosen, addUpOnesChoices, describeOrder, joinTalk, informCompanion, haveAllCoursesBeenEaten, startEating, endEating, hasEverybodyFinishedEating, getLastToEat, shouldHaveArrivedEarlier, honourBill,
4. enter, callWaiter, signalWaiter, exit
5. instantiate, open, close, writeObject, readObject
6. getMsgType, toString, getFirstToArrive, getLastToEat, getWaiterState, getAllClientsBeenServed, getStudentId, getStudentState
7. getMsgType, toString, getStudentBeingAnswered, getChefState, getRequestType, getWaiterState, getStudentsAtRestaurant, getStudentId, getStudentState
8. instantiate



1. instatiate, start, join
2. instatiate, shutdown
3. handNoteToChef, returnToBar, collectPortion
4. lookAround, getStudentBeingAnswered, prepareBill, sayGoodbye
5. saluteClient, returnBar
6. instantiate, open, close, writeObject, readObject
7. getMsgType, toString, getChefState, getAllPortionsBeenDelivered, getHasOrderBeenCompleted, getWaiterState
8. getMsgType, toString, getStudentBeingAnswered, getChefState, getRequestType, getWaiterState, getStudentsAtRestaurant, getStudentId, getStudentState
9. getMsgType, toString, getFirstToArrive, getLastToEat, getWaiterState, getAllClientsBeenServed, getStudentId, getStudentState
10. instatiate



1. instatiate, start, accept, end

2. instatiate

3. instatiate, start

4. readObject, writeObject, close

5. processAndReply

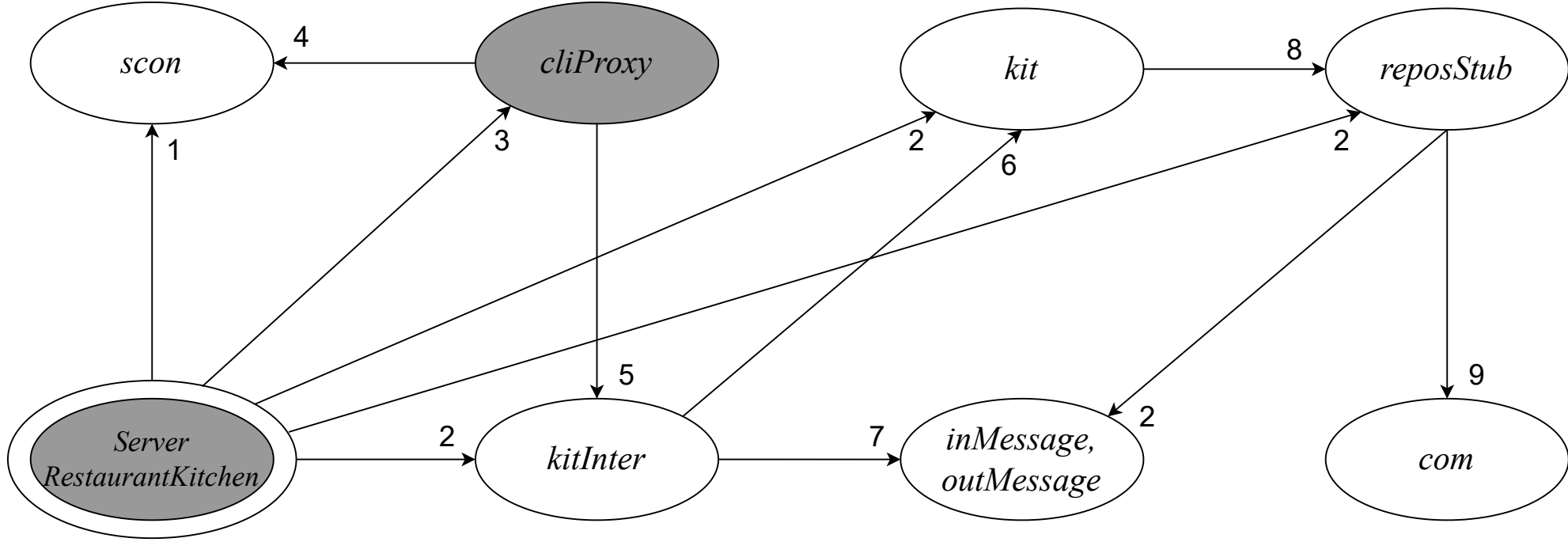
6. alertWaiter, lookAround, prepareBill, sayGoodbye, enter, callWaiter, signalWaiter, exit, getStudentBeingAnswered shutdown

7. instatiate, getMsgType, getChefState, getWaiterState, getStudentId, getStudentState

8. setChefState, setWaiterState, updateSeatsAtLeaving, updateStudentState, updateSeatsAtTable

9. instatiate, open, close, readObject, writeObject

10. setFirstToArrive, setLastToArrive, seatAtTable



1. instatiate, start, accept, end

2. instatiate

3. instatiate, start

4. readObject, writeObject, close

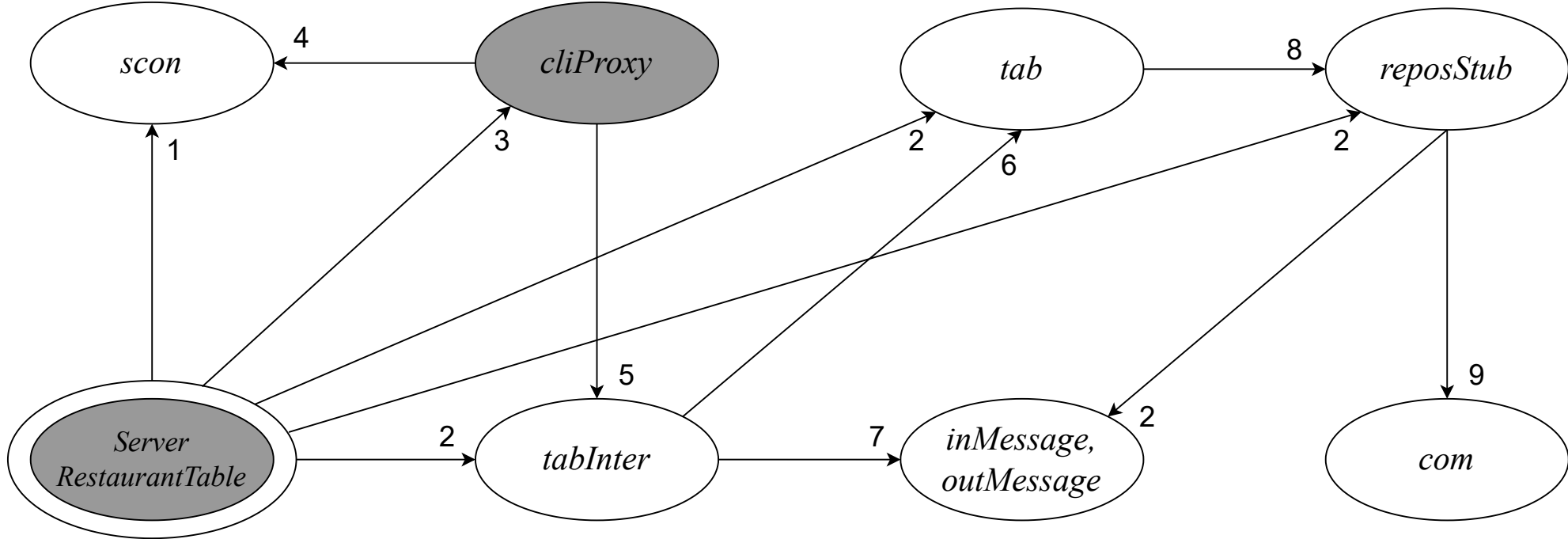
5. processAndReply

6. watchTheNews, startPreparation, proceedPreparation, haveAllPortionsBeenDelivered, hasOrderBeenCompleted, continuePreparation, haveNextPortionReady, cleanUp, handNoteToChef, returnToBar, collectPortion, shutdown

7. instatiate, getMsgType, getChefState, getWaiterState

8. setChefState, setnCourses, setnPortions, setWaiterState

9. instatiate, open, close, readObject, writeObject



1. instantiate, start, accept, end

2. instantiate

3. instantiate, start

4. readObject, writeObject, close

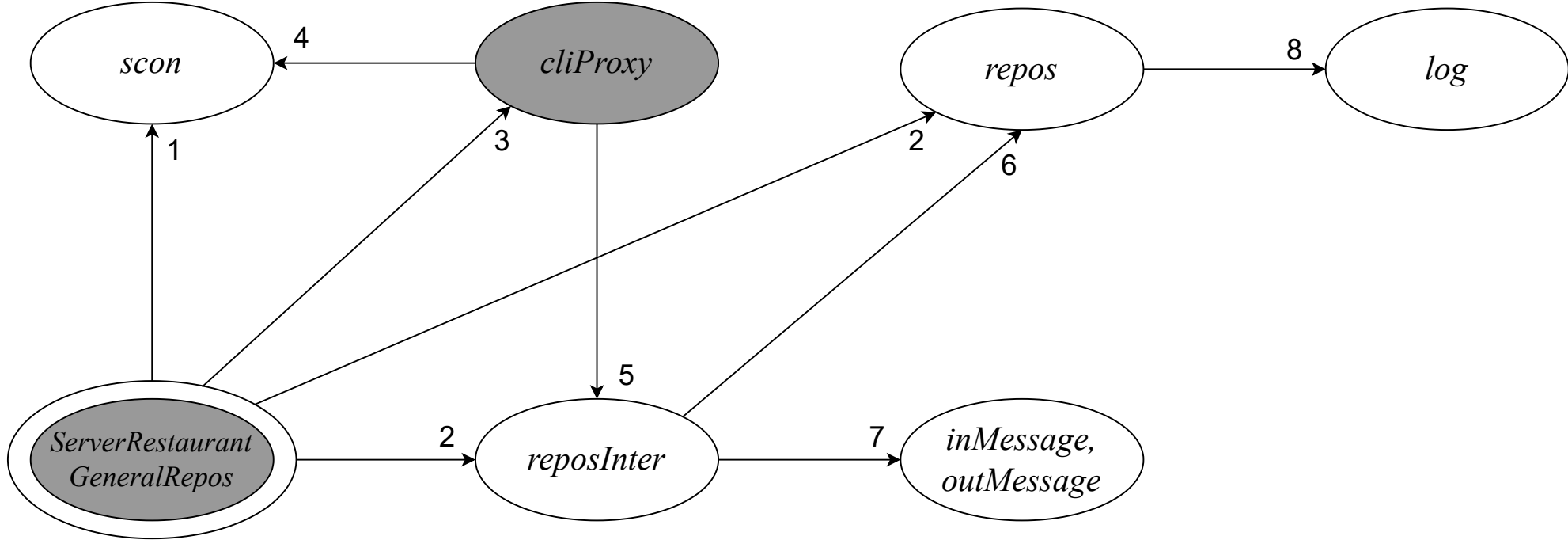
5. processAndReply

6. saluteClient, returnBar, getThePad, haveAllClientsBeenServed, deliverPortion, presentBill, seatAtTable, readMenu, prepareOrder, everybodyHasChosen, addUpOnesChoices, describeOrder, joinTalk, informCompanion, startEating, endEating, hasEverybodyFinishedEating, honourBill, haveAllCoursesBeenEaten, shouldHaveArrivedEarlier, getFirstToArrive, setFirstToArrive, setLastToArrive, shutdown

7. getWaiterState, getStudentIdBeingAnswered, getStudentState, getStudentId

8. setWaiterState, updateStudentState

9. instantiate, open, close, readObject, writeObject



1. instatiate, start, accept, end

2. instatiate

3. instatiate, start

4. readObject, writeObject, close

5. processAndReply

6. setChefState, setWaiterState, updateStudentState, setnCourses, setnPortions, updateSeatsAtTable, shutdown

7. getMsgType, getChefState, getWaiterState, getStudentId, getStudentState, getHold, getNCourses, getNPortions, getSeatAtTable

8. instatiate, openForWriting, openForAppending, writelnString, close