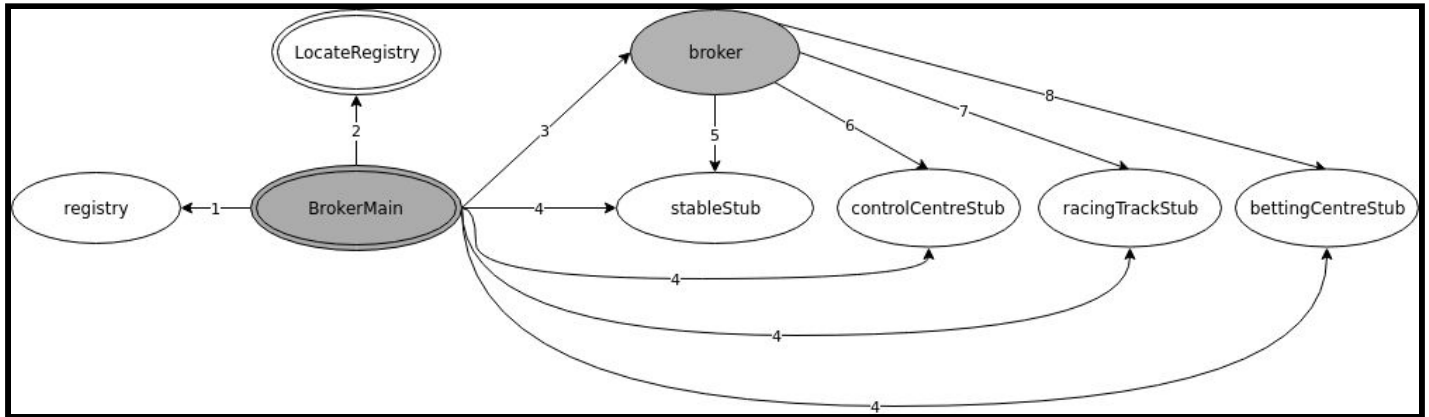


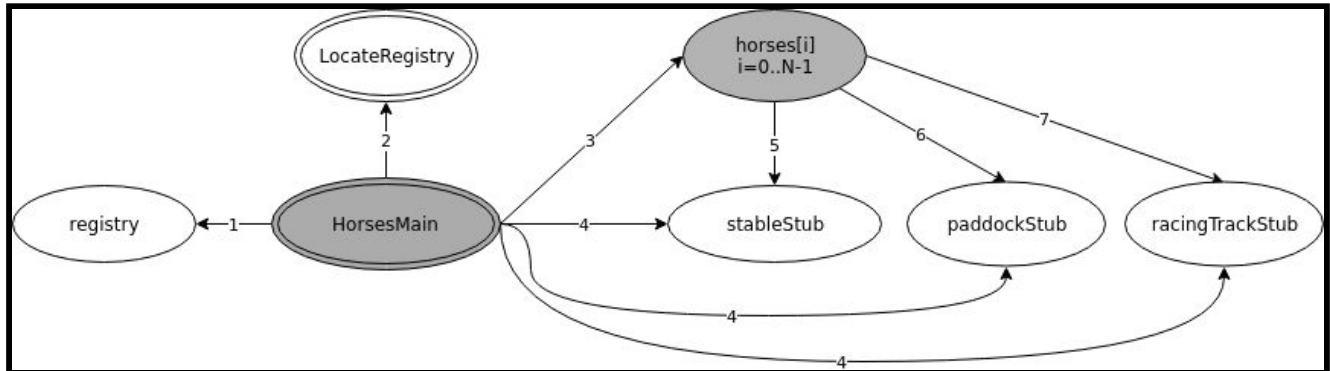
Broker



Caption:

- 1** - instantiation, lookup
- 2** - getRegistry
- 3** - instantiation, start, join
- 4** - instantiation
- 5** - entertainTheGuests
- 6** - openTheEvent, reportResults, startTheRace, summonHorsesToPaddock, celebrate
- 7** - startTheRace
- 8** - acceptTheBets, areThereAnyWinners, honourTheBets

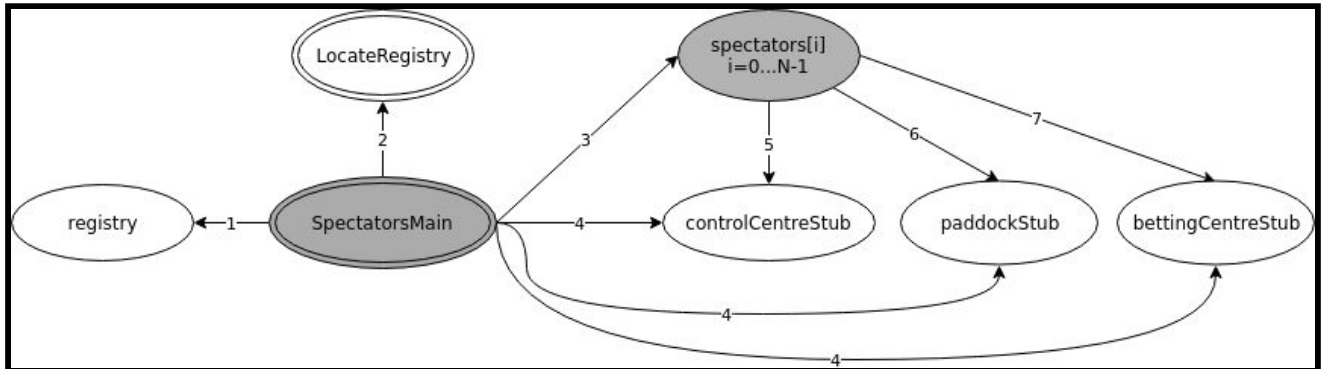
Horses



Caption:

- 1** - instantiation, lookup
- 2** - getRegistry
- 3** - instantiation, start, join
- 4** - instantiation
- 5** - proceedToStable
- 6** - proceedToPaddock
- 7** - hasFinishLineBeenCrossed, proceedToStartLine, makeAMove

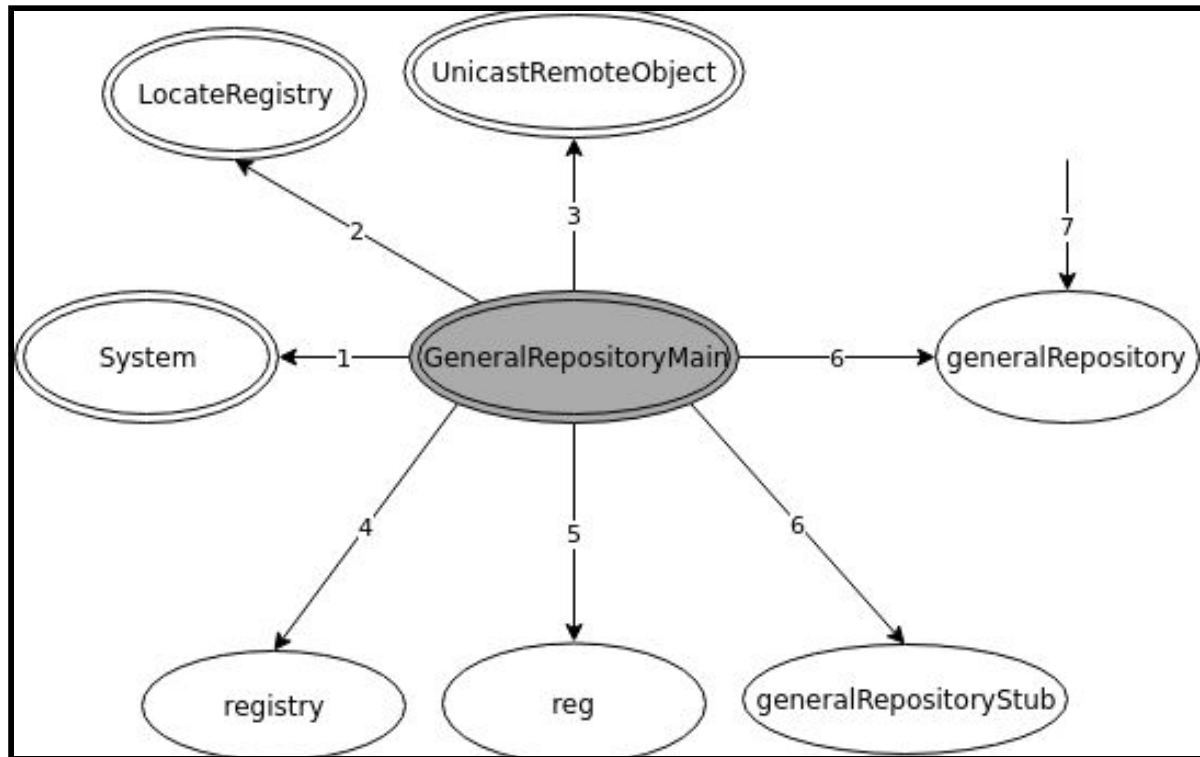
Spectators



Caption:

- 1** - instantiation, lookup
- 2** - getRegistry
- 3** - instantiation, start, join
- 4** - instantiation
- 5** - goWatchTheRace, haveIWon, waitForNextRace, relaxABit
- 6** - goCheckHorses
- 7** - placeABet, goCollectTheGains

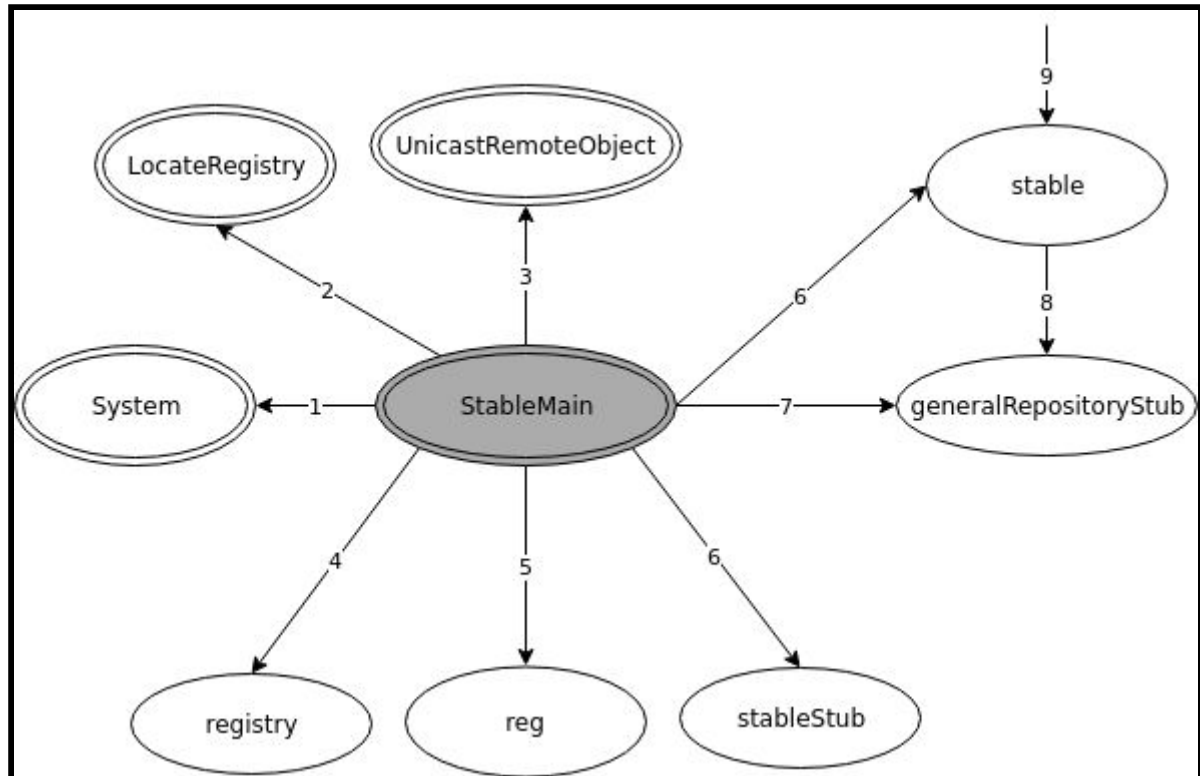
General Repository



Caption:

- 1** - getSecurityManager, setSecurityManager
- 2** - getRegistry
- 3** - exportObject, unexportObject
- 4** - instantiation, locate
- 5** - instantiation, bind, unbind
- 6** - instantiation
- 7** - setBrokerState, setSpectatorState, setSpectatorGains, setHorseState, setHorseAgility, setSpectatorsBet, setHorsesOdd, setHorsePosition, setHorsesStanding, initRace

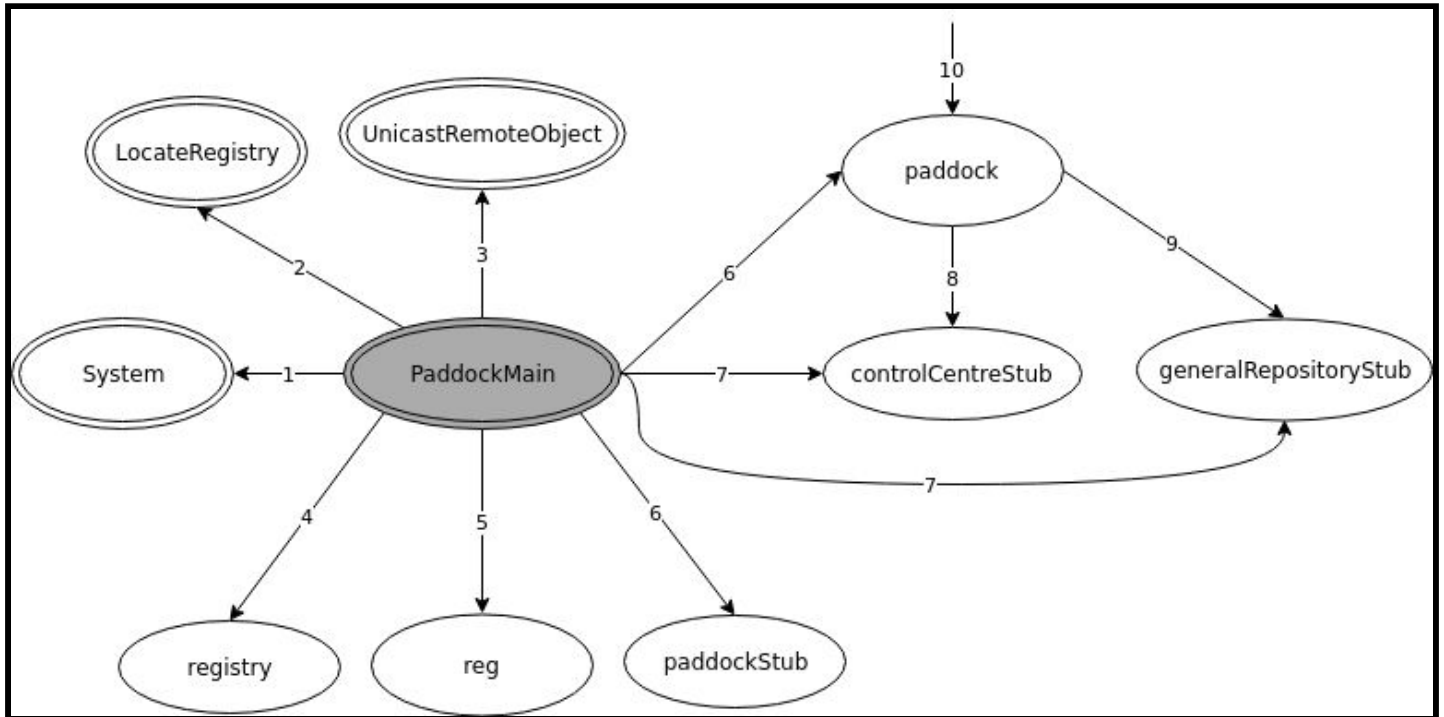
Stable



Caption:

- 1 - getSecurityManager, setSecurityManager
- 2 - getRegistry
- 3 - exportObject, unexportObject
- 4 - instantiation, locate, lookup
- 5 - instantiation, bind, unbind
- 6 - instantiation
- 7 - instantiation
- 8 - setHorsesOdd, setHorseAgility, setHorseState
- 9 - getRaceOdds, summonHorsesToPaddock, proceedToStable, entertainTheGuests

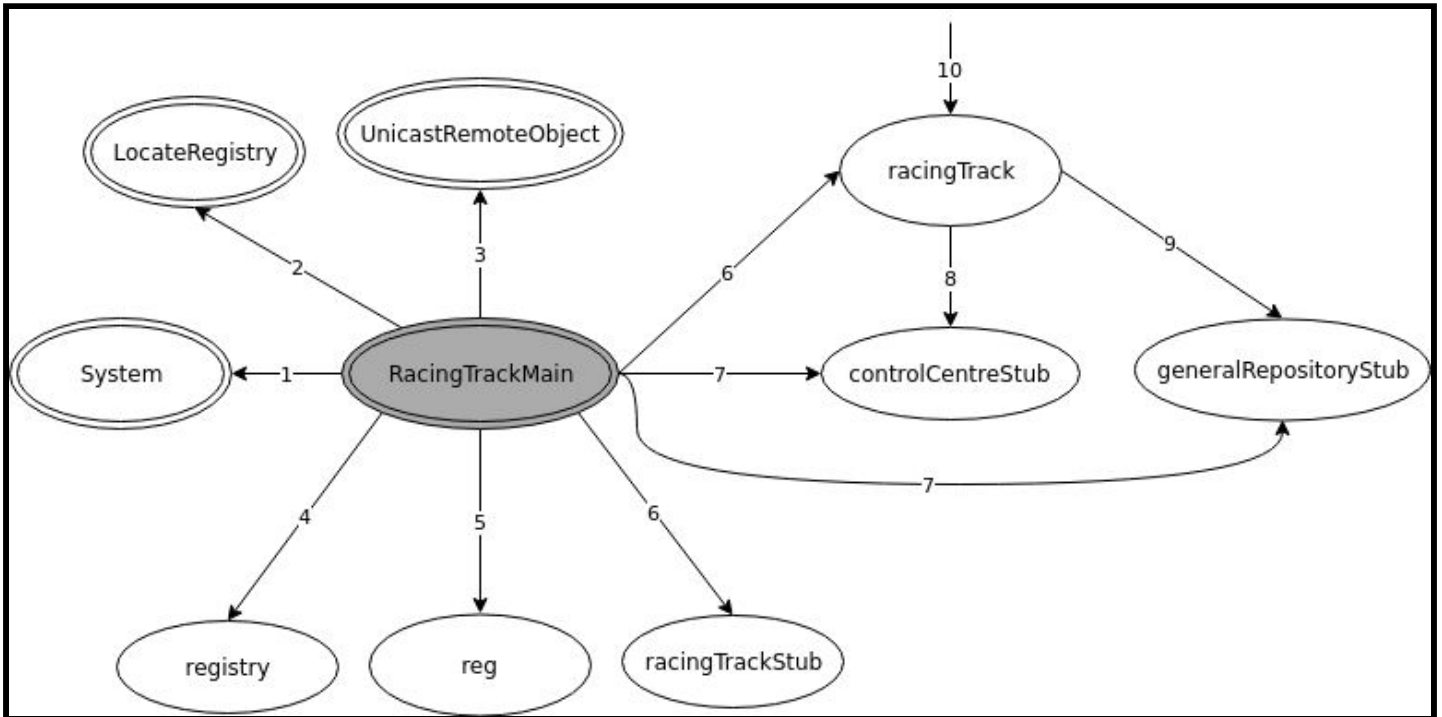
Paddock



Caption:

- 1 - getSecurityManager, setSecurityManager
- 2 - getRegistry
- 3 - exportObject, unexportObject
- 4 - instantiation, locate, lookup
- 5 - instantiation, bind, unbind
- 6 - instantiation
- 7 - instantiation
- 8 - goCheckHorses, proceedToPaddock
- 9 - setHorseState, setSpectatorState
- 10 - proceedToPaddock, goCheckHorses

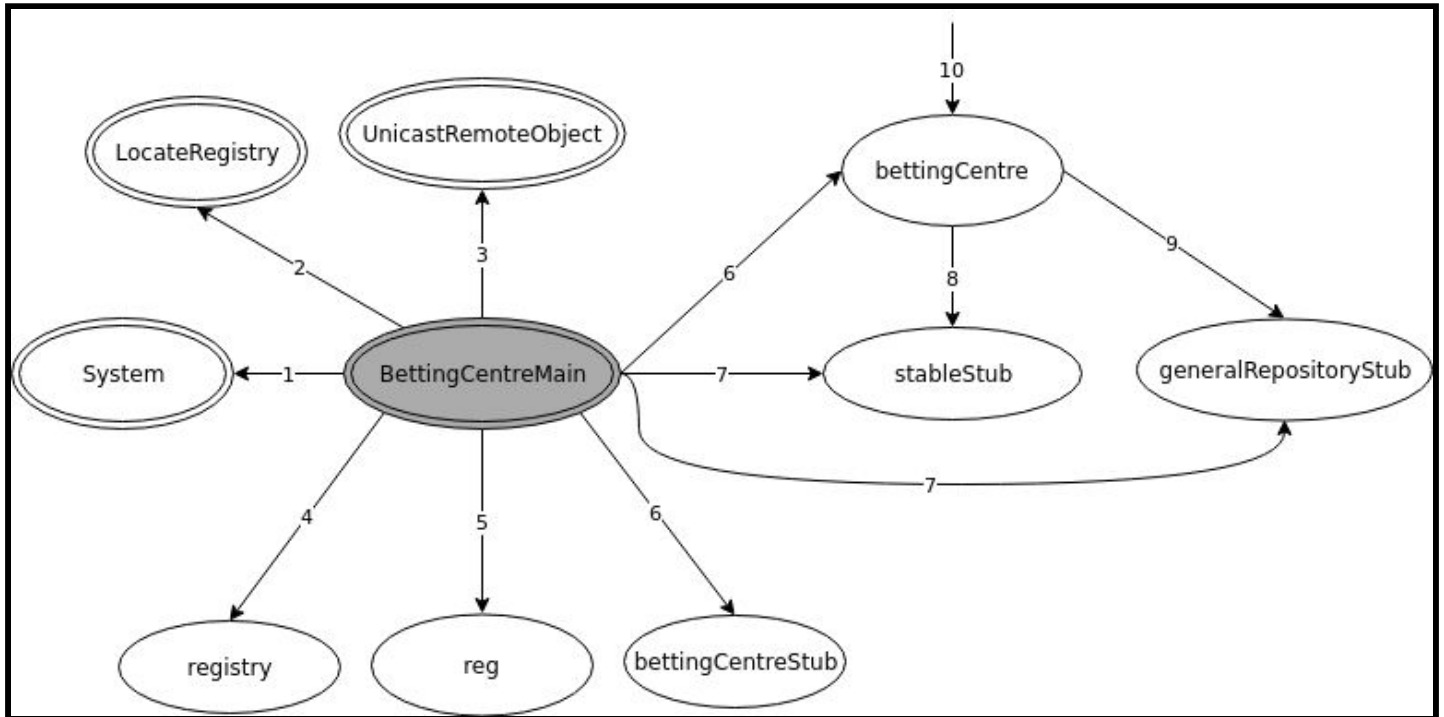
Racing Track



Caption:

- 1 - getSecurityManager, setSecurityManager
- 2 - getRegistry
- 3 - exportObject, unexportObject
- 4 - instantiation, locate, lookup
- 5 - instantiation, bind, unbind
- 6 - instantiation
- 7 - instantiation
- 8 - finishTheRace
- 9 - setHorseState, setBrokerState, setHorsePosition
- 10 - proceedToStartLine, startTheRace, makeAMove, hasFinishLineBeenCrossed

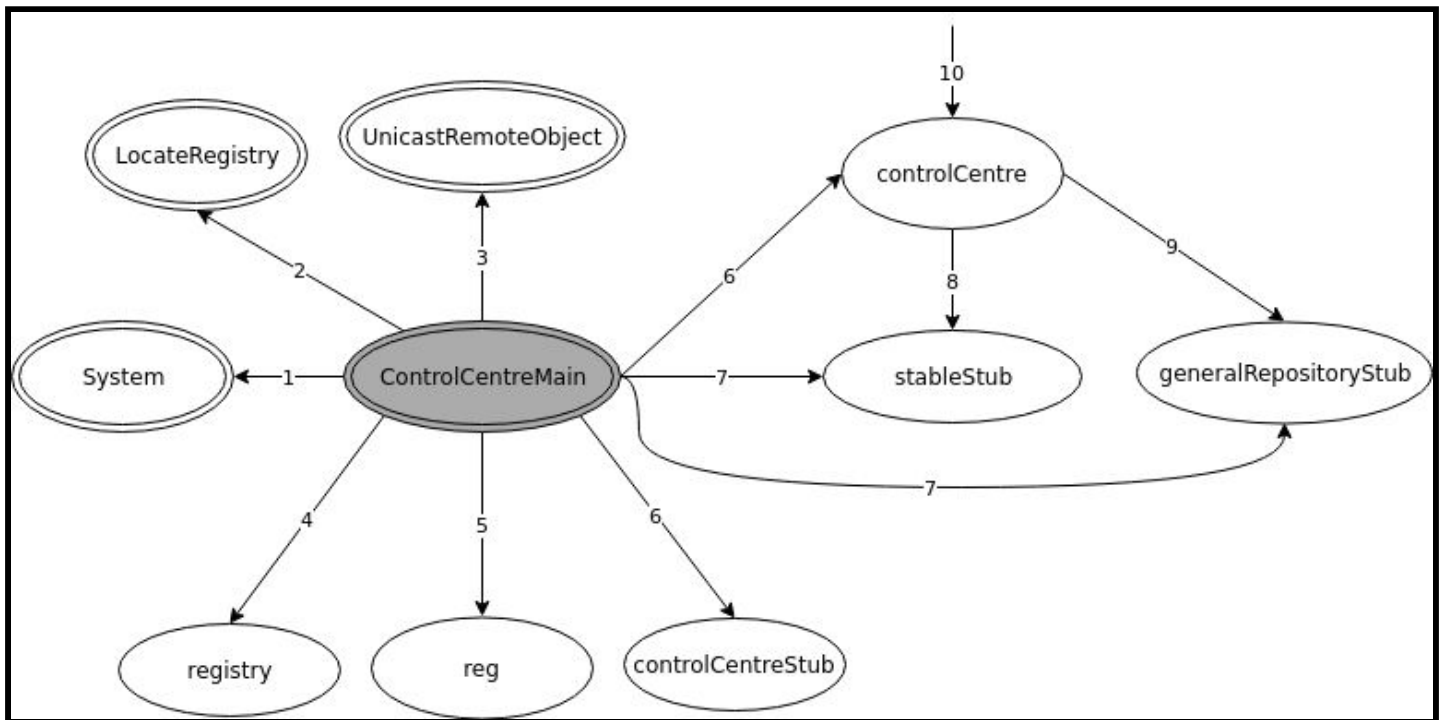
Betting Centre



Caption:

- 1 - getSecurityManager, setSecurityManager
- 2 - getRegistry
- 3 - exportObject, unexportObject
- 4 - instantiation, locate, lookup
- 5 - instantiation, bind, unbind
- 6 - instantiation
- 7 - instantiation
- 8 - getRaceOdds
- 9 - setSpectatorsBet, setBrokerState, setSpectatorState, setSpectatorsGains
- 10 - acceptTheBets, placeABet, areThereAnyWinners, honourTheBets, goCollectTheGains

Control Centre



Caption:

- 1 - getSecurityManager, setSecurityManager
- 2 - getRegistry
- 3 - exportObject, unexportObject
- 4 - instantiation, locate, lookup
- 5 - instantiation, bind, unbind
- 6 - instantiation
- 7 - instantiation
- 8 - summonHorsesToPaddock
- 9 - setBrokerState, setSpectatorState, initRace, setHorsesStanding
- 10 - openTheEvent, summonHorsesToPaddock, waitForNextRace, proceedToPaddock, goCheckHorses, goWatchTheRace, startTheRace, finishTheRace, reportResults, haveIWon, celebrate, relaxABit