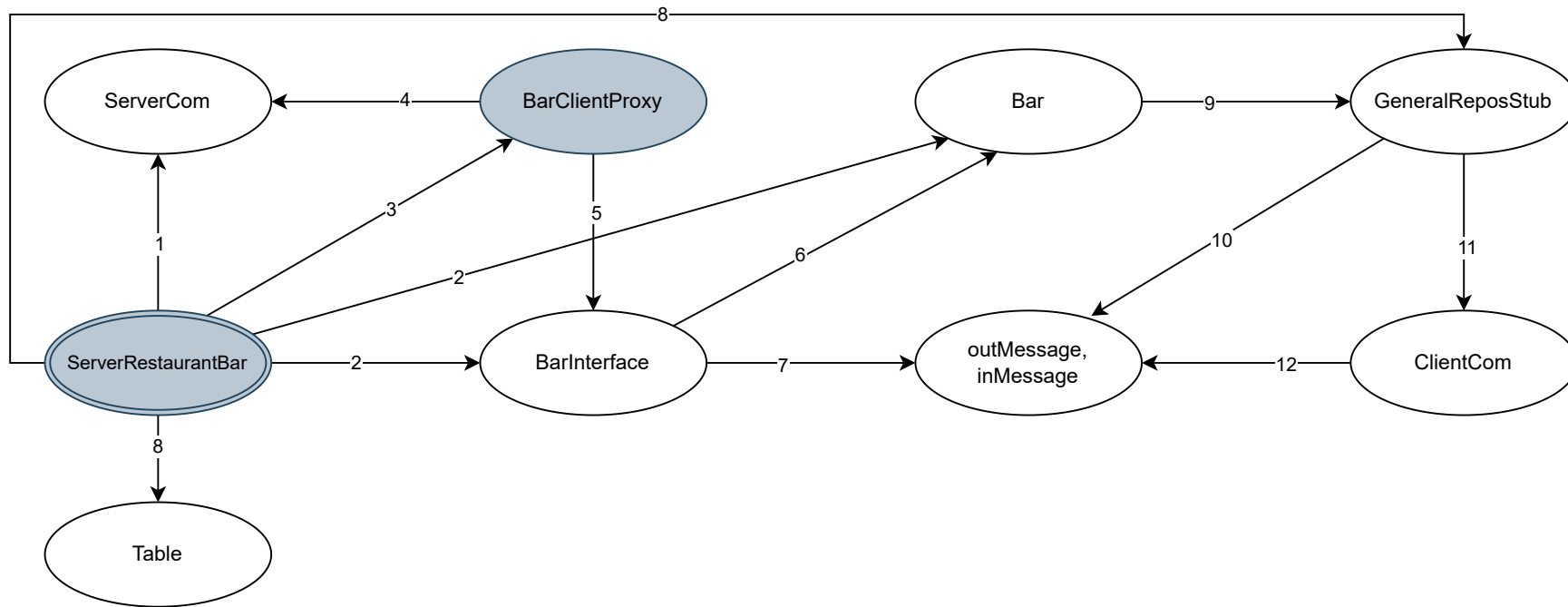


Server com Bar Main

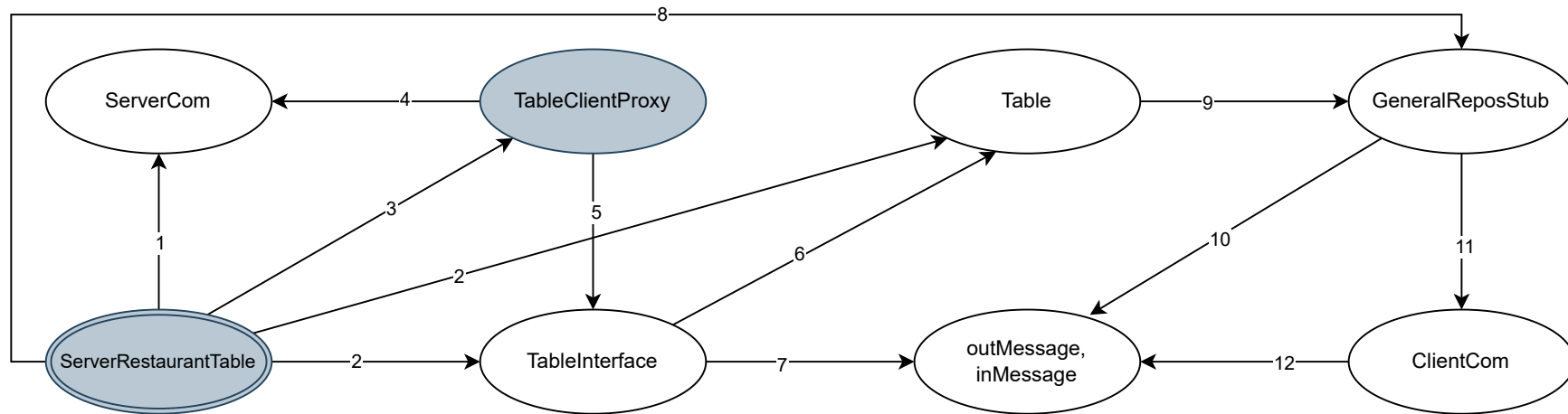


- 1 – instantiate, start, end, accept
- 2 – instantiate
- 3 – instantiate, start
- 4 – readObject, writeObject, close
- 5 – processAndReply
- 6 – enter, callWaiter, exit, lookAround, sayGoodbye, prepareBill, alertWaiter, shutdown
- 7 – instantiate, getStudentID, getStudentState, getWaiterState, getChefState
- 8 – instantiate
- 9 – setStudentState, setChefState, setWaiterState, updateSeatsAtTable
- 10 – instantiate
- 11 – instantiate, open, close, writeObject, readObject
- 12 – instantiate

```
graph TD; ServerCom([ServerCom]); KitchenClientProxy([KitchenClientProxy]); Kitchen([Kitchen]); GeneralReposStub([GeneralReposStub]); ServerRestaurantKitchen([ServerRestaurantKitchen]); KitchenInterface([KitchenInterface]); outMessage_inMessage([outMessage, inMessage]); ClientCom([ClientCom]); ServerCom -- 4 --> KitchenClientProxy; KitchenClientProxy -- 3 --> Kitchen; KitchenClientProxy -- 5 --> KitchenInterface; Kitchen -- 9 --> GeneralReposStub; GeneralReposStub -- 10 --> outMessage_inMessage; GeneralReposStub -- 11 --> ClientCom; ClientCom -- 12 --> outMessage_inMessage; outMessage_inMessage -- 7 --> KitchenInterface; KitchenInterface -- 2 --> KitchenClientProxy; KitchenInterface -- 2 --> ServerRestaurantKitchen; ServerRestaurantKitchen -- 1 --> ServerCom; ServerRestaurantKitchen -- 3 --> Kitchen; ServerRestaurantKitchen -- 2 --> KitchenInterface; ServerRestaurantKitchen -- 8 --> GeneralReposStub;
```

- 1 – instantiate, start, end, accept
- 2 – instantiate
- 3 – instantiate, start
- 4 – readObject, writeObject, close
- 5 – processAndReply
- 6 – watchTheNews, startPreparation, continuePreparation, proceedPreparation, haveAllPortionsBeenDelivered, haveNextPortionReady, hasOrderBeenCompleted, cleanUp, handNoteToChef, returnToBar, collectPortion, shutdown
- 7 – instantiate, getWaiterState, getChefState
- 8 – instantiate
- 9 – setChefState, setWaiterState
- 10 – instantiate
- 11 – instantiate, open, close, writeObject, readObject
- 12 – instantiate

Server com Table Main



1 – instantiate, start, end, accept

2 – instantiate

3 – instantiate, start

4 – readObject, writeObject, close

5 – processAndReply

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

7 – instantiate, getStudentID, getStudentState, getWaiterState

8 – instantiate

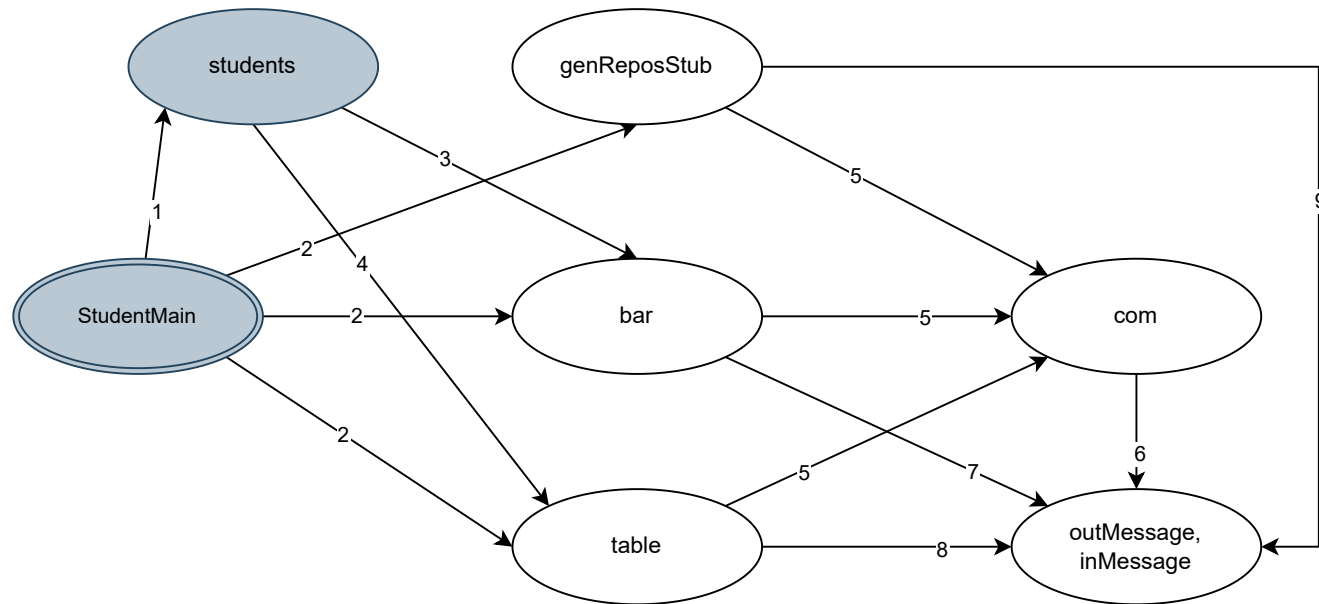
9 – setStudentState, setWaiterState

10 – instantiate

11 – instantiate, open, close, writeObject, readObject

12 – instantiate

Client com Student Main



1 – instantiate, start, join, isAlive

2 – instantiate, shutdown

3 – enter, callWaiter, signalWaiter, exit

4 – readMenu, getFirstToArrive, prepareOrder, everybodyHasChosen, addUpOnesChoices, describeOrder, joinTalk, informCompanion, haveAllCoursesBeenEaten, startEating, endEating, hasEverybodyFinishedEating, getLastToEat, shouldHaveArrivedEarlier, honourBill

5 – instantiate, open, close, writeObject, readObject

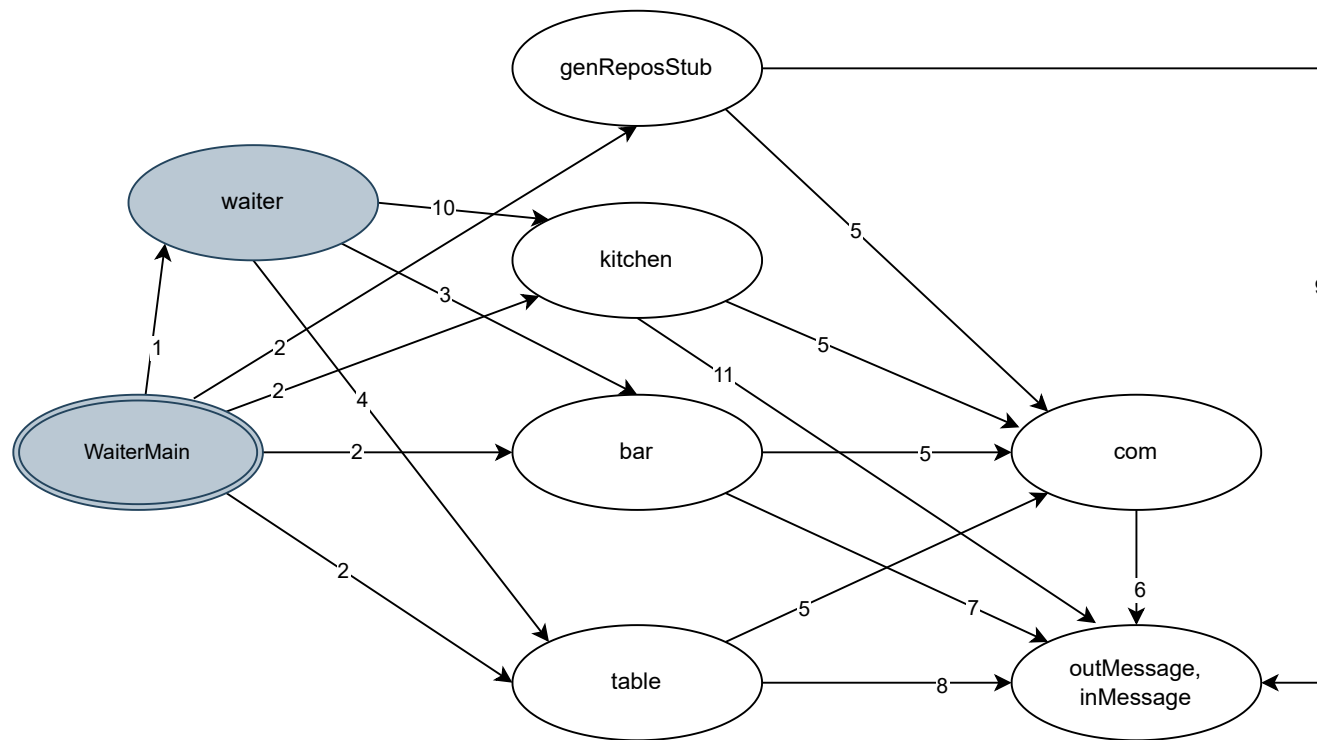
6 – instantiate

7 – instantiate, getStudentID, getStudentState, getWaiterState, getChefState, toString, getMsgType

8 – instantiate, getStudentID, getStudentState, getWaiterState, toString, getMsgType

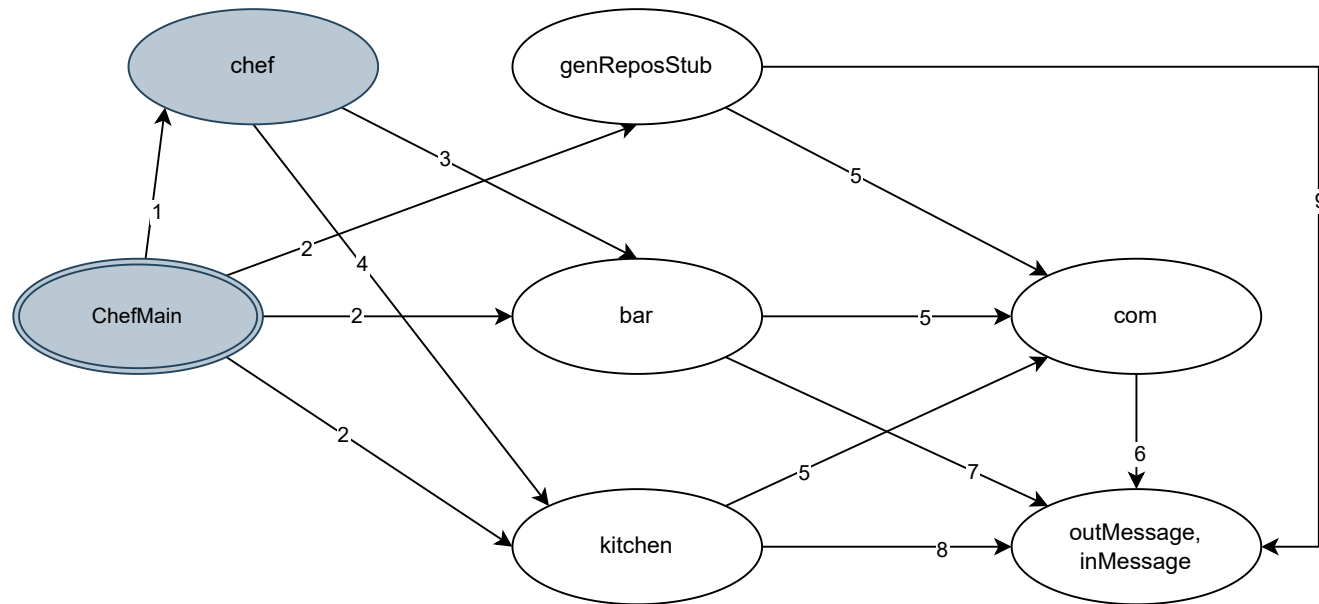
9 – instantiate, toString, getMsgType

Client com Waiter Main



- 1 – instantiate, start, join, isAlive
- 2 – instantiate, shutdown
- 3 – lookAround, getStudentBeingAnswered, prepareBill, sayGoodbye
- 4 – saluteClient, returnBar, getThePad, haveAllClientsBeenServed, deliverPortion, presentBill, returnBar
- 5 – instantiate, open, close, writeObject, readObject
- 6 – instantiate
- 7 – instantiate, getStudentID, getStudentState, getWaiterState, getChefState, toString, getMsgType
- 8 – instantiate, getStudentID, getStudentState, getWaiterState, toString, getMsgType
- 9 – instantiate, toString, getMsgType
- 10 – handNoteToChef, returnToBar, collectPortion
- 11 – instantiate, getWaiterState, getChefState, toString, getMsgType

Client com Chef Main



1 – instantiate, start, join, isAlive

2 – instantiate, shutdown

3 – alertWaiter

4 – watchTheNews, startPreparation, continuePreparation, proceedToPreparation, haveAllPortionsBeenDelivered, haveNextPortionReady, hasOrderBeenCompleted, cleanUp

5 – instantiate, open, close, writeObject, readObject

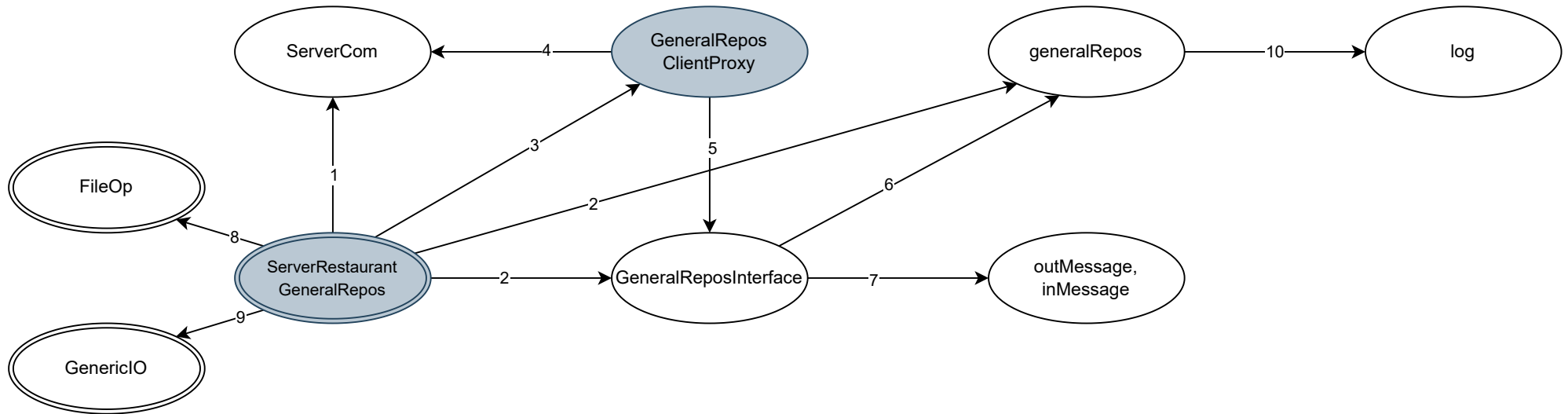
6 – instantiate

7 – instantiate, getStudentID, getStudentState, getWaiterState, getChefState, toString, getMsgType

8 – instantiate, getWaiterState, getChefState, toString, getMsgType

9 – instantiate, toString, getMsgType

Server com General Repository Main



- 1 – instantiate, start, end, accept
- 2 – instantiate
- 3 – instantiate, start
- 4 – readObject, writeObject, close
- 5 – processAndReply
- 6 – initSimulation, setStudentState, setChefState, setWaiterState, shutdown
- 7 – instantiate, getLogFName, getStudentID, getStudentState, getChefState, getWaiterState
- 8 – exists
- 9 – writelnString
- 10 – instantiate, openForWriting, openForAppending, close, writelnString