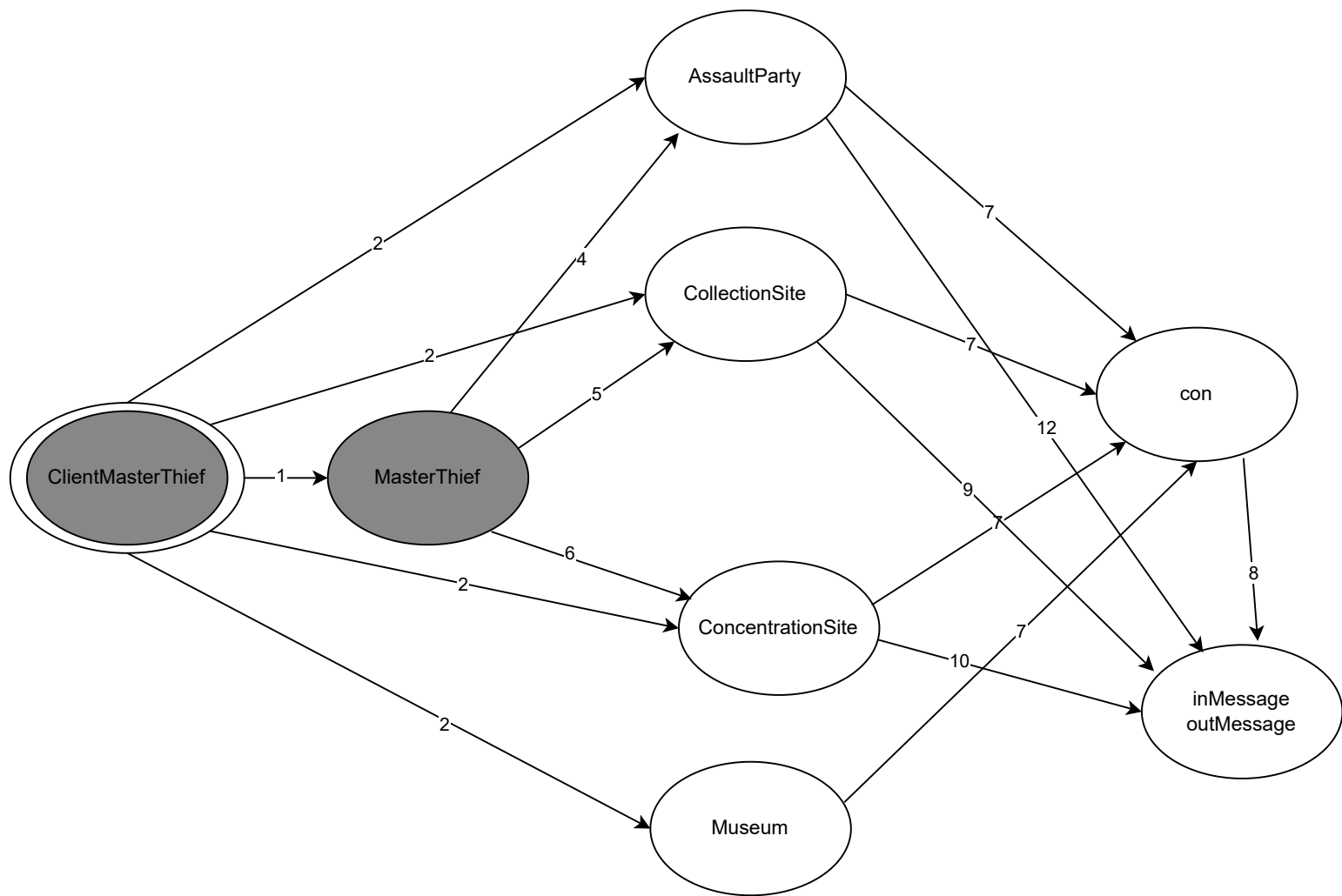


Client

Master Thief Main



1. instatiate,start, join

2. instatiate

4. instatiate, sendAssaultParty

5. instatiate, appraiseSit, takeARest, collectACanvas, sumUpResults,

6. instatiate, startOperations, prepareAssaultParty, endOperations

7. instatiate, open, readObject, writeObject,close

8. instatiate

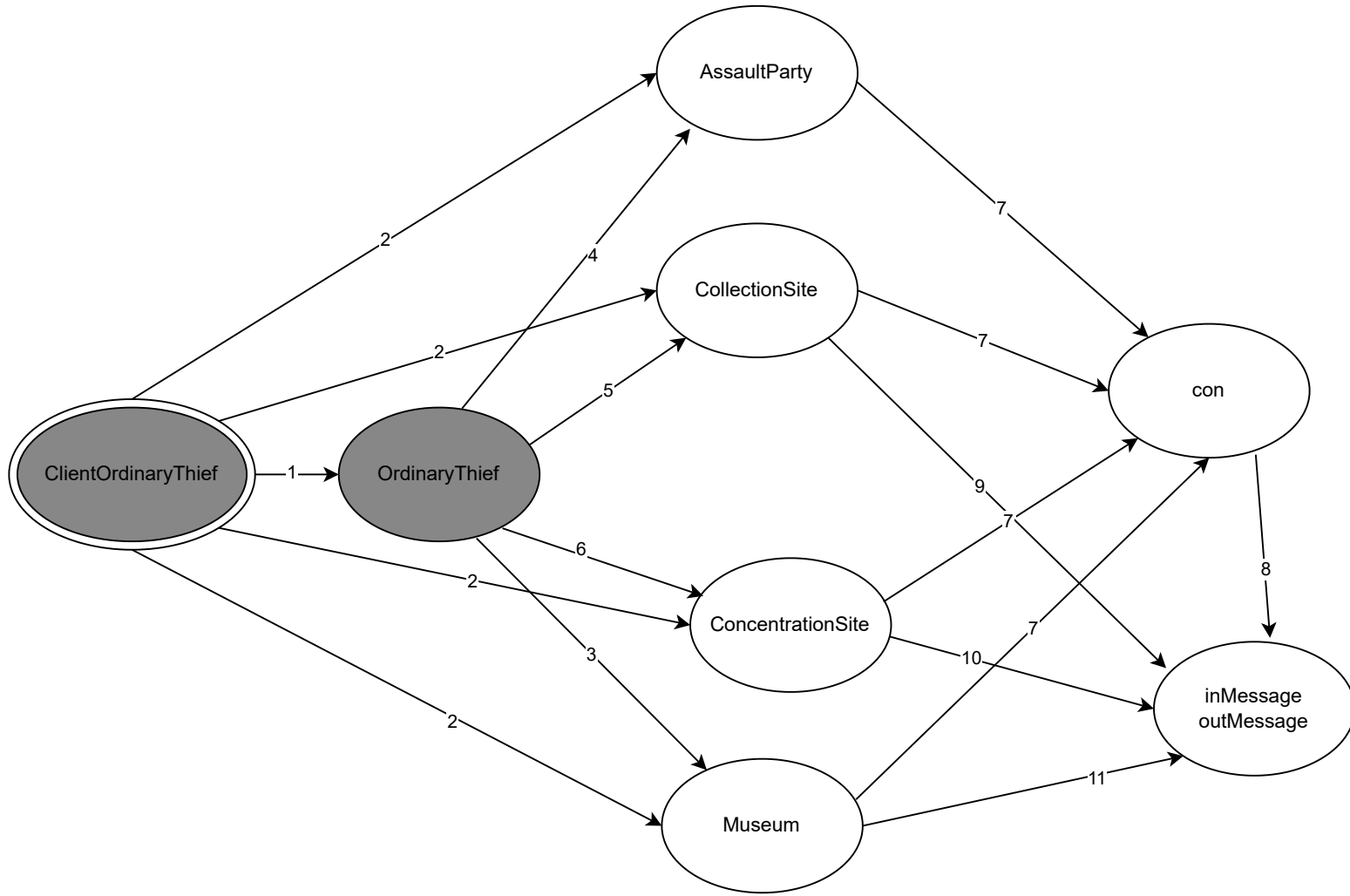
9. appraiseSit,collectACanvas, takeARest,sumUpResults

10. getFreeParty, peekFreeRoom, setPartyActive,getRoomState,endOperations, startOperations

12. sendAssaultParty, resetAssaultParty

Client

Ordinary Thief Main



1. instatiate,start, join

2. instatiate

3. instatiate, rollACanvas

4. instantiate, addThief, crawlIn, crawlOut

5. instantiate, handACanvas

6. instantiate, amlNeeded, prepareExcursion

7. instatiate, open, readObject, writeObject,close

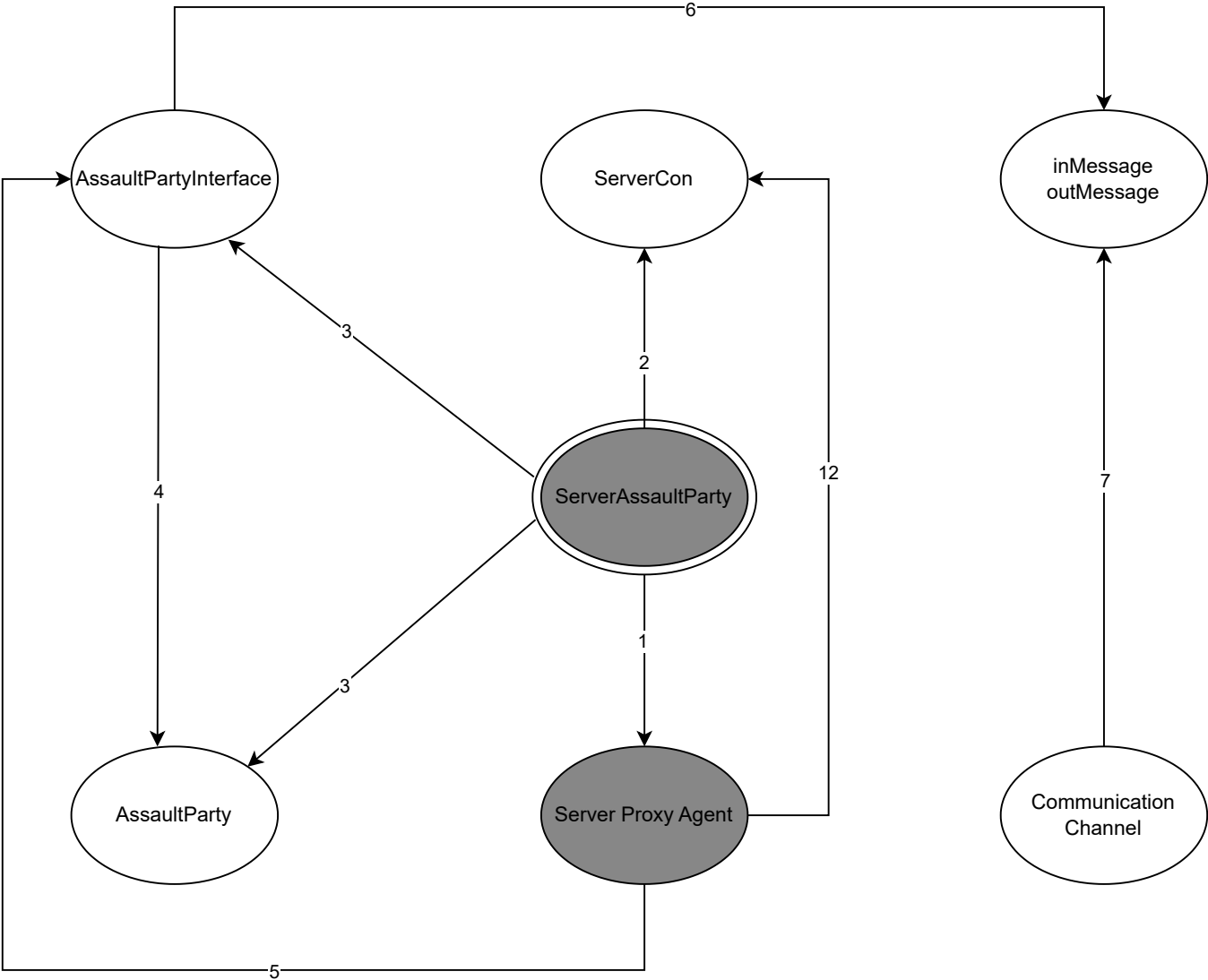
8. instatiate

9. handACanvas

10. amlNeeded, prepareExcursion,

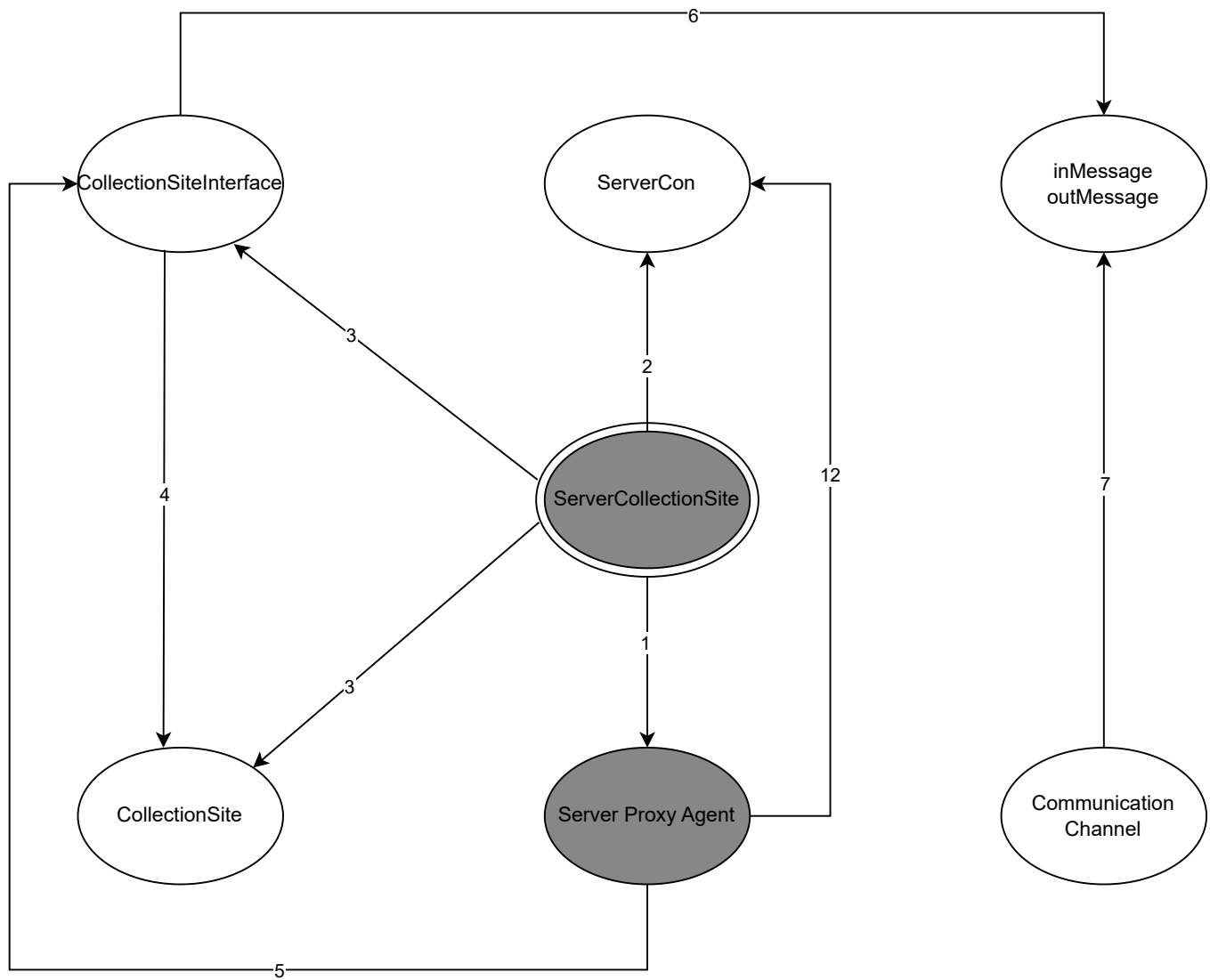
11. setRoomPaintings, getRoomDistance, rollACanvas,

Server Assault Party



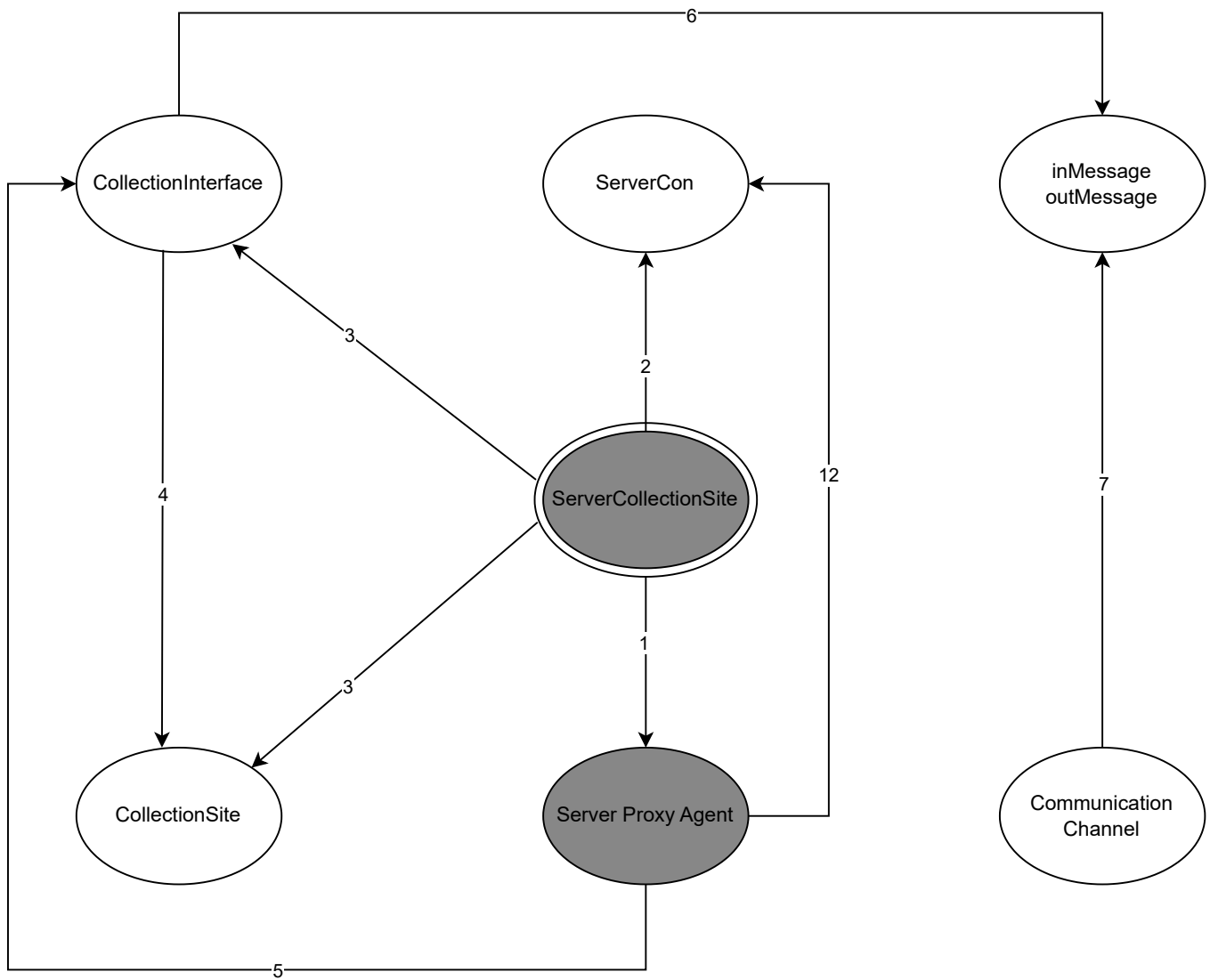
- 1. instatiate, start
- 2. instatiate,start, accept, end
- 3. instatiate
- 5. processAndReply
- 6. instatntiate, setPartyId
- 7. instatiate
- 12. readObject, writeObject, close

Server Collection Site



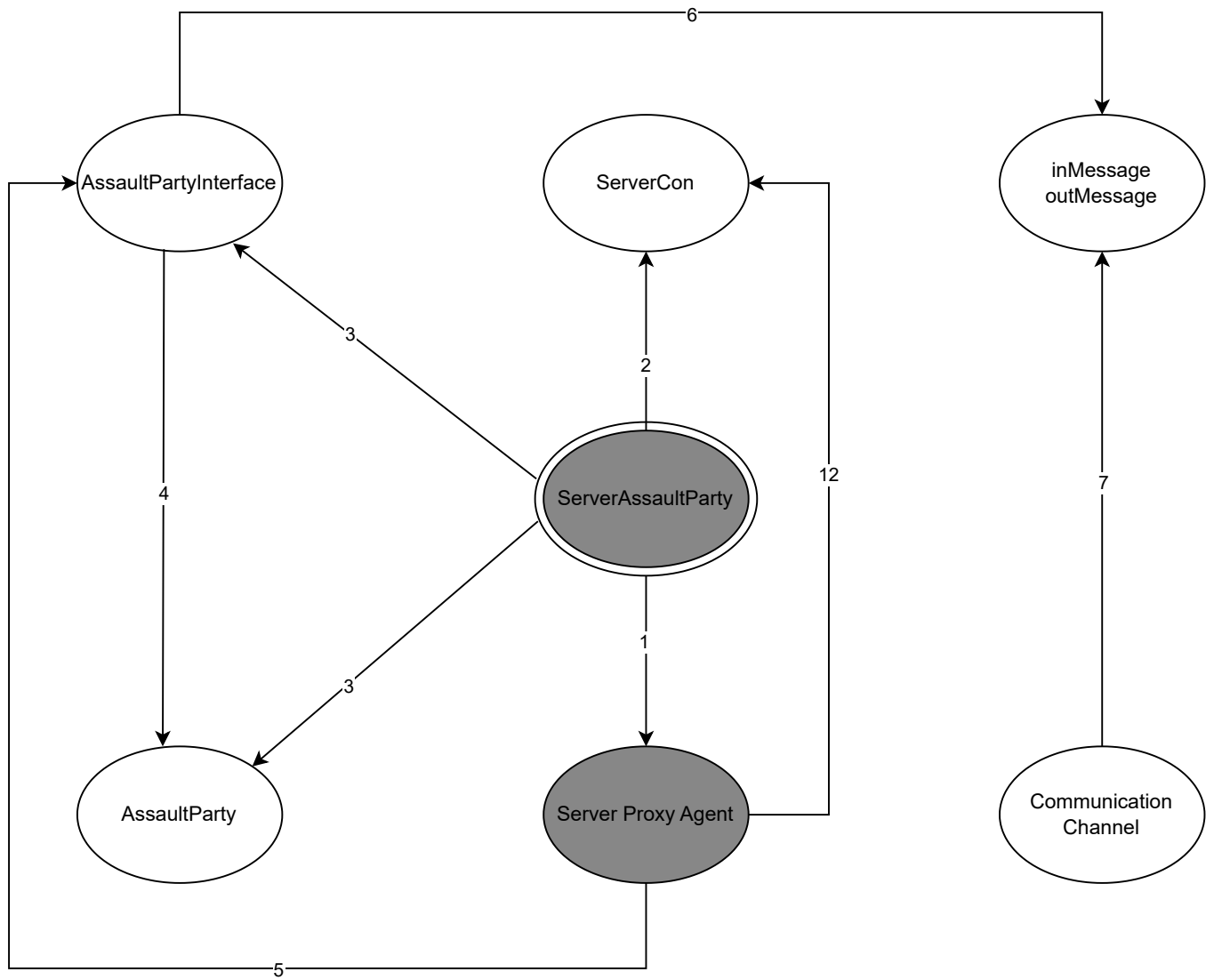
1. instatiate, start
2. instatiate,start, accept, end
3. instatiate
5. processAndReply
6. instatntiate , setPartyId, setRoomId, setRoomState, setCollectionSiteOccupancy
7. instatiate
12. readObject, writeObject, close

Server Concentration Site



1. instatiate, start
2. instatiate,start, accept, end
3. instatiate
5. processAndReply
6. instatiate, setPartyId, setRoomId, setConcentrationSiteOccupancy
7. instatiate
12. readObject, writeObject, close

Server Museum



1. instantiate, start
2. instantiate, start, accept, end
3. instantiate
4. processAndReply
5. instantiate, setRoomId, setRoomDistance, setRoomPaintings, setTotalPaintings, setAssaultPartyId
6. instantiate
7. instantiate, open, writeObject, readObject, close
12. readObject, writeObject, close