1. exits
2. writeString
3. instantiate, openForWritting, openForAppending, writeString, close
4. instantiate, printSumUp
5. instantiate, write, read, get
6. instantiate
7. instantiate, start, join
8. appraiseSit, sumUpResults, takeARest, collectACanvas
9. getOccupancy, startOperations, prepareAssaultParty, endOperations
10. amINeeded, prepareExcursion
11. crawlIn, reverseDirection, crawlOut
12. rollACanvas
13. handACanvas
14. setOrdinaryThiefSituation, setOrdinaryThiefDisplacement
15. updateMasterThiefState
16. setnPaintings, setOrdinaryThiefCanvas
17. setDistanceToRoom, updateMasterThiefState, setAssaultPartyID, setOrdinaryThiefState, setDistance, setOrdinaryThiefAssaultPartyID, setOrdinaryThiefPosition
18. setnCanvas, printSumUp,