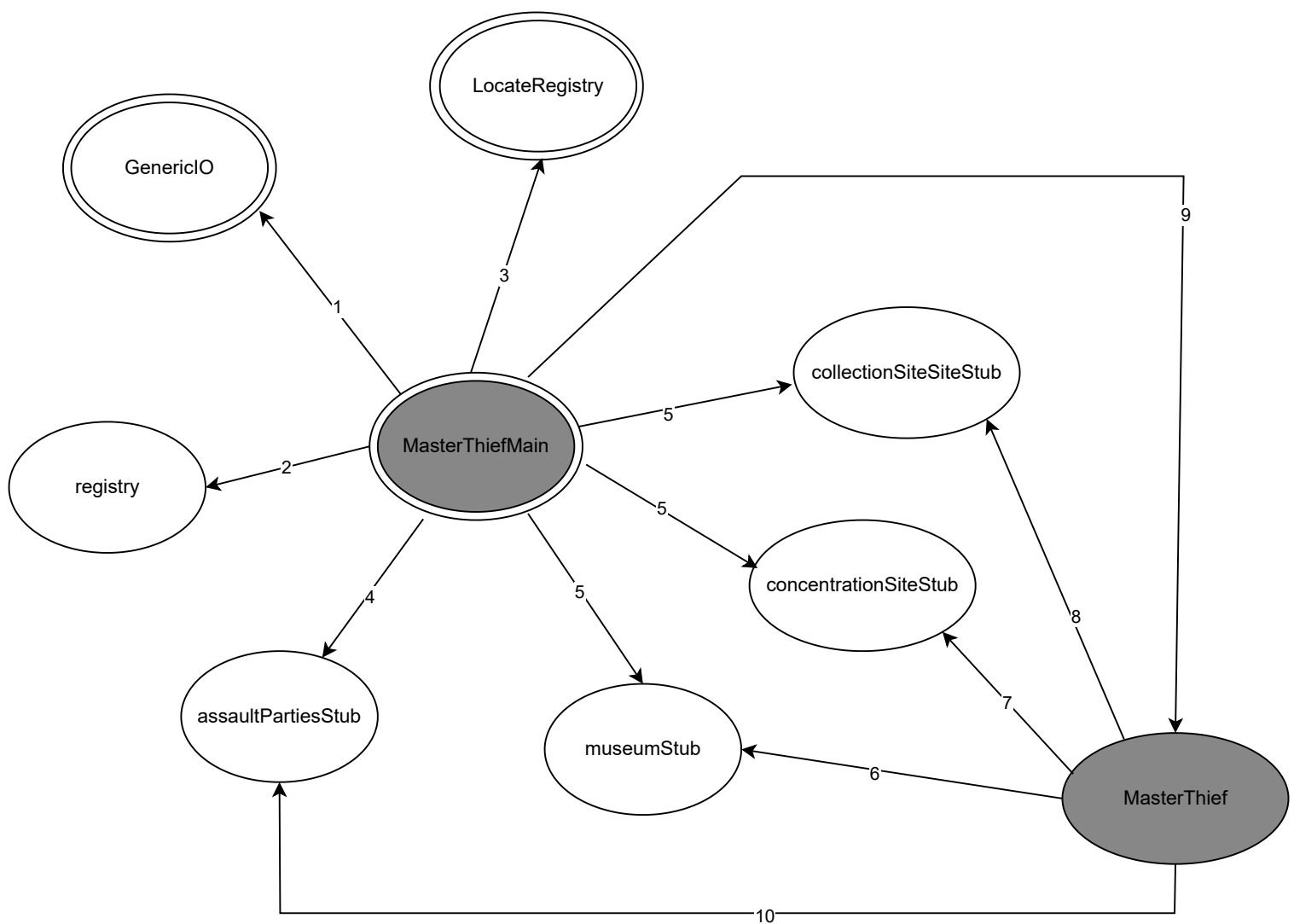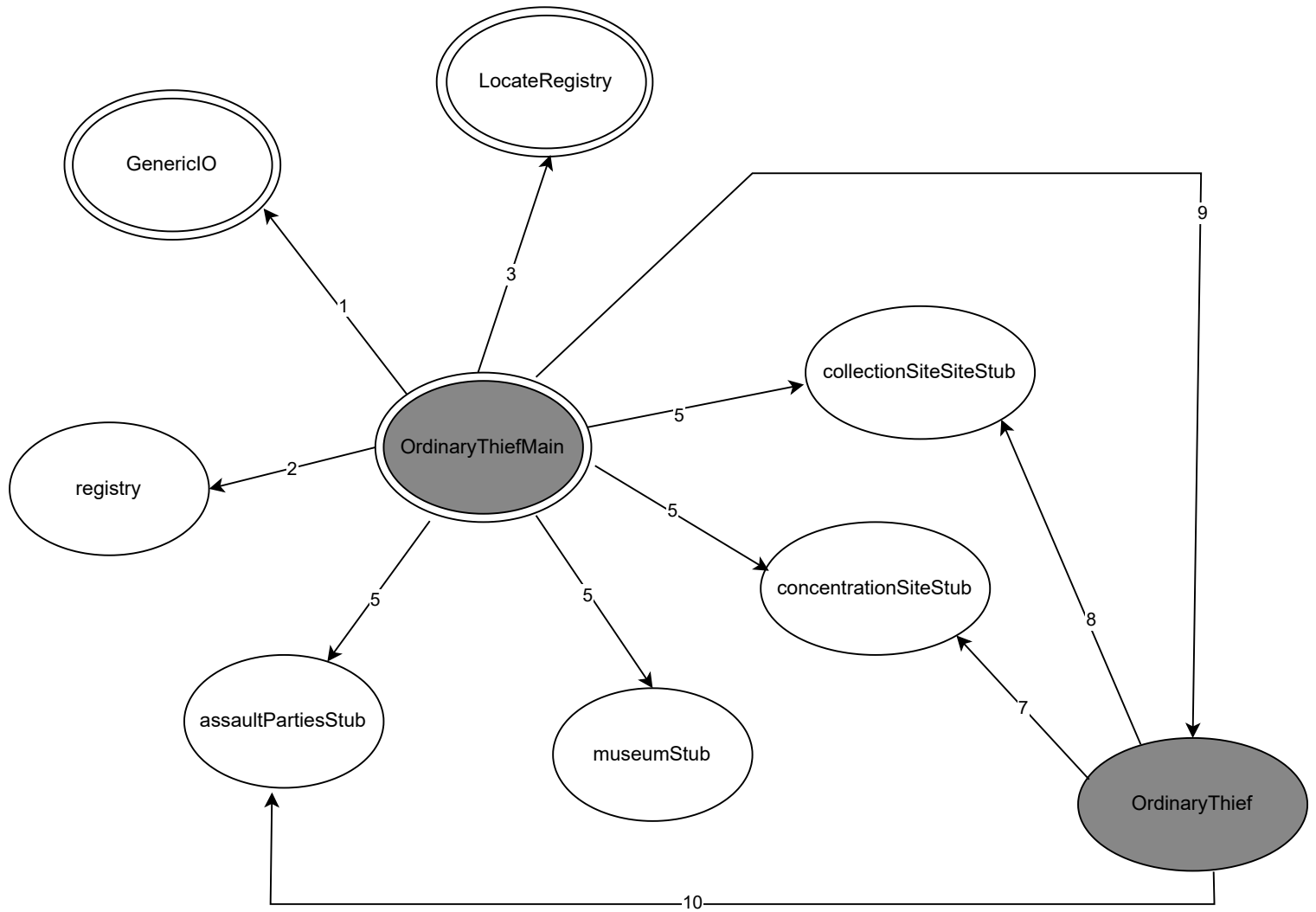# Master Thief Main



1.writelnString
2.instantiate, lookup
3.getRegistry
4.crawlIn, crawlOut,
5. instantiate
6.rollACanvas, getRoomDistance
7.amINeeded
8. handACanvas
9. instantiate, start, join
10.reverseDirection

1.writeInString
2.instantiate, lookup
3.getRegistry
5. instantiate
7. startOperation, getFreeParty, peekFreeRoom,
prepareAssaultParty, setPartyActive, getRoomState,setRoomState, endOperations
8. appraiseSit, occupancy, takeARest, collectACanvas, sumUpResults
9. instantiate, start, join
10. sendAssaultParty, resetAssaultParty

# Server
# Assault Party
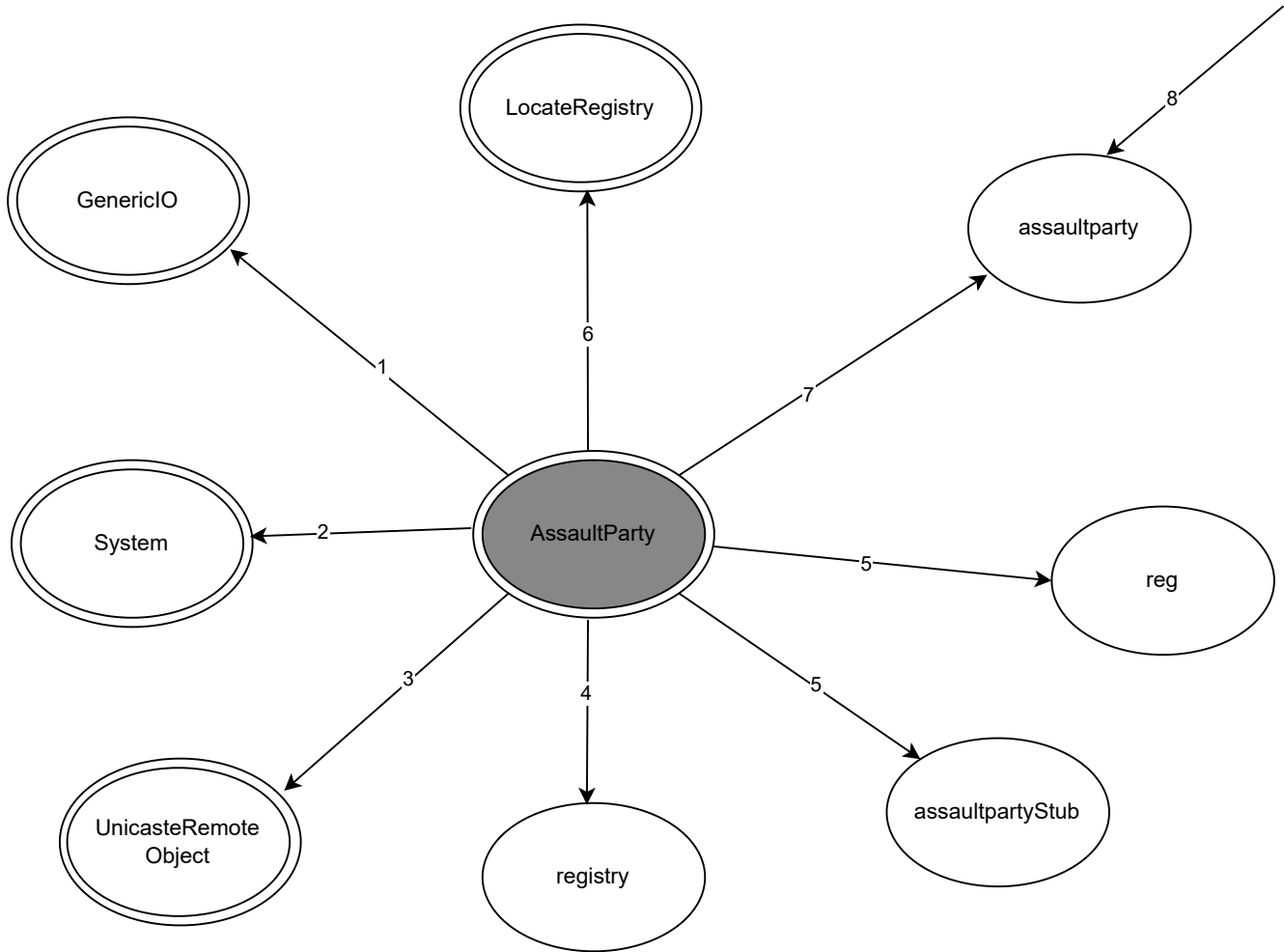


1. writeInString
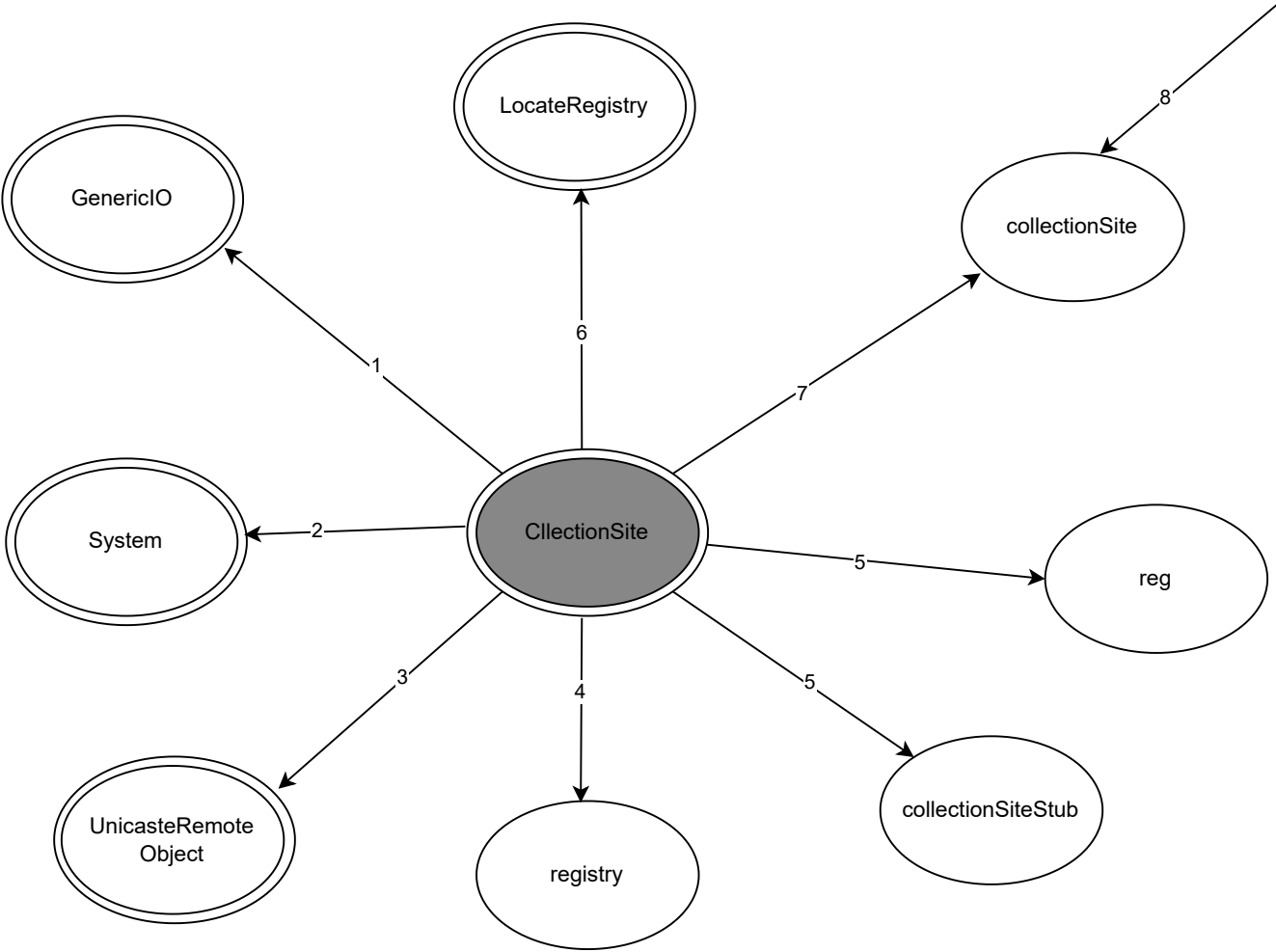2. getSecurityManager,setSecurityManager
3. exportObject
4. instantiate, rebind
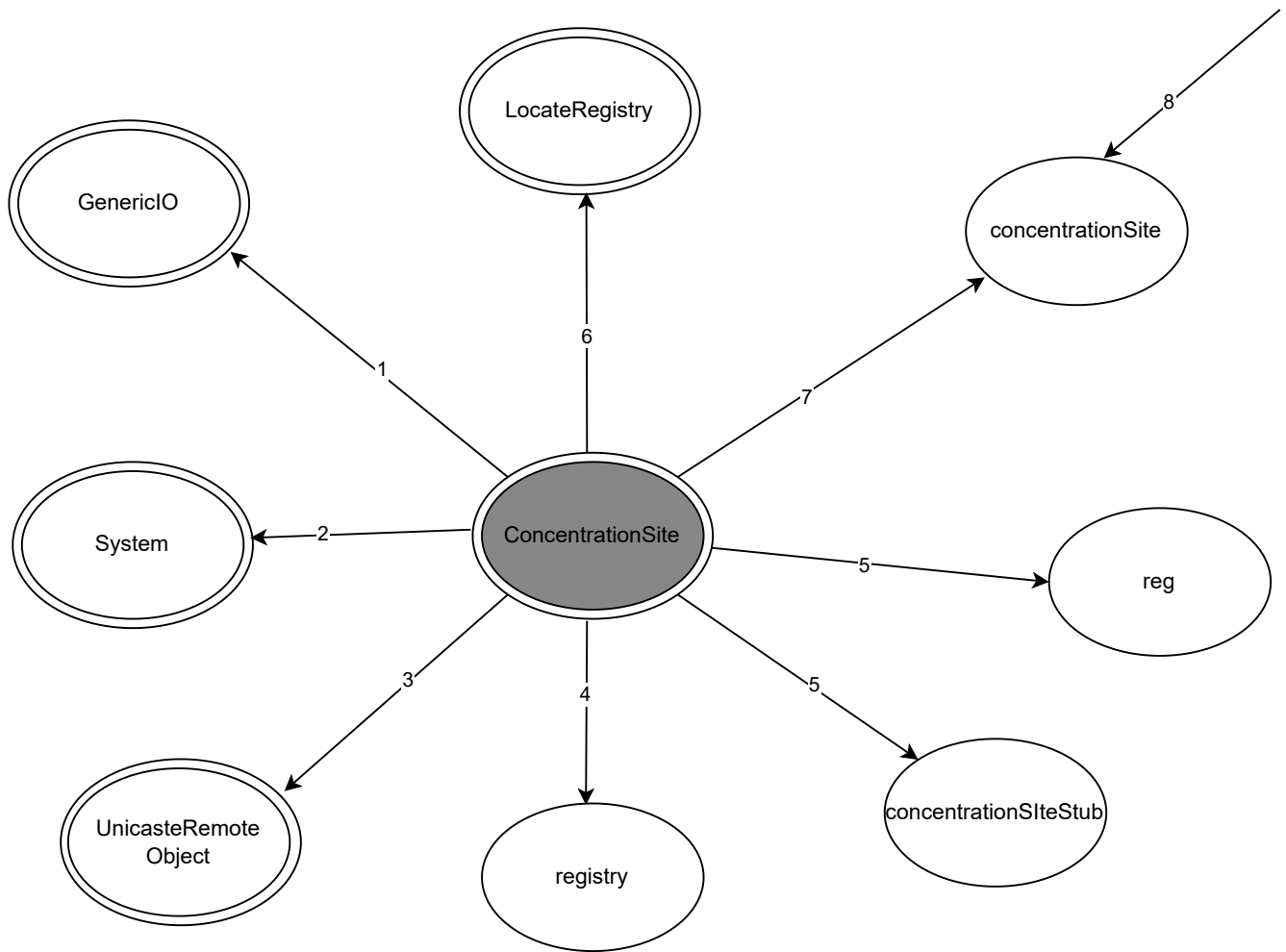5. instantiate
6. getRegistry
7. instantiate
8. addThief, resetAssaultParty, allEnded, sendAssaultParty, reverseDirection,sleep, crawlin, crawlOut,crawlOut, move, updateThiefPosition, wrongSeparation, checkOverlay, getNextThief, setThiefPosition, getThiefPosition, orderThieves, endOperation, shutdown, size, getThieg, toString, getThiefID, getThiefID, getPosition,setPosition,isAtGoal, ended

Server
Collection Site

LocateRegistry

GenericIO

collectionSite

8

System

CllectionSite

reg

5

UnicasteRemote
Object

registry

collectionSiteStub

6

1

2

3

4

5

7

1. writelnString
2. getSecurityManager,setSecurityManager
3.exportObject
4.instantiate, rebind
5. instantiate
6.getRegistry
7.instantiate
8.occupancy,numberOfPartiesInSite,canvasToCollect

# Server
# Concentartion Site



LocateRegistry

GenericIO

concentrationSite

System

ConcentrationSite

reg

UnicasteRemote Object

registry

concentrationSIteStub
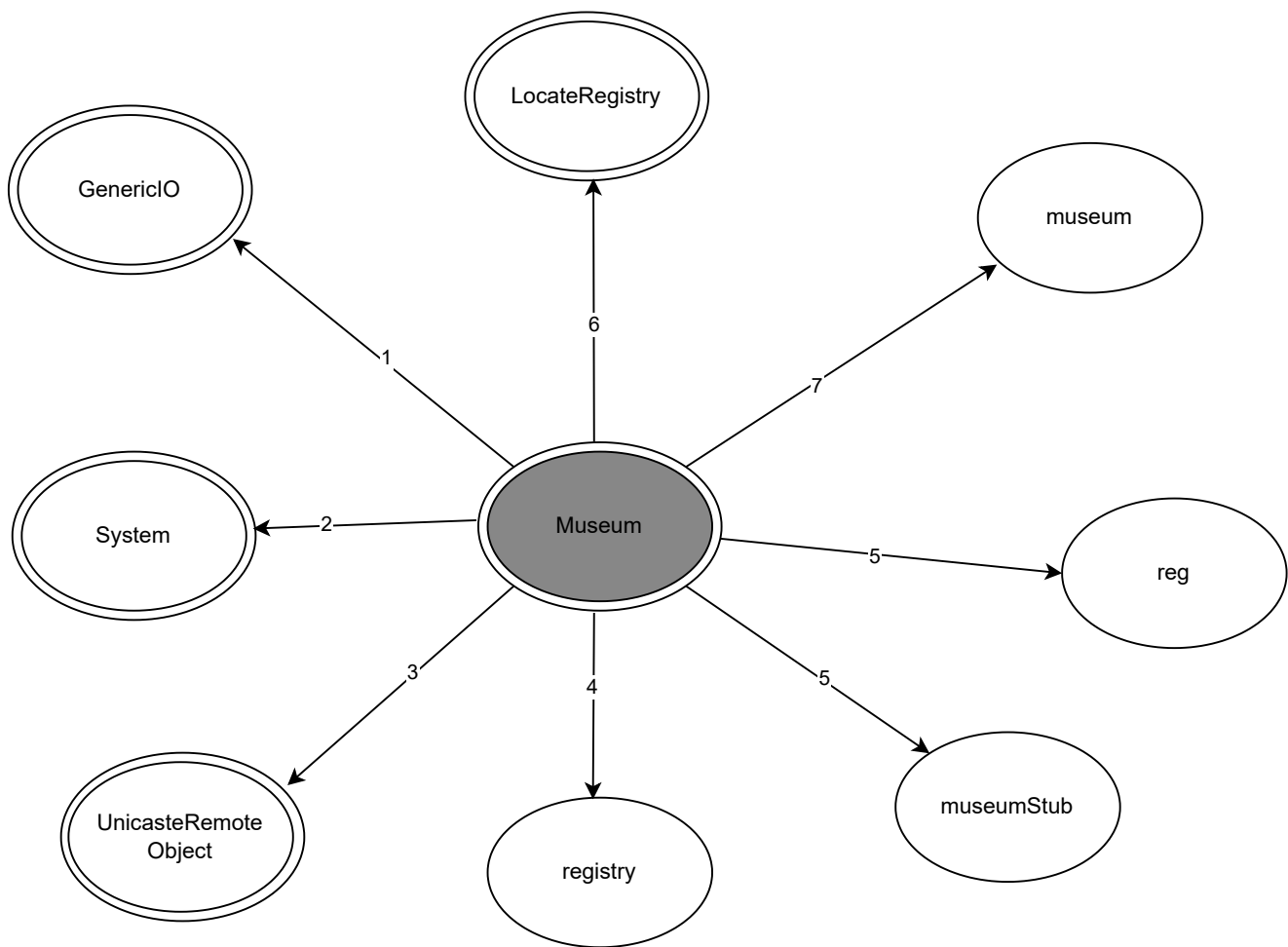
1. writeInString
2. getSecurityManager,setSecurityManager
3.exportObject
4.instantiate, rebind
5. instantiate
6.getRegistry
7.instantiate
8.occupancy,setRoomState, getRoomState,peekFreeRoom,getFreeRoom, getFreeParty, setPartyActive

Server
Museum



GenericIO

LocateRegistry

museum

System

Museum

reg

1

6

7

2

5

3

4

-5

UnicasteRemote
Object

registry

museumStub
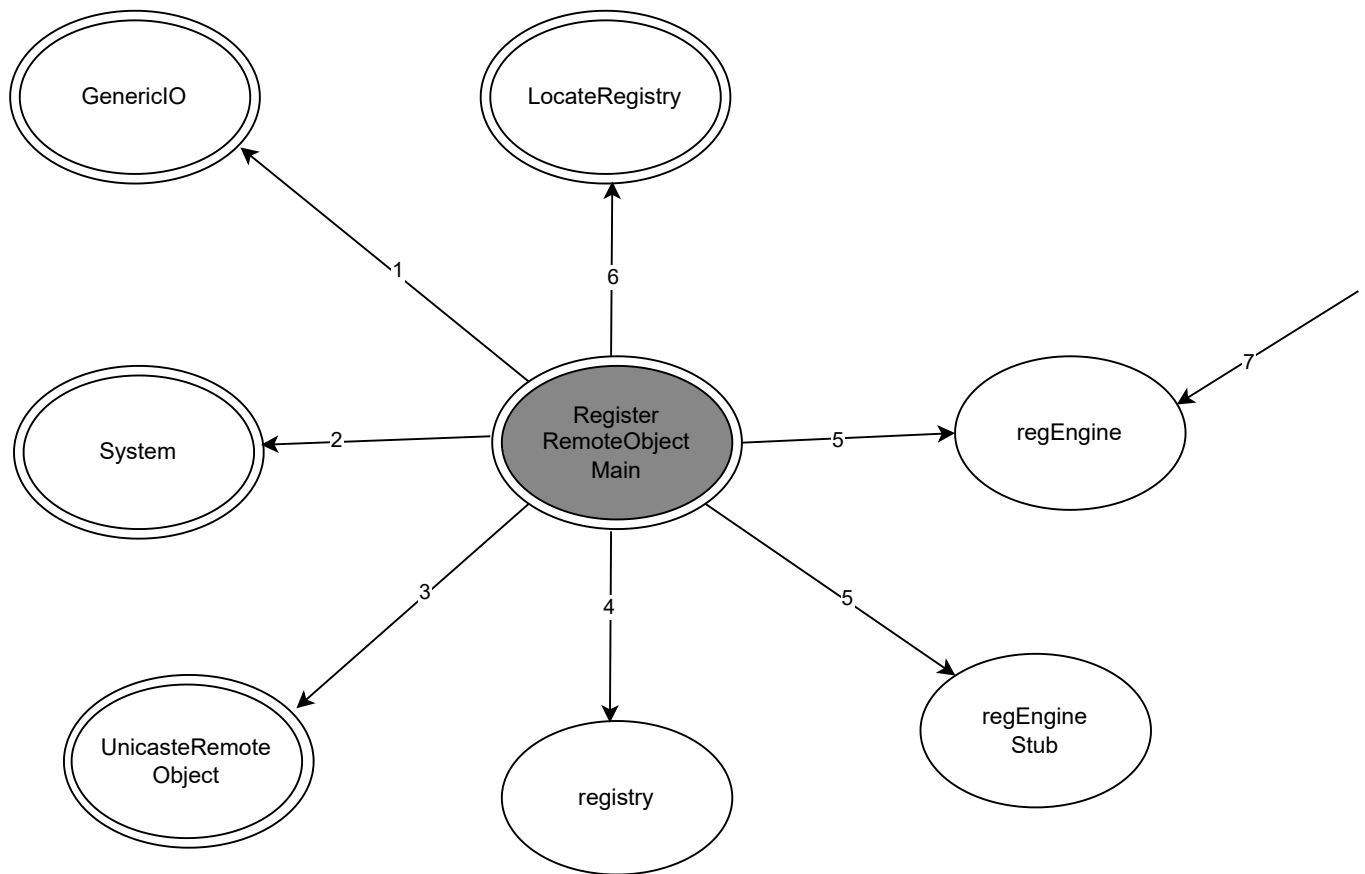
1. writeInString
2. getSecurityManager,setSecurityManager
3.exportObject
4.instantiate, rebind
5. instantiate
6.getRegistry
7.instantiate

# Register Remote Object Main

GenericIO

LocateRegistry

System

Register RemoteObject Main

regEngine

UnicasteRemote Object

registry

regEngine Stub

1   2   3   4   5   5   6   7

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