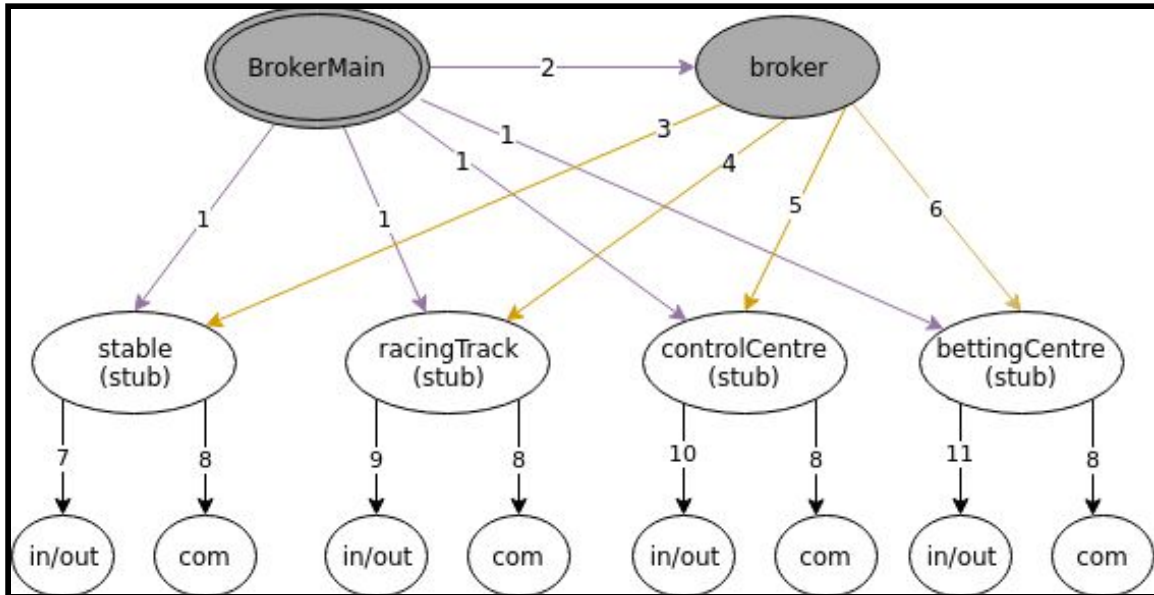


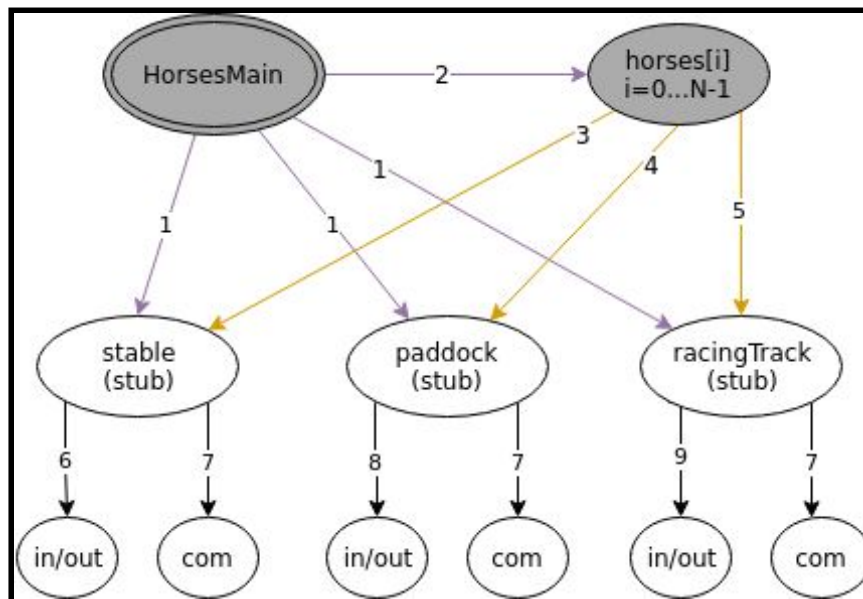
Broker



Caption:

- 1** - instantiation
- 2** - instantiation, start and join
- 3** - entertainTheGuests
- 4** - startTheRace
- 5** - openTheEvent, reportResults, startTheRace, summonHorsesToPaddock, celebrate
- 6** - acceptTheBets, areThereAnyWinners, honourTheBets
- 7** - instantiation, getMethod, setMethod, getRaceOdds, getRaceId, getRaceIdx, getErrorMessage
- 8** - instantiation, open, writeObject, readObject, close
- 9** - instantiation, getMethod, setMethod, hasFinishLineBeenCrossed, getErrorMessage
- 10** - instantiation, getMethod, setMethod, isThereARace, isHaveIWon, getWinners, getErrorMessage
- 11** - instantiation, getMethod, setMethod, getWallet, isAreThereAnyWinners, getWinningValue, getBettedHorse, getErrorMessage

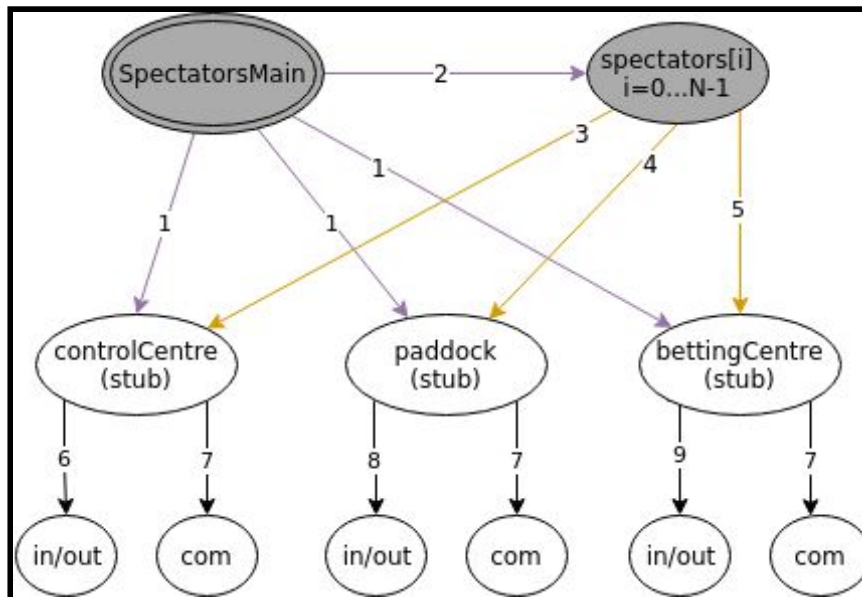
Horses



Caption:

- 1 - instantiation
- 2 - instantiation, start and join
- 3 - proceedToStable
- 4 - proceedToPaddock
- 5 - hasFinishLineBeenCrossed, proceedToStartLine, makeAMove
- 6 - instantiation, getMethod, setMethod, getRaceOdds, getRaceId, getRaceIdx, getErrorMessage
- 7 - instantiation, open, writeObject, readObject, close
- 8 - instantiation, getMethod, setMethod, getErrorMessage
- 9 - instantiation, getMethod, setMethod, hasFinishLineBeenCrossed, getErrorMessage

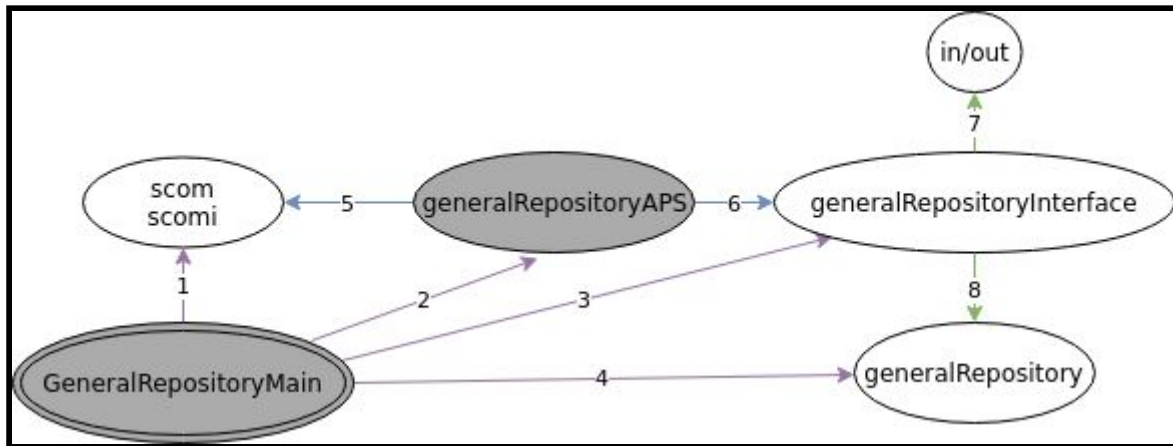
Spectators



Caption:

- 1 - instantiation
- 2 - instantiation, start, and join
- 3 - goWatchTheRace, haveIWon, waitForNextRace, relaxABit
- 4 - goCheckHorses
- 5 - placeABet, goCollectTheGains
- 6 - instantiation, getMethod, setMethod, isThereARace, isHaveIWon, getWinners, getErrorMessage
- 7 - instantiation, open, writeObject, readObject, close
- 8 - instantiation, getMethod, setMethod, getErrorMessage
- 9 - instantiation, getMethod, setMethod, getWallet, isAreThereAnyWinners, getWinningValue, getBettedHorse, getErrorMessage

General Repository



Caption:

1 - instantiation, accept, start

2 - instantiation, start

3 - instantiation, getRequests

4 - instantiation

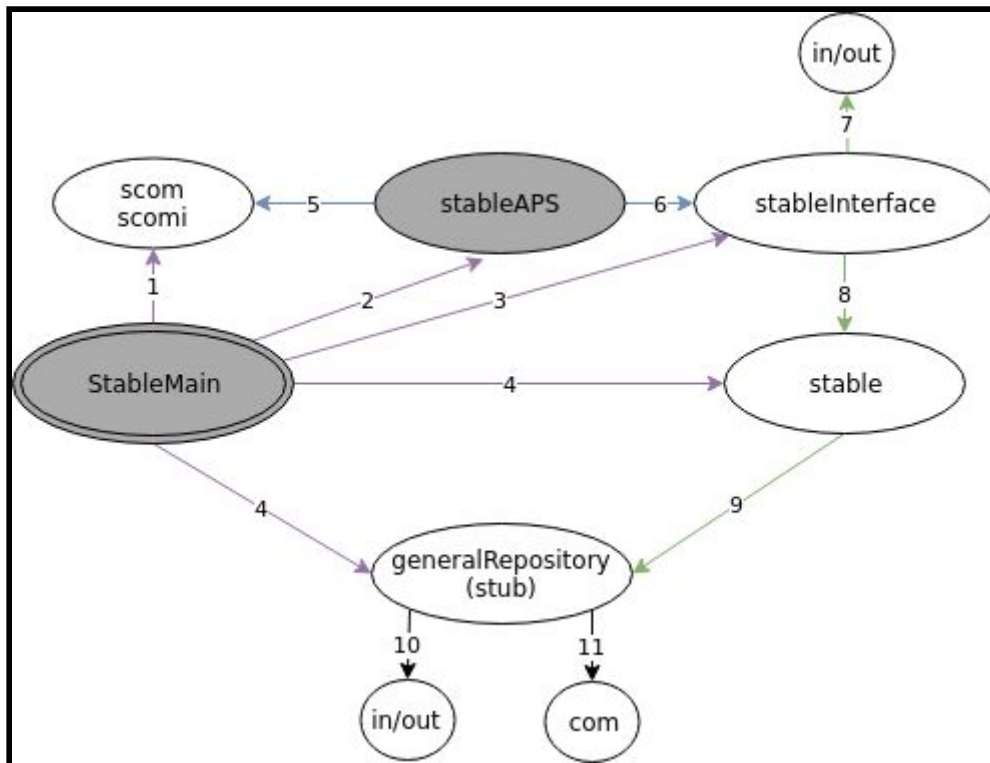
5 - readObject, writeObject

6 - processAndReply

7 - instantiation, getBrokerState, getSpectatorState, getHorseState, getMethod, setMethod, getRaceNumber, getHorseIdx, getHorseAgility, getHorsePosition, getHorseStep, getSpectatorBet, getSpectatorBettiedHorse, getSpectatorGains, getStandings, getHorsesOdd, getEntityId, setErrorMessage

8 - initRace, setBrokerState, setHorseAgility, setHorsePosition, setHorsesOdd, setHorsesStanding, setHorseState, setSpectatorGains, setSpectatorsBet, setSpectatorState

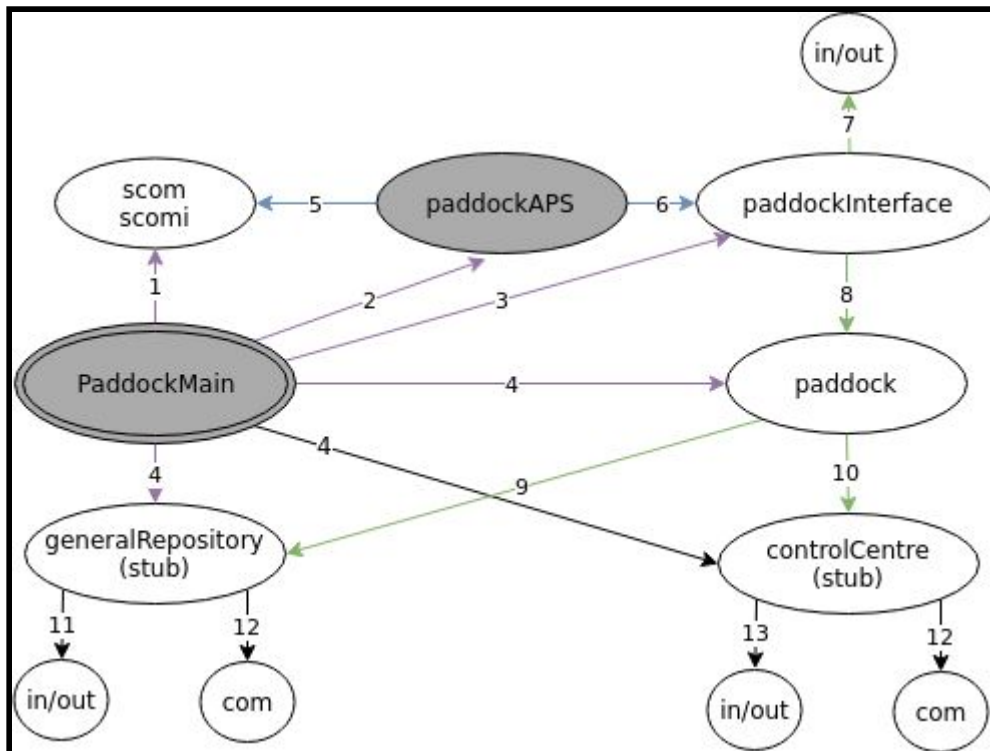
Stable



Caption:

- 1** - instantiation, accept, start
- 2** - instantiation, start
- 3** - instantiation, getRequests
- 4** - instantiation
- 5** - readObject, writeObject
- 6** - processAndReply
- 7** - instantiation, getMethod, setMethod, getRaceId, getAgility, getEntityId, setErrorMessage
- 8** - getRaceOdds, summonHorsesToPaddock, proceedToStable, entertainTheGuests
- 9** - setHorsesOdd, setHorseAgility, setHorseState
- 10** - instantiation, getMethod, setMethod, getErrorMessage
- 11** - instantiation, open, writeObject, readObject, close

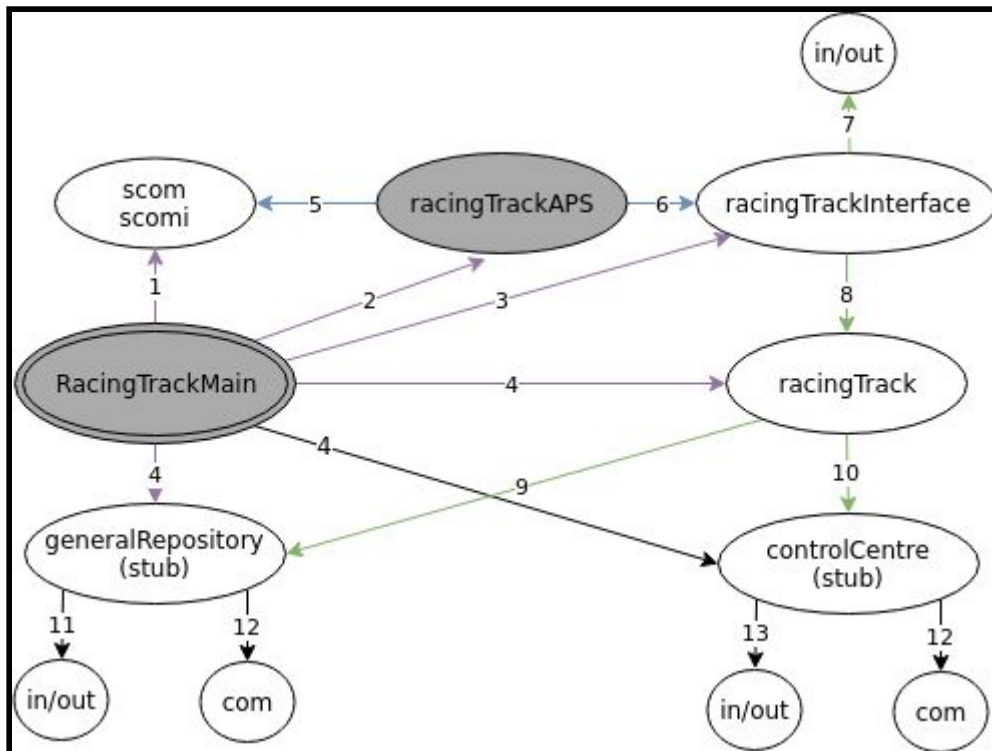
Paddock



Caption:

- 1 - instantiation, accept, start
- 2 - instantiation, start
- 3 - instantiation, getRequests
- 4 - instantiation
- 5 - readObject, writeObject
- 6 - processAndReply
- 7 - instantiation, getMethod, setMethod, getEntityId, getRaceID, getRaceIdx, setErrorMessage
- 8 - goCheckHorses, proceedToPaddock
- 9 - setHorseState, setSpectatorState
- 10 - goCheckHorses, proceedToPaddock
- 11 - getMethod, setMethod, getErrorMessage
- 12 - instantiation, open, writeObject, readObject, close
- 13 - instantiation, getMethod, setMethod, isThereARace, isHaveIWon, getWinners, getErrorMessage

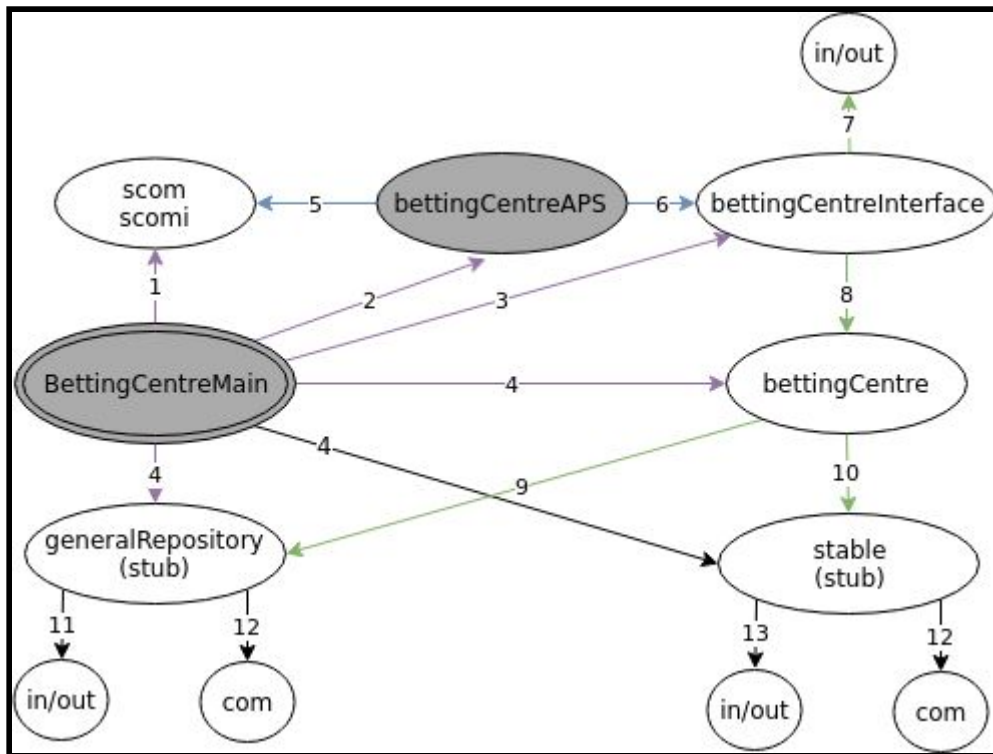
Racing Track



Caption:

- 1 - instantiation, accept, start
- 2 - instantiation, start
- 3 - instantiation, getRequests
- 4 - instantiation
- 5 - readObject, writeObject
- 6 - processAndReply
- 7 - instantiation, getMethod, setMethod, getStep, getRaceID, getRaceIdx, getCurrentPosition, getCurrentStep, getEntityId, setErrorMessage
- 8 - startTheRace, proceedToStartLine, hasFinishLineBeenCrossed, makeAMove
- 9 - setHorseState, setBrokerState, setHorsePosition
- 10 - finishTheRace
- 11 - instantiation, getMethod, setMethod, getErrorMessage
- 12 - instantiation, open, writeObject, readObject, close
- 13 - instantiation, getMethod, setMethod, isThereARace, isHaveIWon, getWinners, getErrorMessage

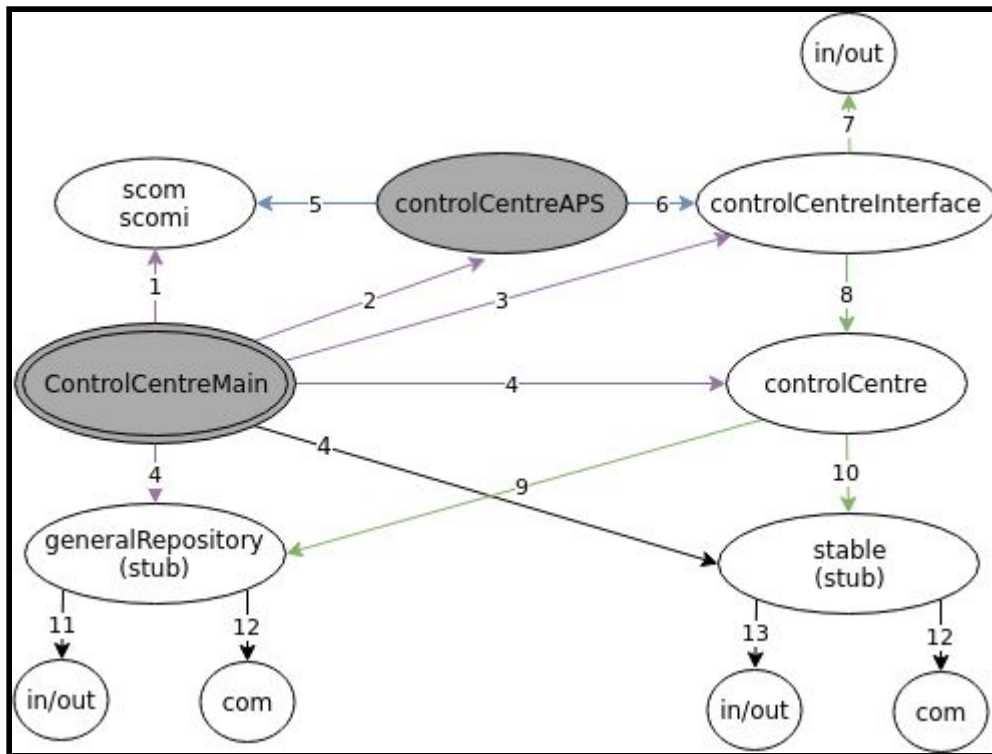
Betting Centre



Caption:

- 1 - instantiation, accept, start
- 2 - instantiation, start
- 3 - instantiation, getRequests
- 4 - instantiation
- 5 - readObject, writeObject
- 6 - processAndReply
- 7 - instantiation, getMethod, setMethod, getRaceId, getWallet, getStrategy, getWinners, getEntityId, setErrorMessage
- 8 - acceptTheBets, areThereAnyWinners, goCollectTheGains, placeABet
- 9 - setSpectatorsBet, setBrokerState, setSpectatorState, setSpectatorsGains
- 10 - getRaceOdds
- 11 - instantiation, getMethod, setMethod, getErrorMessage
- 12 - instantiation, open, writeObject, readObject, close
- 13 - instantiation, getMethod, setMethod, getRaceOdds, getRaceId, getRaceIdx, getErrorMessage

Control Centre



Caption:

- 1 - instantiation, accept, start
- 2 - instantiation, start
- 3 - instantiation, getRequests
- 4 - instantiation
- 5 - readObject, writeObject
- 6 - processAndReply
- 7 - instantiation, getMethod, setMethod, getRaceId, getStandings, getHorseIdx, getEntityId, setErrorMessage
- 8 - openTheEvent, summonHorsesToPaddock, waitForNextRace, proceedToPaddock, goCheckHorses, goWatchTheRace, startTheRace, finishTheRace, reportResults, haveIWon, celebrate, relaxABit
- 9 - setBrokerState, setSpectatorState, initRace, setHorsesStanding
- 10 - summonHorsesToPaddock
- 11 - instantiation, getMethod, setMethod, getErrorMessage
- 12 - instantiation, open, writeObject, readObject, close
- 13 - instantiation, getMethod, setMethod, getRaceOdds, getRaceId, getRaceIdx, getErrorMessage