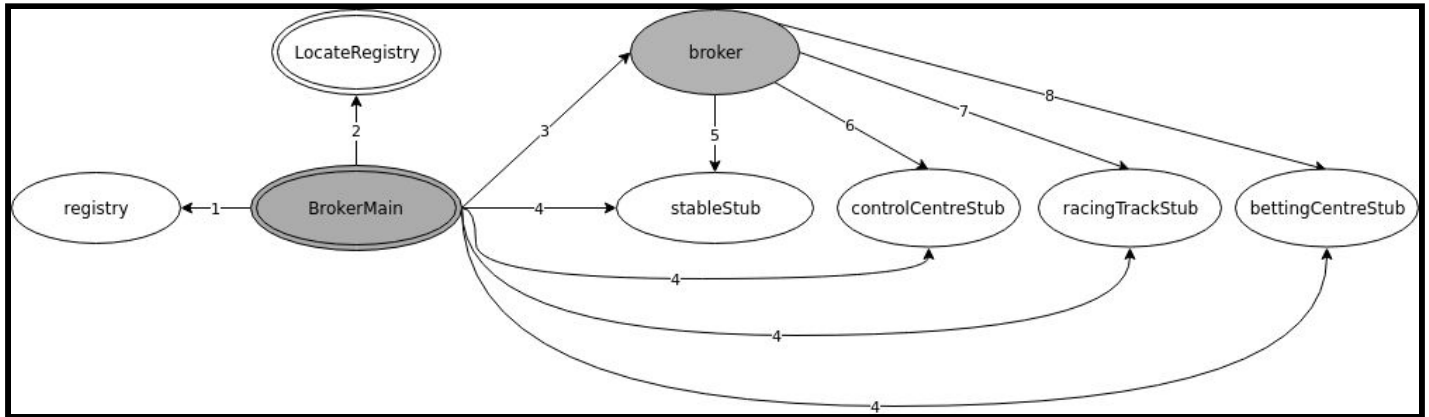


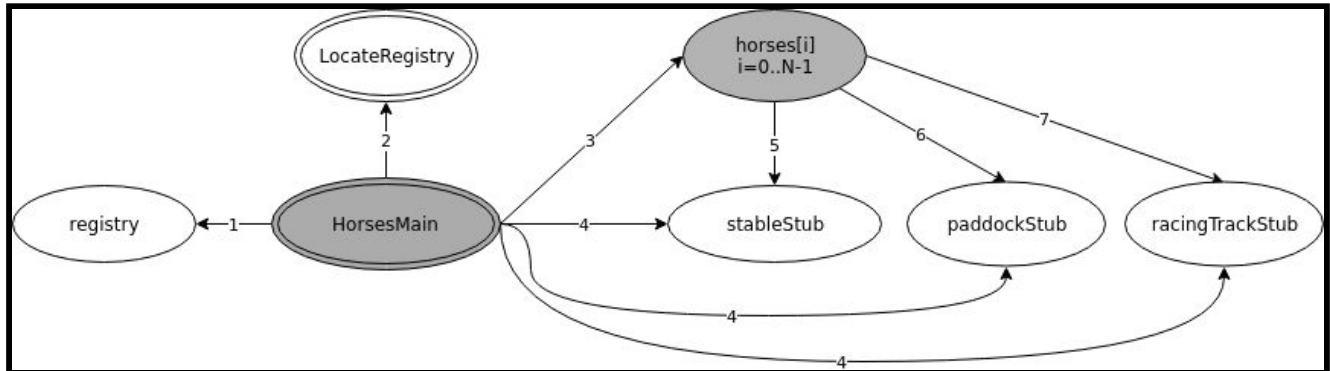
# Broker



## 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

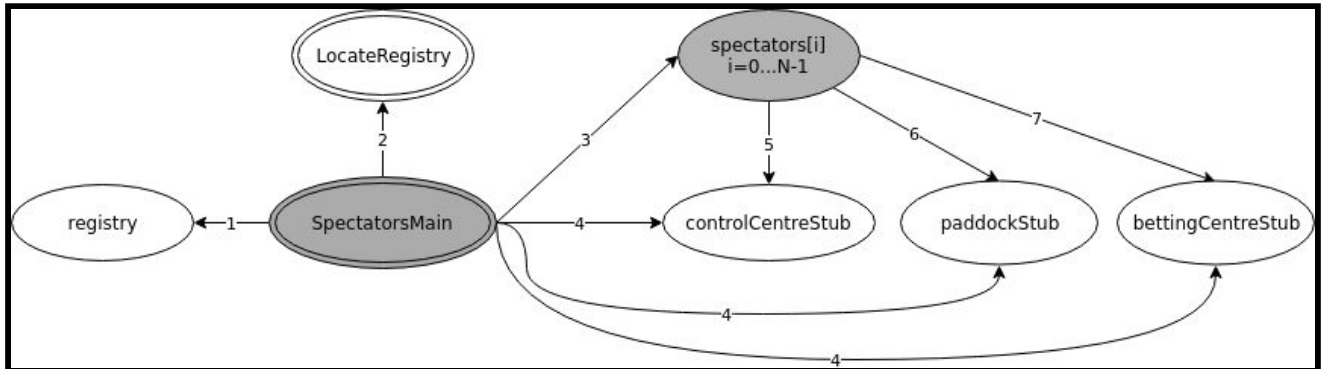
# Horses



## Caption:

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

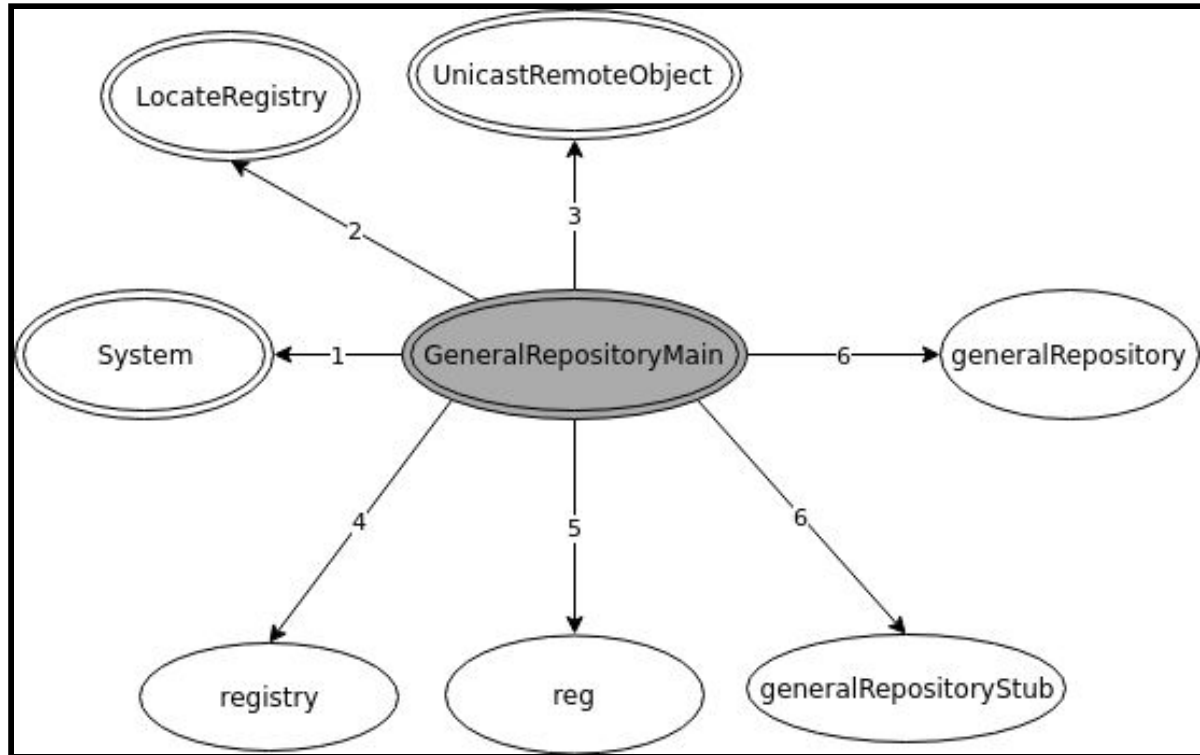
# Spectators



## Caption:

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

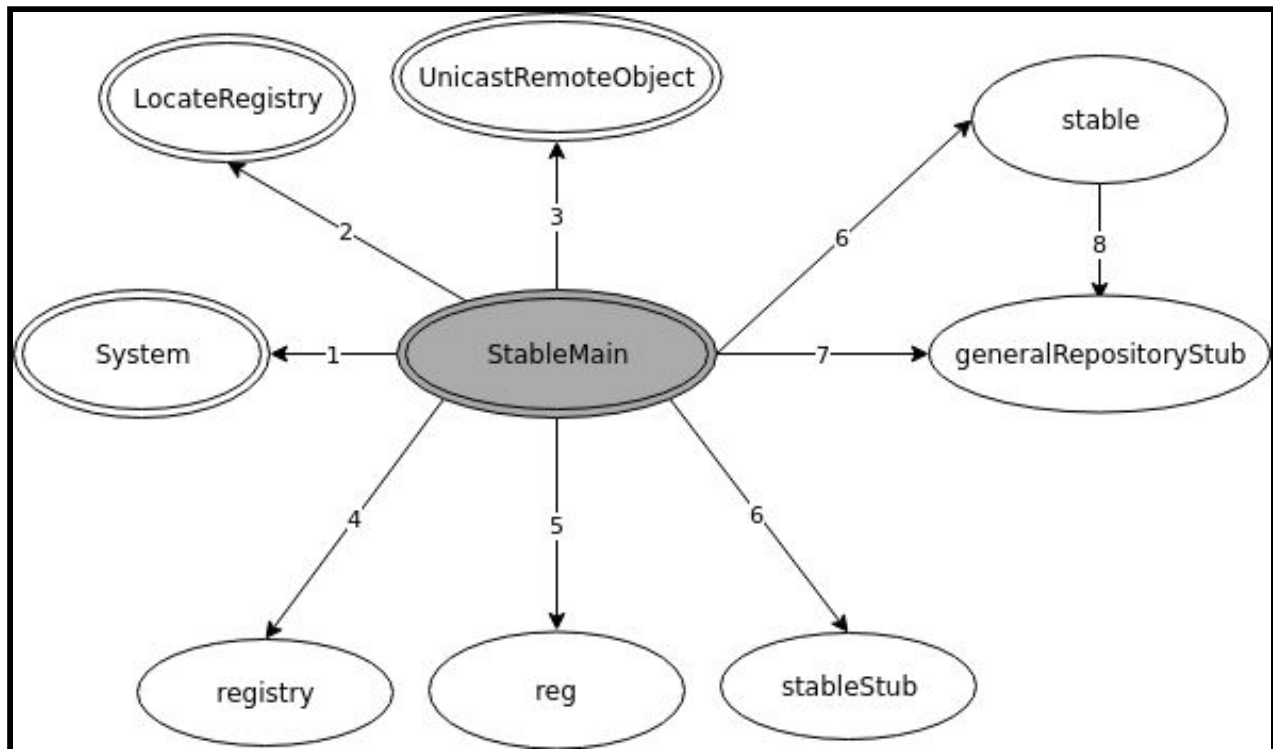
# General Repository



## Caption:

- 1** - getSecurityManager, setSecurityManager
- 2** - getRegistry
- 3** - exportObject, unexportObject
- 4** - instantiation, locate
- 5** - instantiation, bind, unbind
- 6** - instantiation

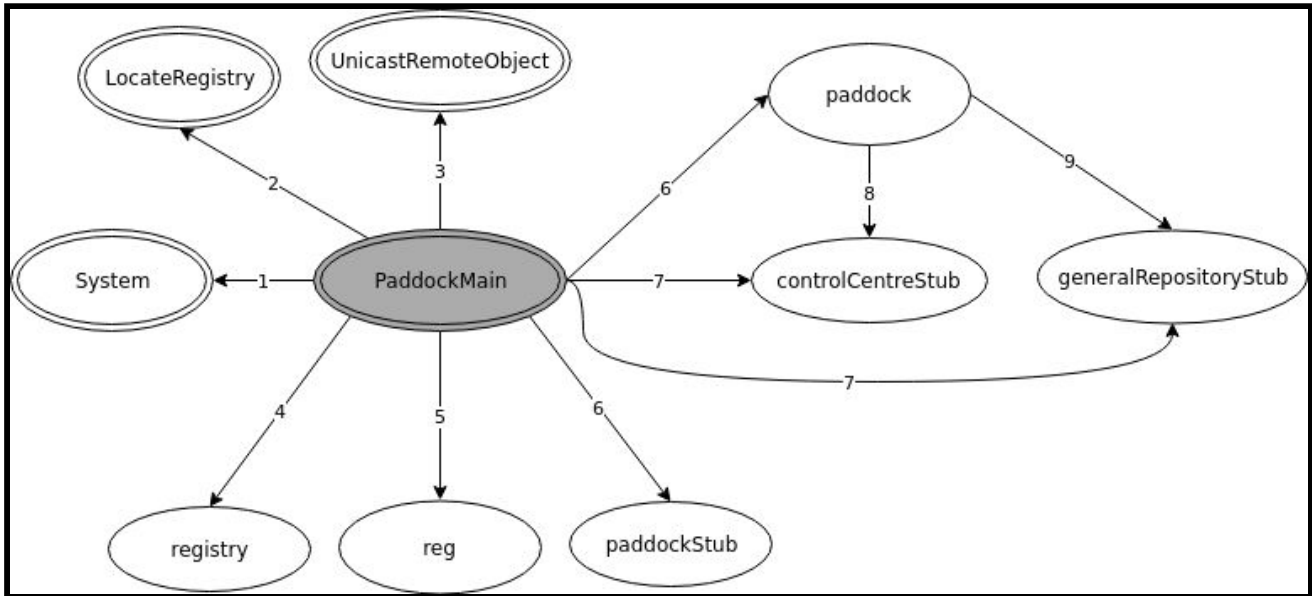
# Stable



## 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

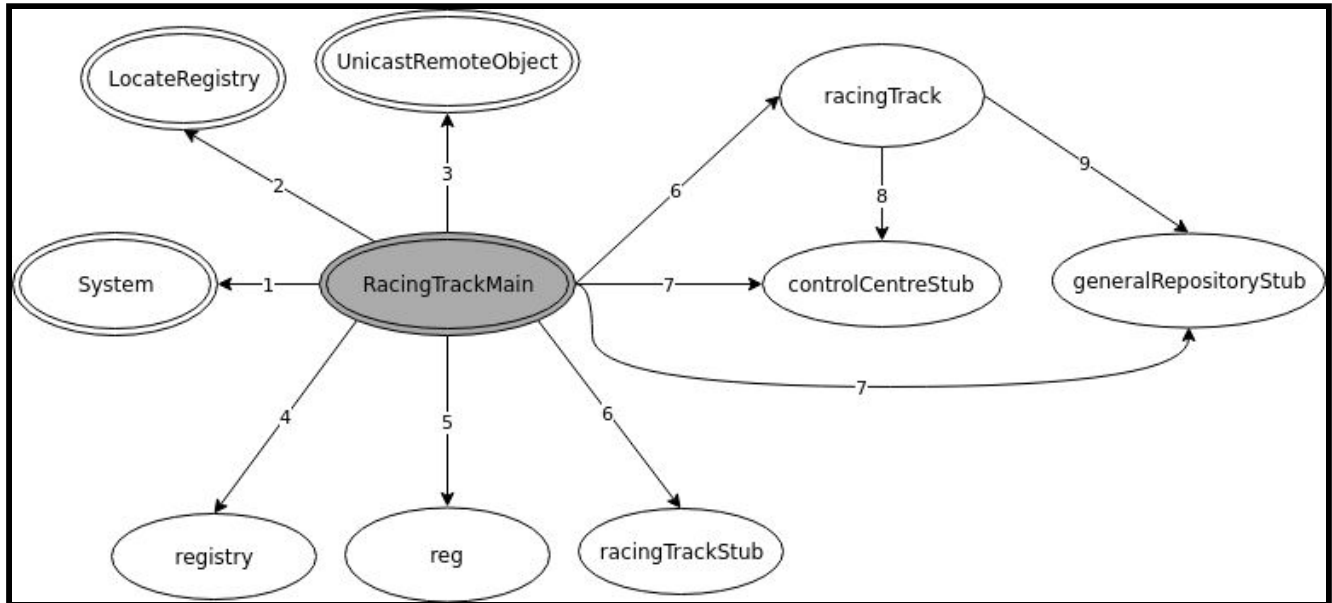
# Paddock



## 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

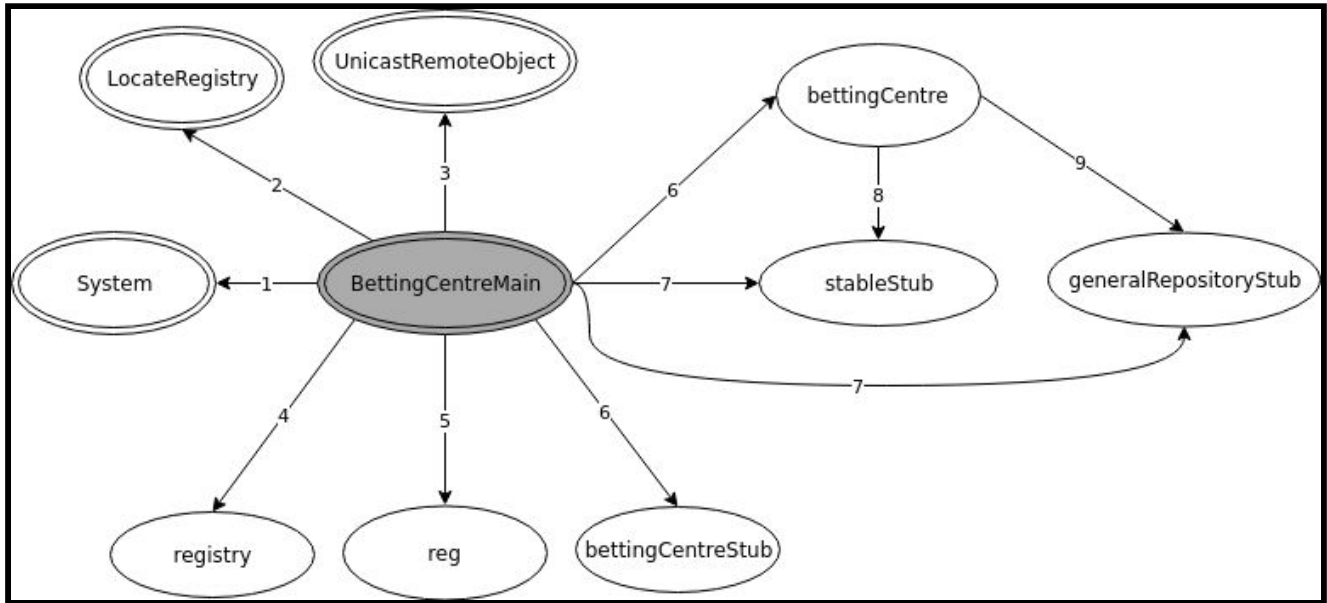
# Racing Track



## 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

# Betting Centre

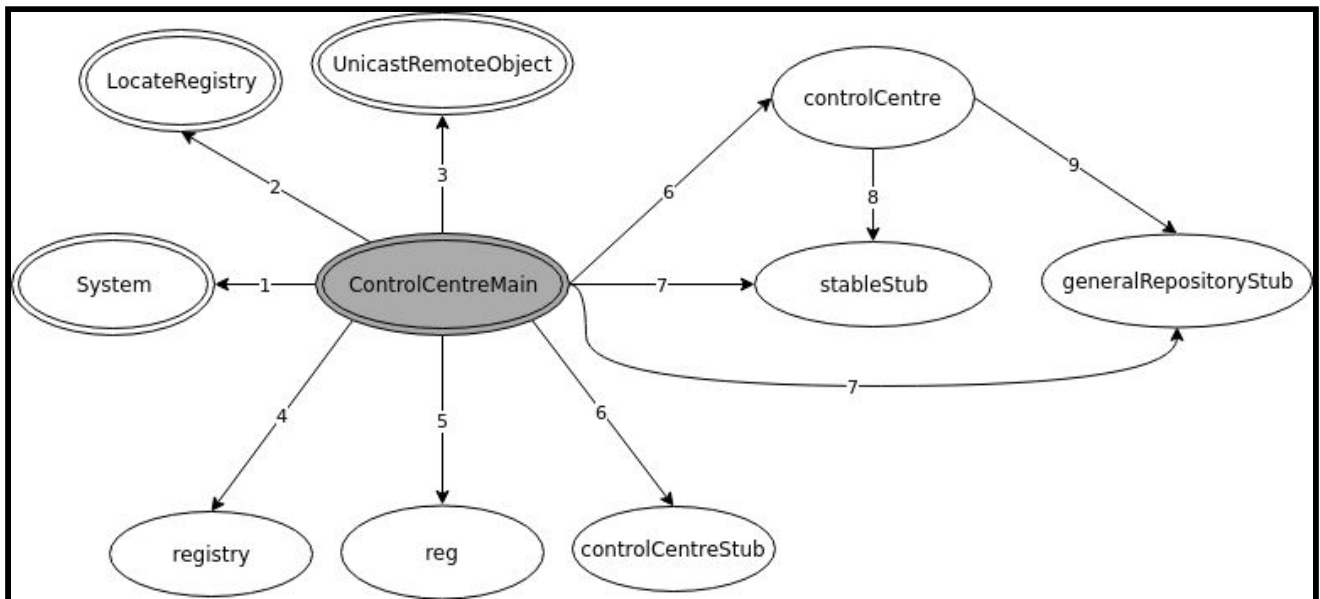


## Caption:

- 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



# 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