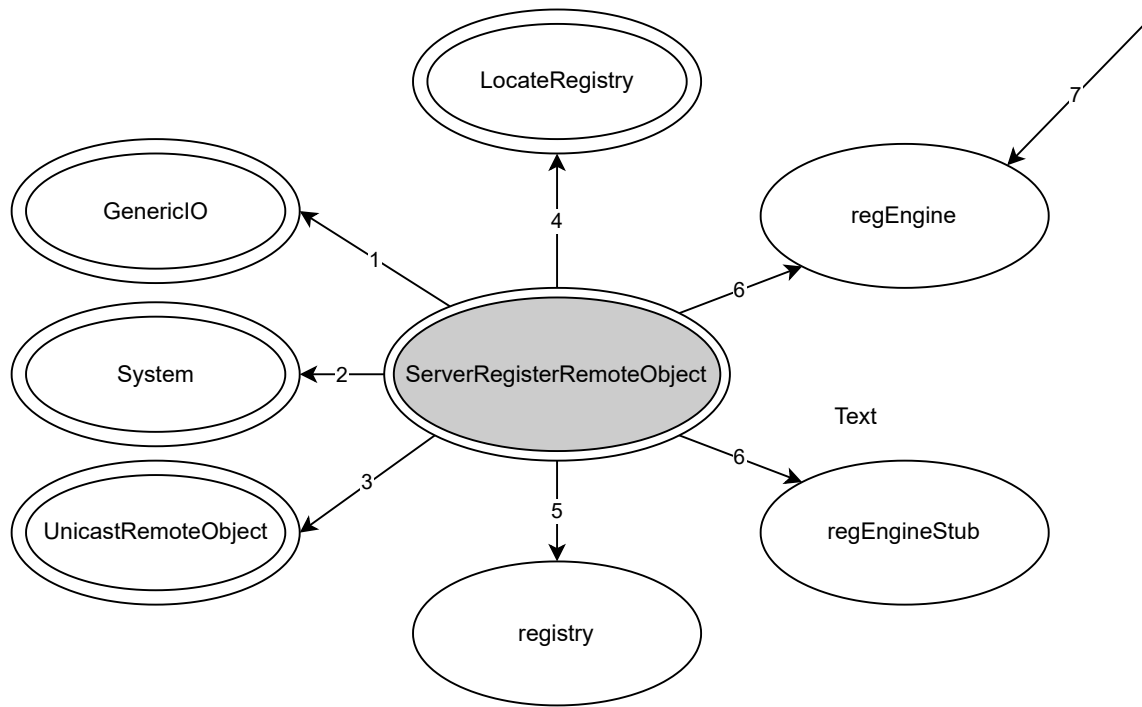
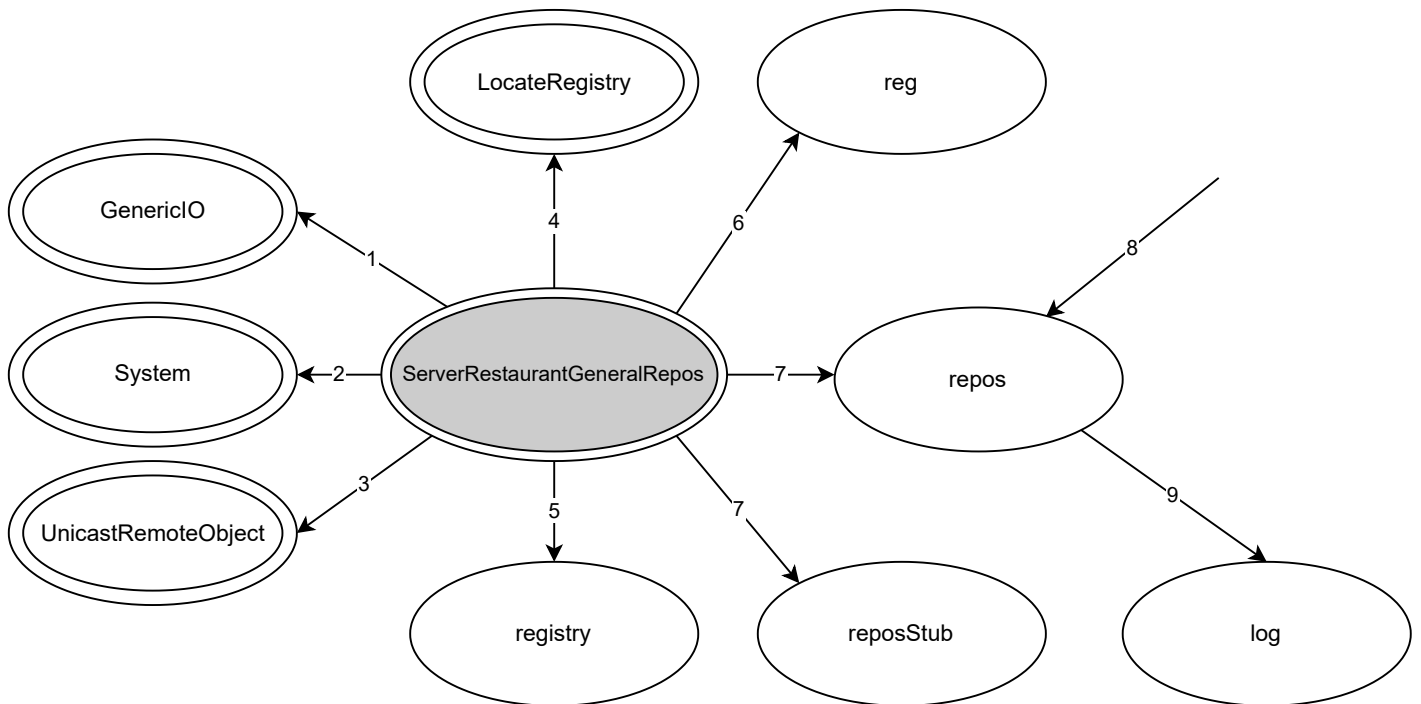


## ServerRegisterRemoteObject

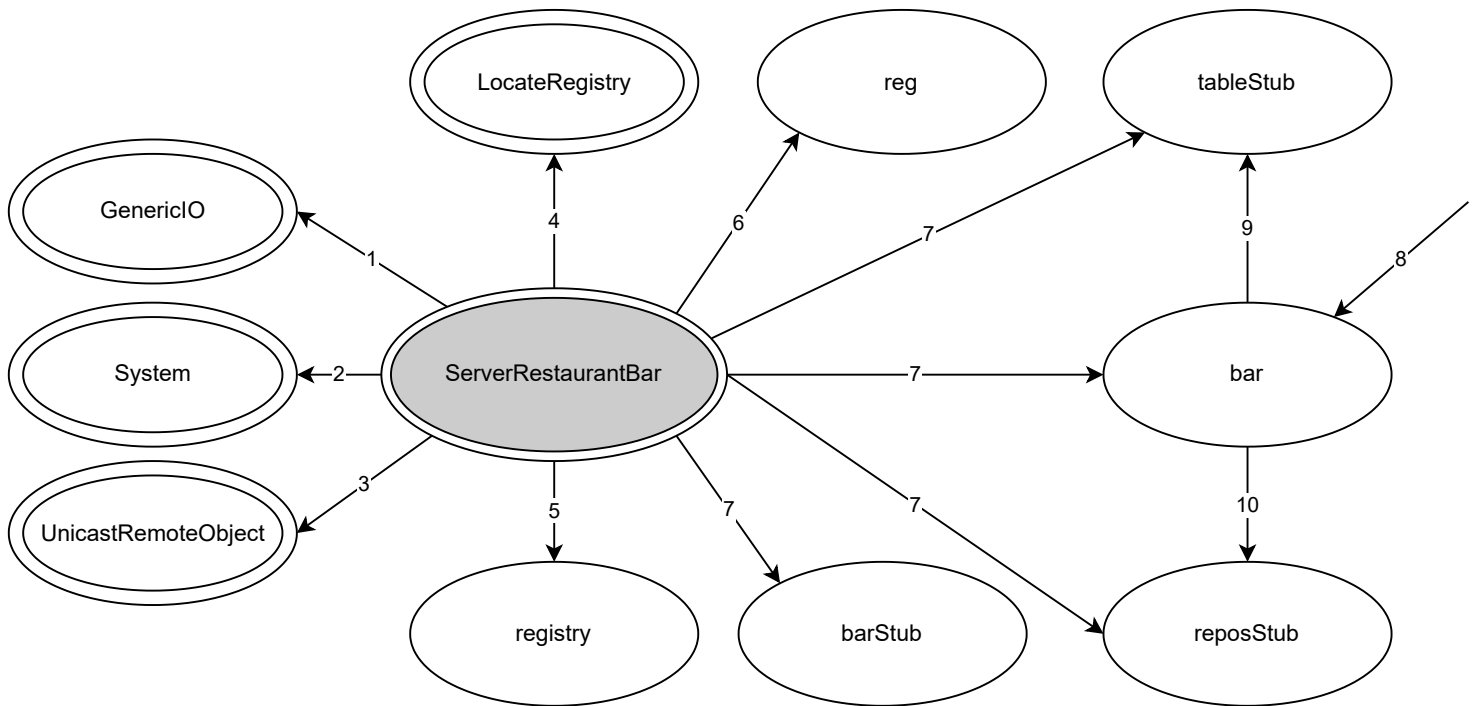


- 1 - writeInString
- 2 - getSecurityManager, setSecurityManager
- 3 - exportObject
- 4 - getRegistry
- 5 - instantiate, rebind
- 6 - instantiate
- 7 - bind, unbind, rebind

## ServerRestaurantGeneralRepos

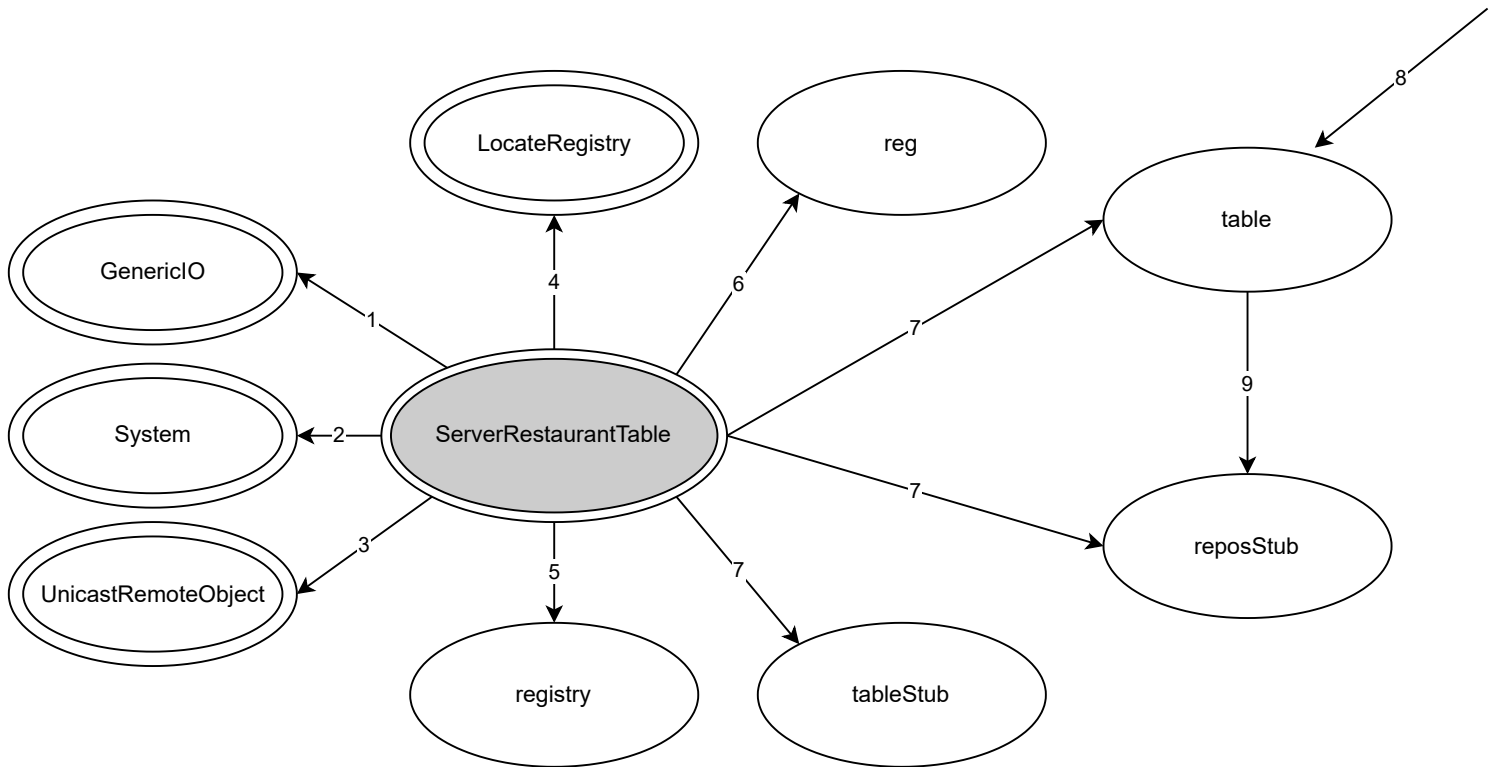


## ServerRestaurantBar



- 1 - writeInString
- 2 - getSecurityManager, setSecurityManager
- 3 - exportObject, unexportObject
- 4 - getRegistry
- 5 - instantiate, lookup
- 6 - instantiate, bind, unbind
- 7 - instantiate
- 8 - getStudentBeingAnswered, alertWaiter, lookAround, prepareBill, sayGoodbye, enter, callWaiter, signalWaiter, exit, shutdown
- 9 - setFirstToArrive, setLastToArrive, seatAtTable
- 10 - setChefState, setWaiterState, updateStudentState, updateSeatsAtTable, updateSeatsAtLeaving

## ServerRestaurantTable



1 - writeLnString

2 - getSecurityManager, setSecurityManager

3 - exportObject, unexportObject

4 - getRegistry

5 - instantiate, lookup

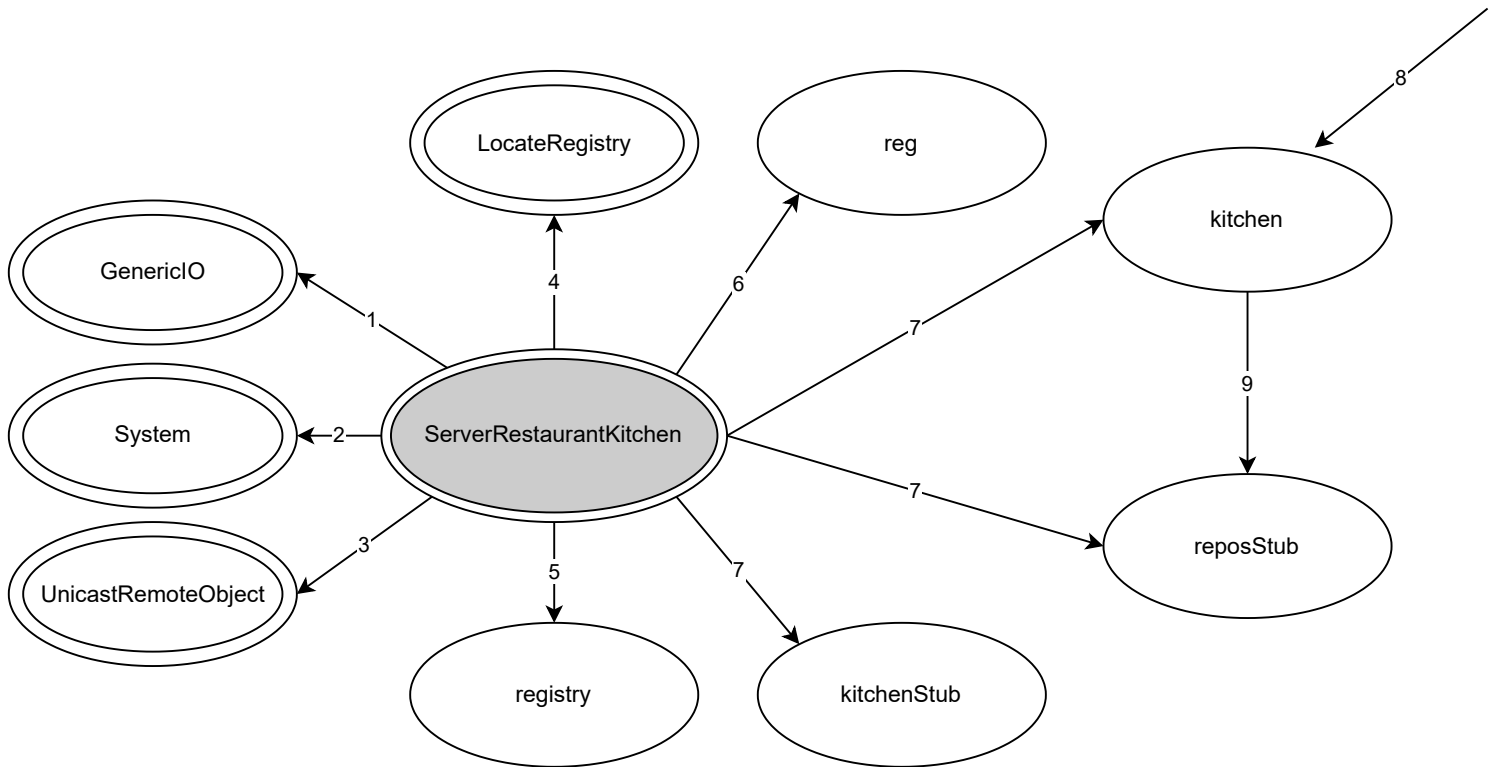
6 - instantiate, bind, unbind

7 - instantiate

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

9 - setWaiterState, updateStudentState

# ServerRestaurantKitchen



1 - writeInString

2 - getSecurityManager, setSecurityManager

3 - exportObject, unexportObject

4 - getRegistry

5 - instantiate, lookup

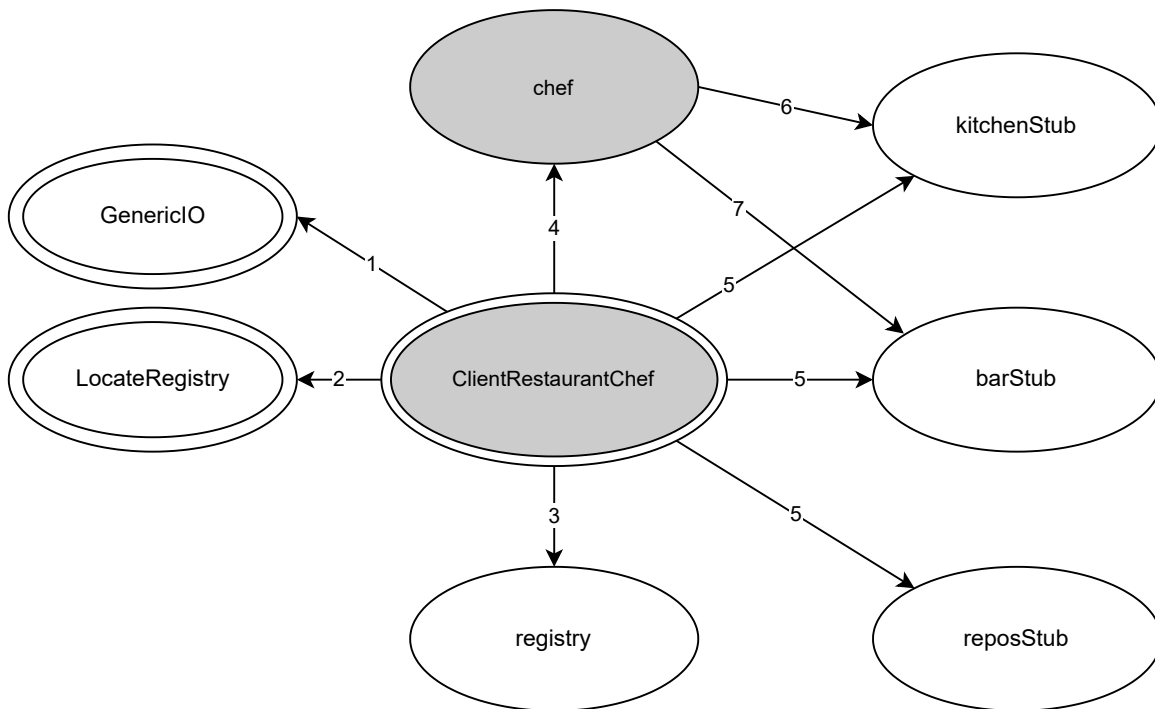
6 - instantiate, bind, unbind

7 - instantiate

8 - watchTheNews, startPreparation, proceedPreparation, haveAllPortionsBeenDelivered, hasOrderBeenCompleted, continuePreparation, haveNextPortionReady, cleanUp, handNoteToChef, returnToBar, collectPortion, shutdown

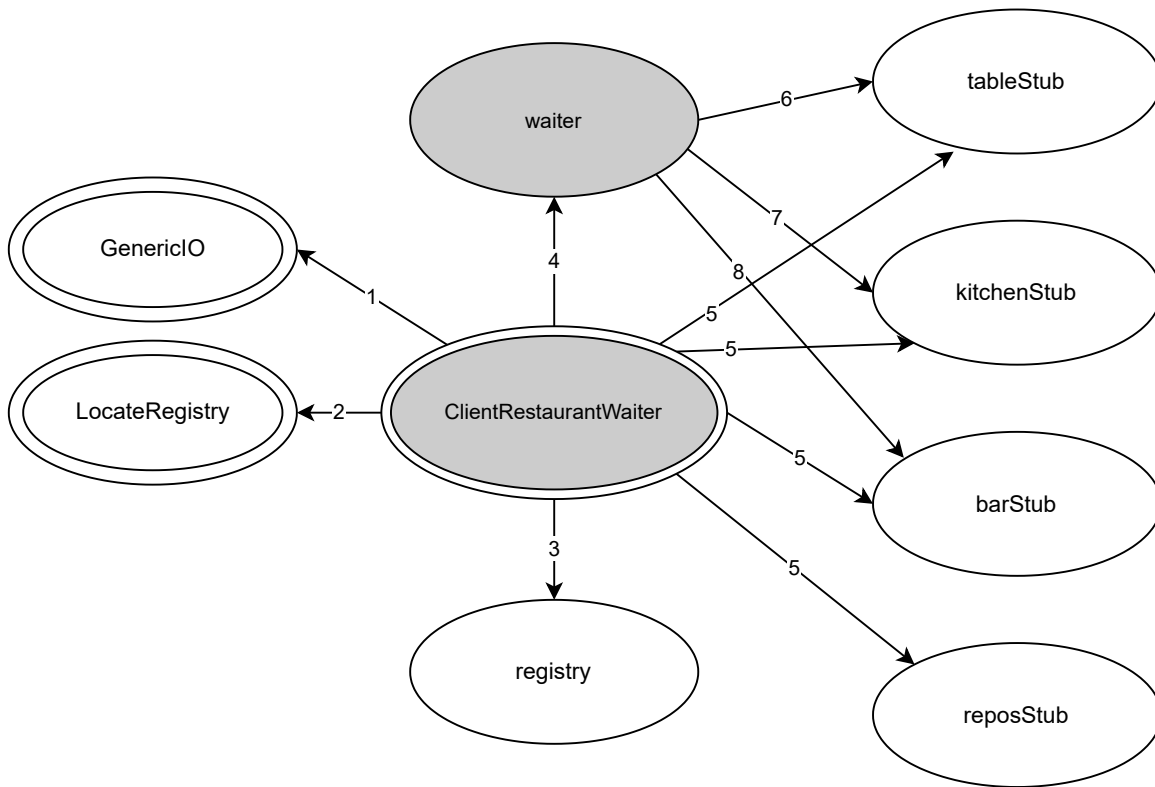
9 - setChefState, setnCourses, setnPortions, setnPortionsAndCourses, setWaiterState

## ClientRestaurantChef



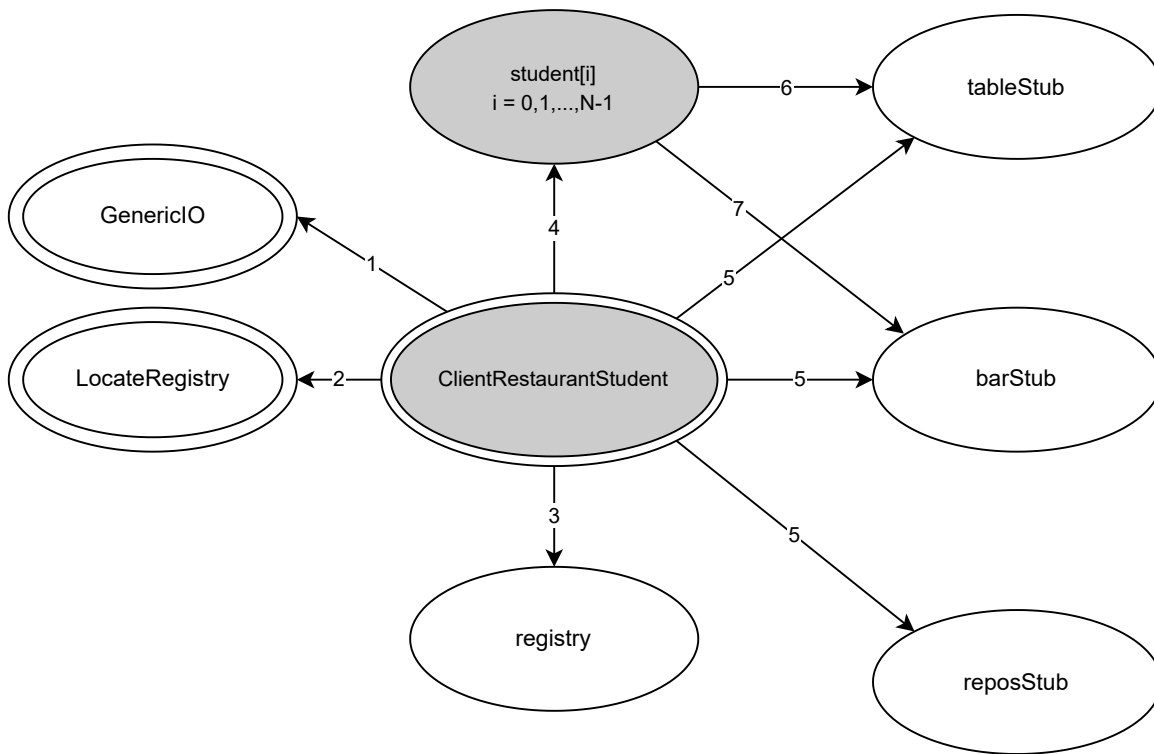
- 1 - `writeInString`
- 2 - `getRegistry`
- 3 - `instantiate, lookup`
- 4 - `instantiate, start, join`
- 5 - `instantiate, shutdown`
- 6 - `watchTheNews, startPreparation, continuePreparation, proceedPreparation, haveAllPortionsBeenDelivered, haveNextPortionReady, hasOrderBeenCompleted, cleanUp`
- 7 - `alertWaiter`

## ClientRestaurantWaiter



- 1 - writelnString
- 2 - getSecurityManager, setSecurityManager
- 3 - instantiate, lookup
- 4 - instantiate, start, join
- 5 - instantiate, shutdown
- 6 - saluteClient, returnBar, getThePad, haveAllClientsBeenServed, deliverPortion, presentBill
- 7 - returnToBar, handNoteToChef, collectPortion
- 8 - lookAround, getStudentBeingAnswered, prepareBill, sayGoodbye

# ClientRestaurantStudent



1 - writelnString

2 - getSecurityManager, setSecurityManager

3 - instantiate, lookup

4 - instantiate, start, join

5 - instantiate, shutdown

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

7 - enter, callWaiter, signalWaiter, exit