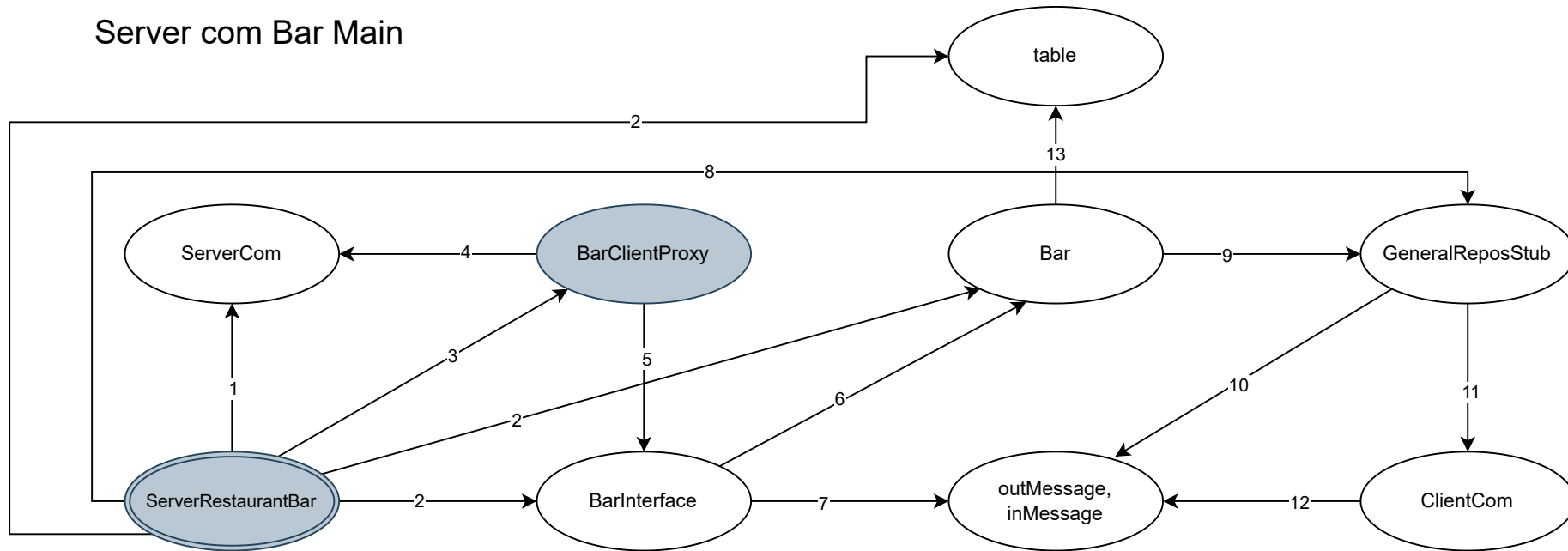
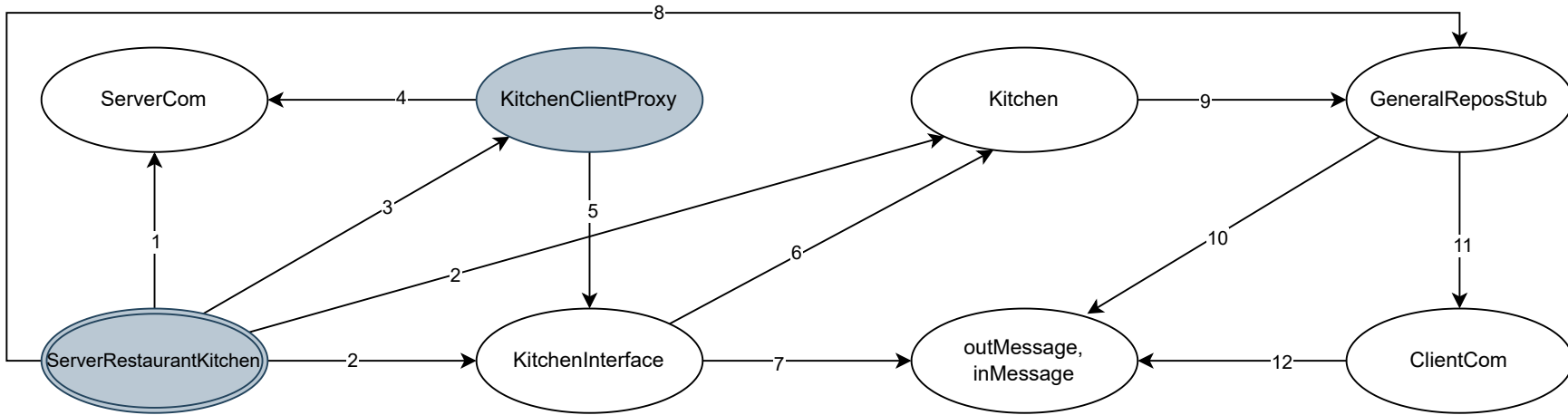


Server com Bar Main



- 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
- 13 – setFirstToArrive, setLastToArrive, seatAtTable

Server com Kitchen Main

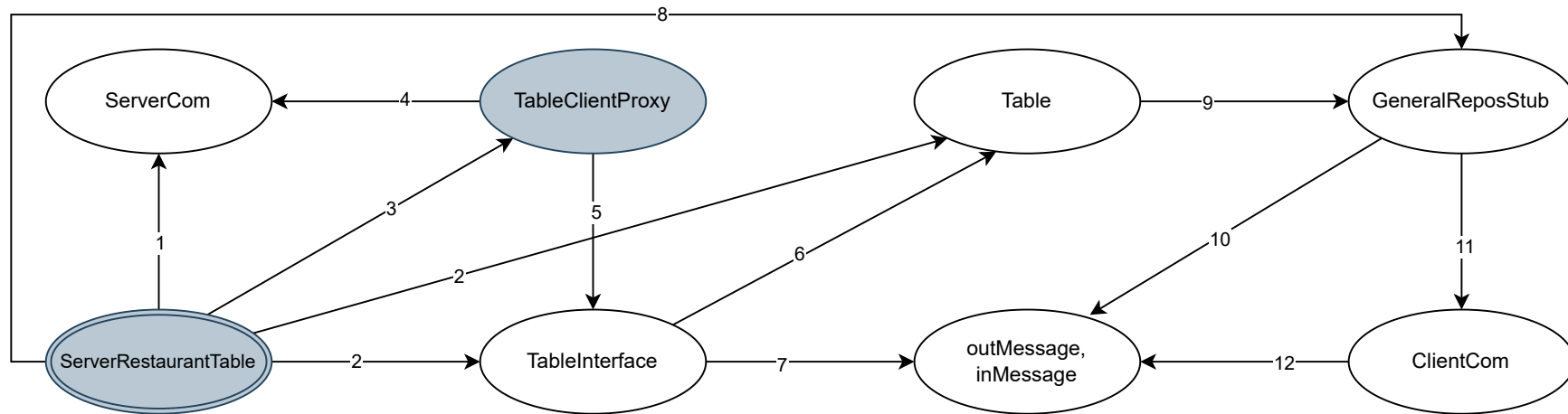


- ```

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

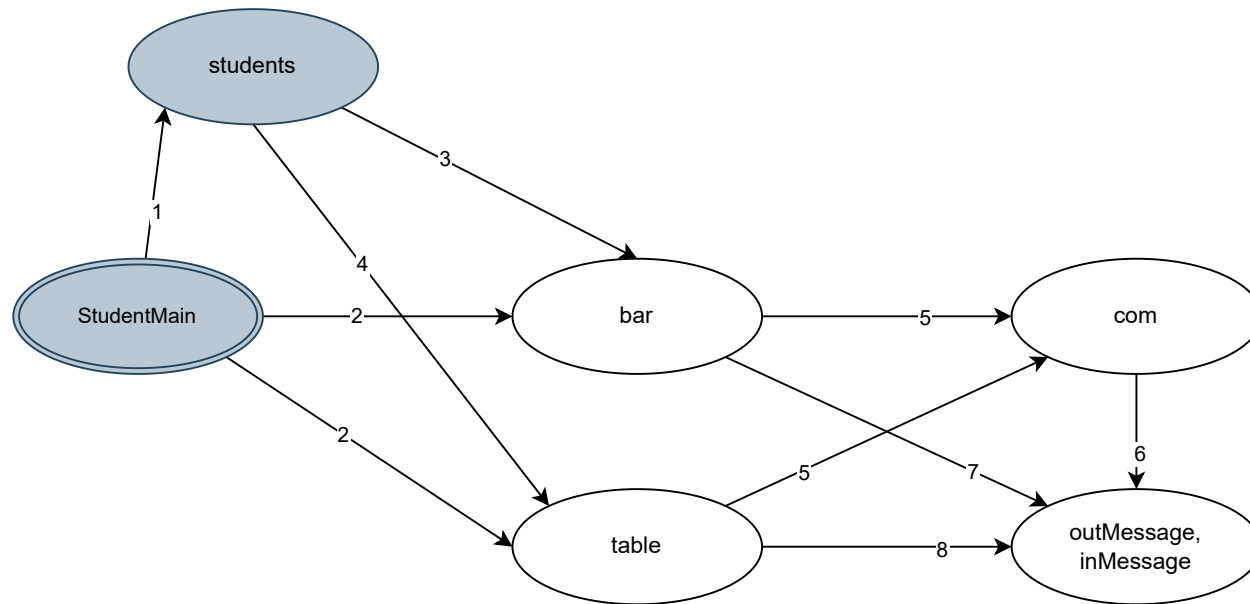
9 – setStudentState, setWaiterState

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

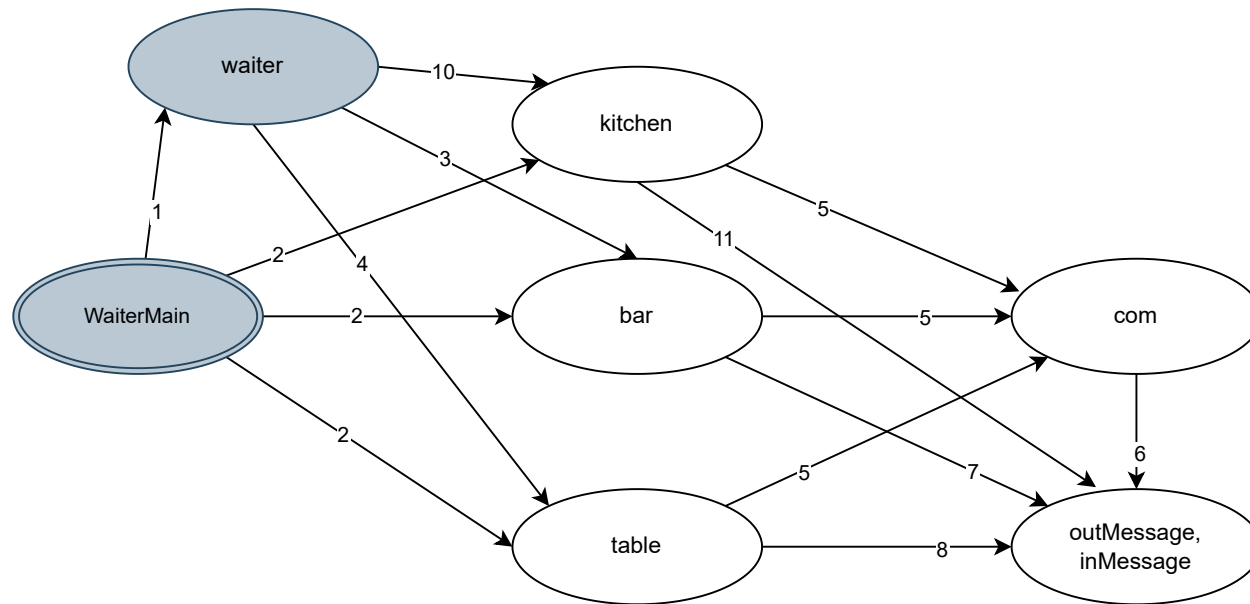
5 – instantiate, open, close, writeObject, readObject

6 – instantiate

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

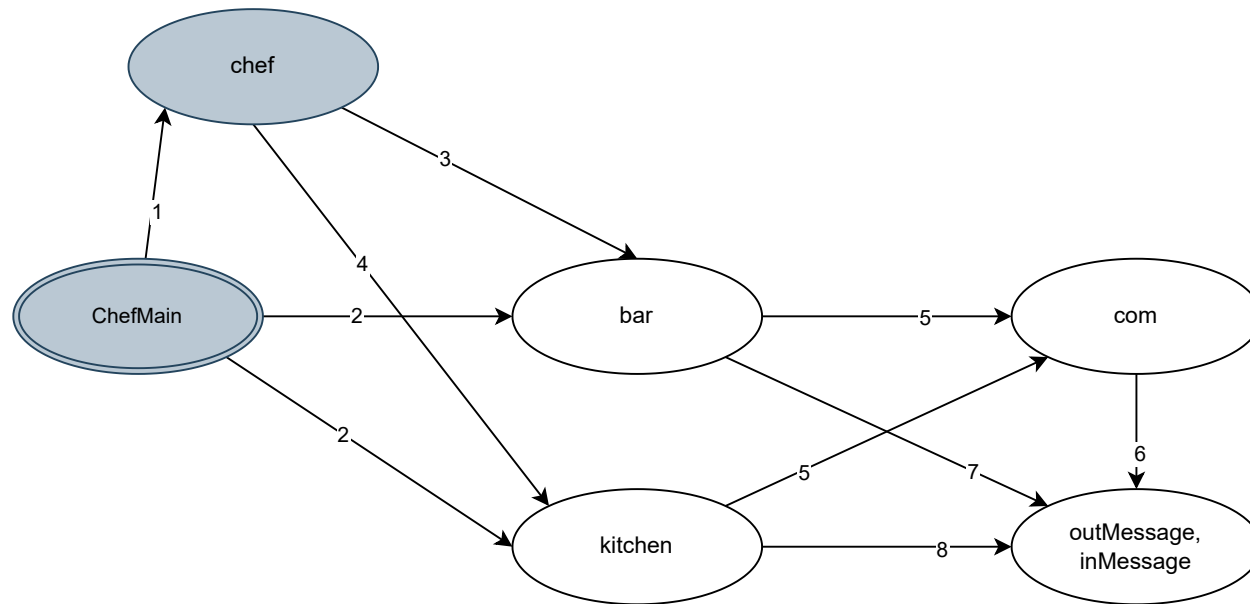
8 – instantiate, getStudentID, getStudentState, getWaiterState, toString, getMsgType

## 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 – handNoteToChef, returnToBar, collectPortion
- 10 – 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

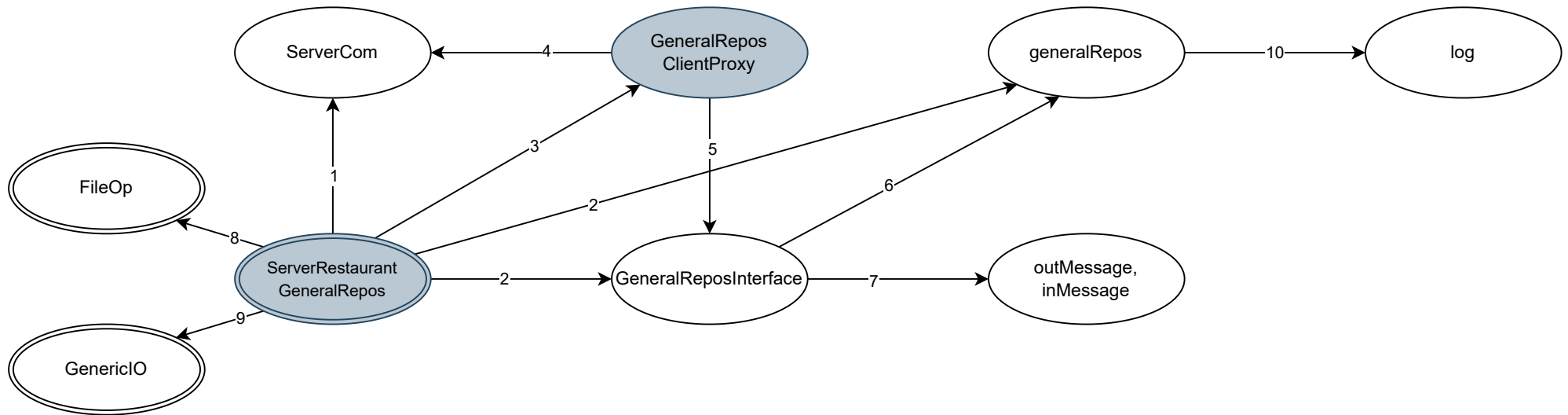
5 – instantiate, open, close, writeObject, readObject

6 – instantiate

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

8 – instantiate, getWaiterState, getChefState, toString, getMsgType

## 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