Broker
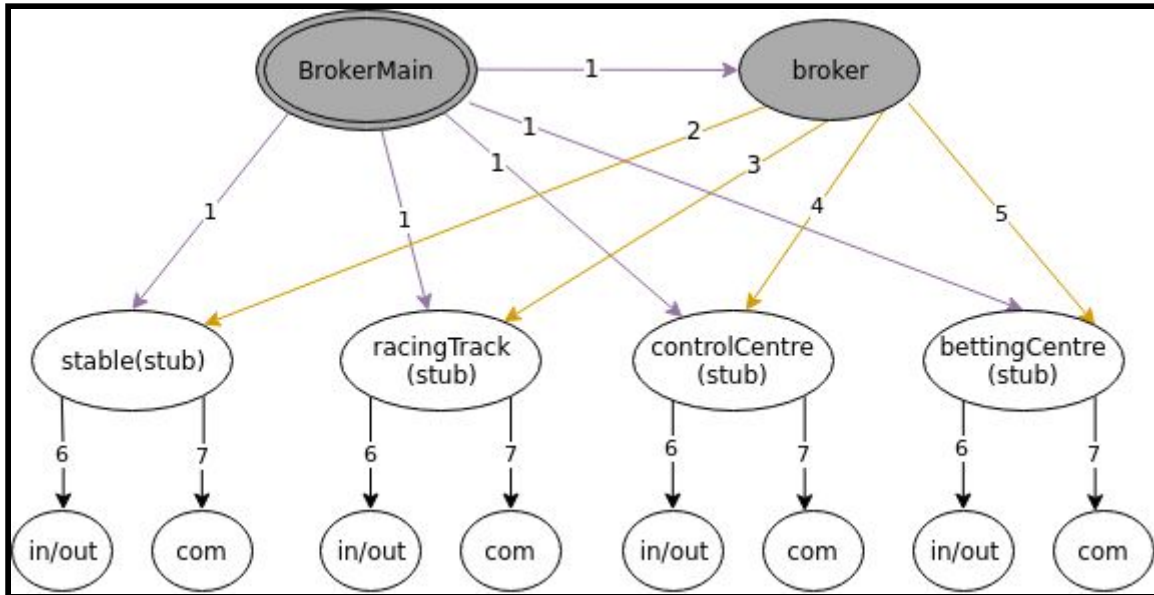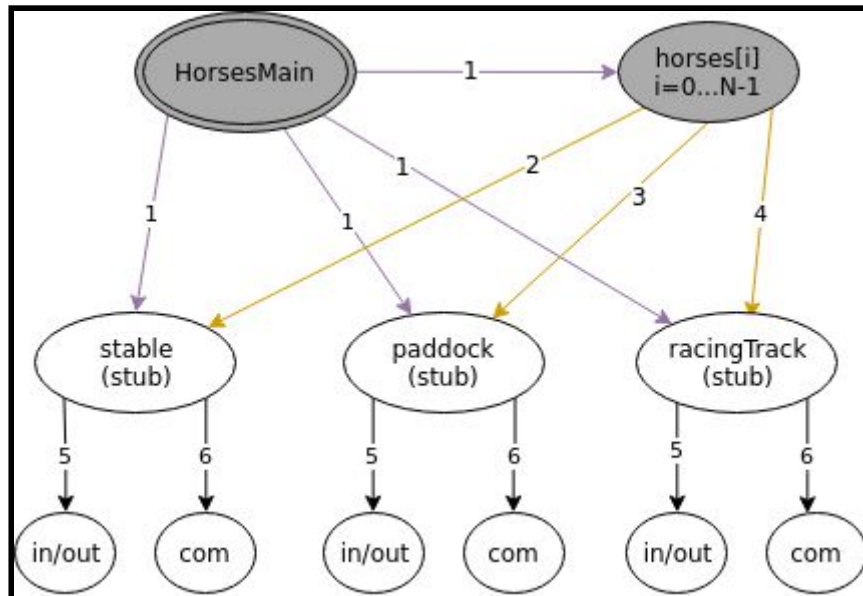

Caption:

1 - instantiation, start and join
2 - entertainTheGuests
3 - startTheRace
4 - openTheEvent, reportResults, startTheRace, summonHorsesToPaddock, celebrate
5 - acceptTheBets, areThereAnyWinners, honourTheBets
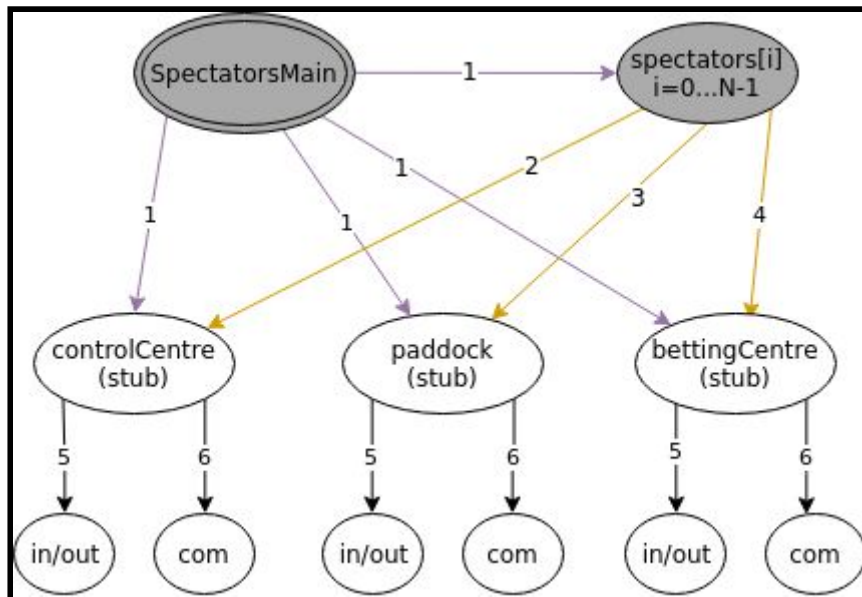6 -
7 - open, writeObject, readObject, close

Horses

Caption:

1 - instantiation, start and join
2 - proceedToStable
3 - proceedToPaddock
4 - hasFinishLineBeenCrossed, proceedToStartLine, makeAMove
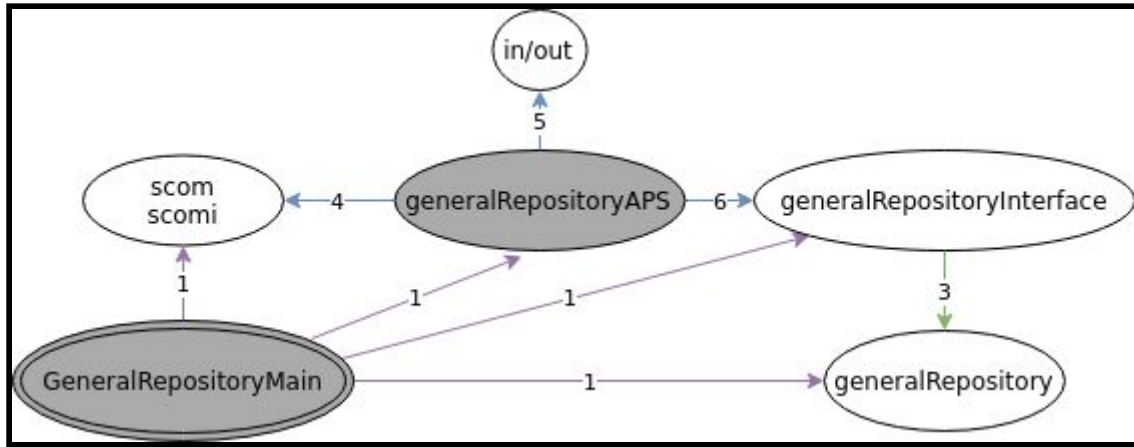5 -
6 - open, writeObject, readObject, close

Spectators

Caption:

1 - instantiation, start and join
2 - goWatchTheRace, haveIWon, waitForNextRace, relaxABit
3 - goCheckHorses
4 - placeABet, goCollectTheGains
5 -
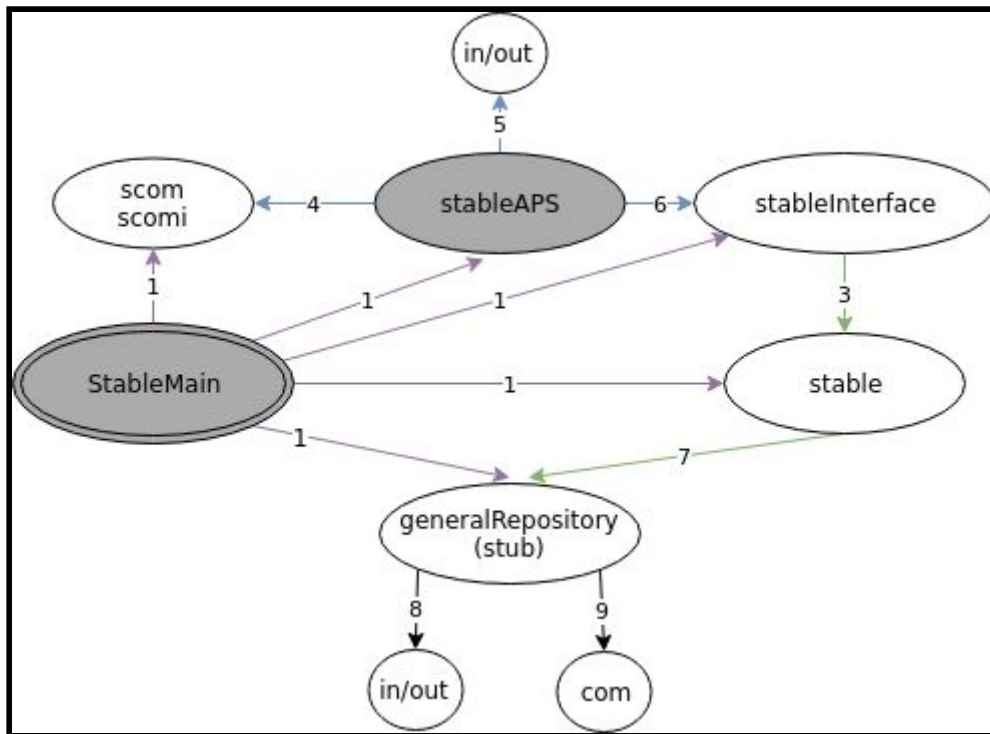6 - open, writeObject, readObject, close

General Repository

Caption:

1 - instantiation, getRequests [interface], accept [scom], start [scom and APS]
3 - initRace, setBrokerState, setHorseAgility, setHorsePosition, setHorsesOdd, setHorsesStanding, setHorseState, setSpectatorGains, setSpectatorsBet, setSpectatorState
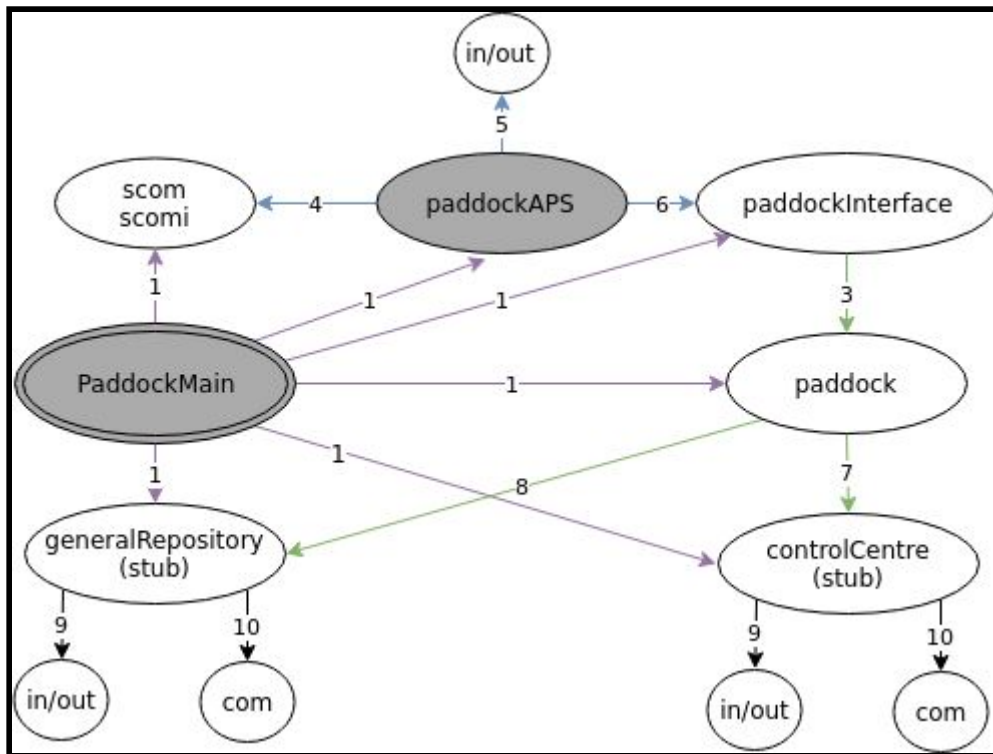4 - readObject, writeObject
5 -
6 - processAndReply

Stable

Caption:

1 - instantiation, getRequests [interface], accept [scom], start [scom and APS]
3 - getRaceOdds, summonHorsesToPaddock, proceedToStable, entertainTheGuests
4 - readObject, writeObject
5 -
6 - processAndReply
7 - setHorsesOdd, setHorseAgility, setHorseState
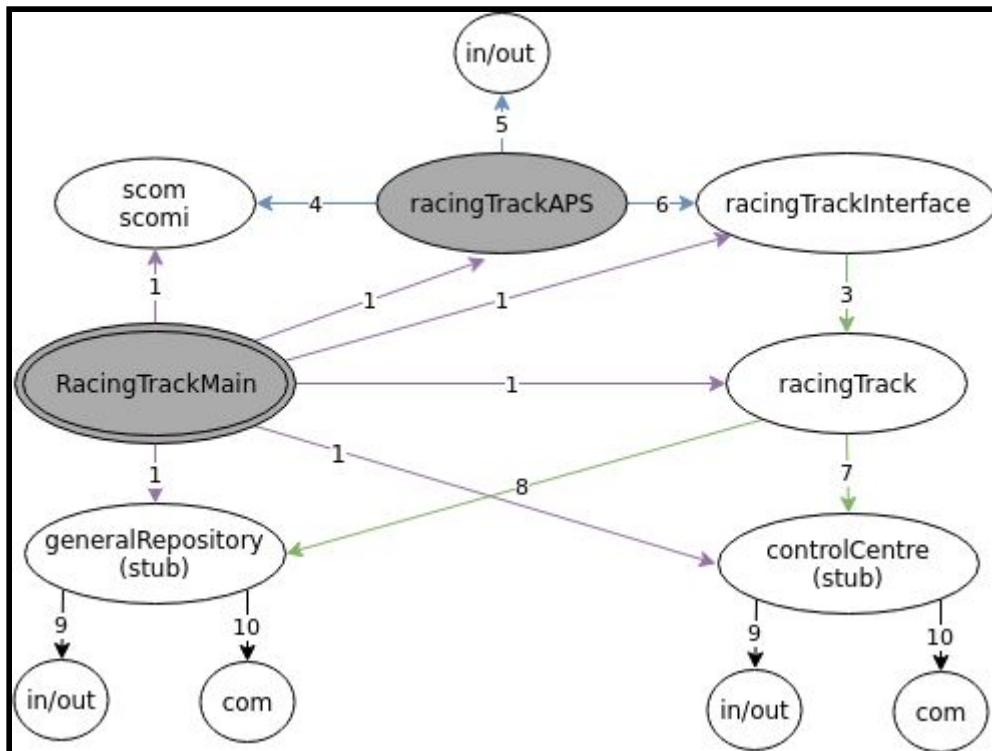8 -
9 - open, writeObject, readObject, close

Paddock

Caption:

1 - instantiation, getRequests [interface], accept [scom], start [scom and APS]
3 - goCheckHorses, proceedToPaddock
4 - readObject, writeObject
5 -
6 - processAndReply
7 - goCheckHorses, proceedToPaddock
8 - setHorseState, setSpectatorState
9 -
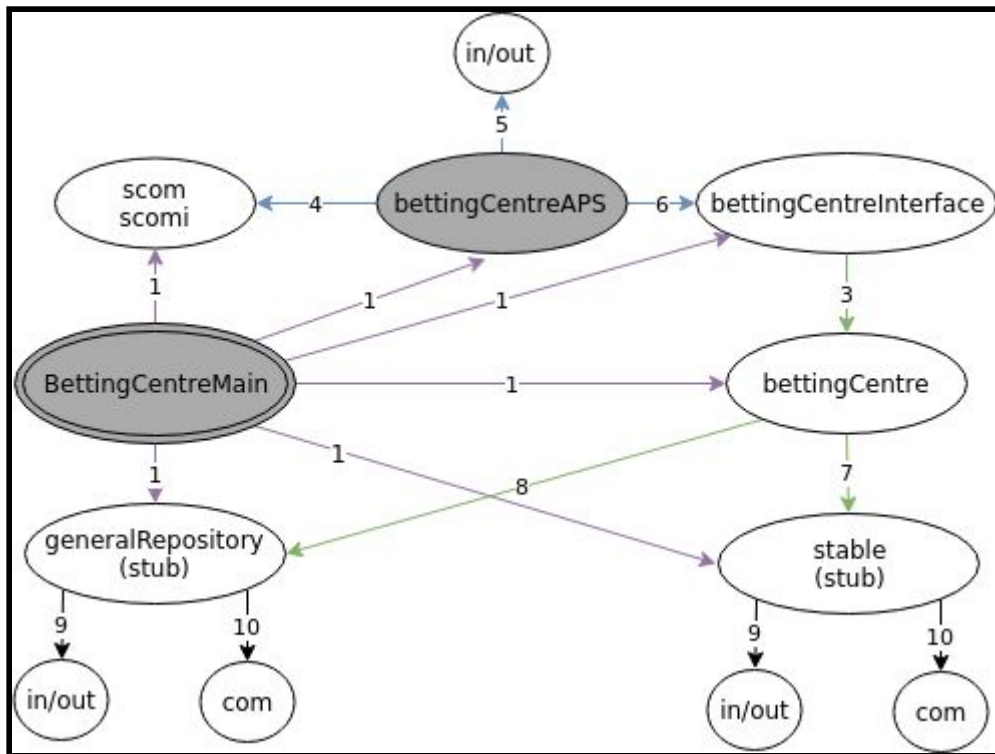10 - open, writeObject, readObject, close

Racing Track

Caption:

1 - instantiation, getRequests [interface], accept [scom], start [scom and APS]
3 - startTheRace, proceedToStartLine, hasFinishLineBeenCrossed, makeAMove
4 - readObject, writeObject
5 -
6 - processAndReply
7 - finishTheRace
8 - setHorseState, setBrokerState, setHorsePosition
9 -
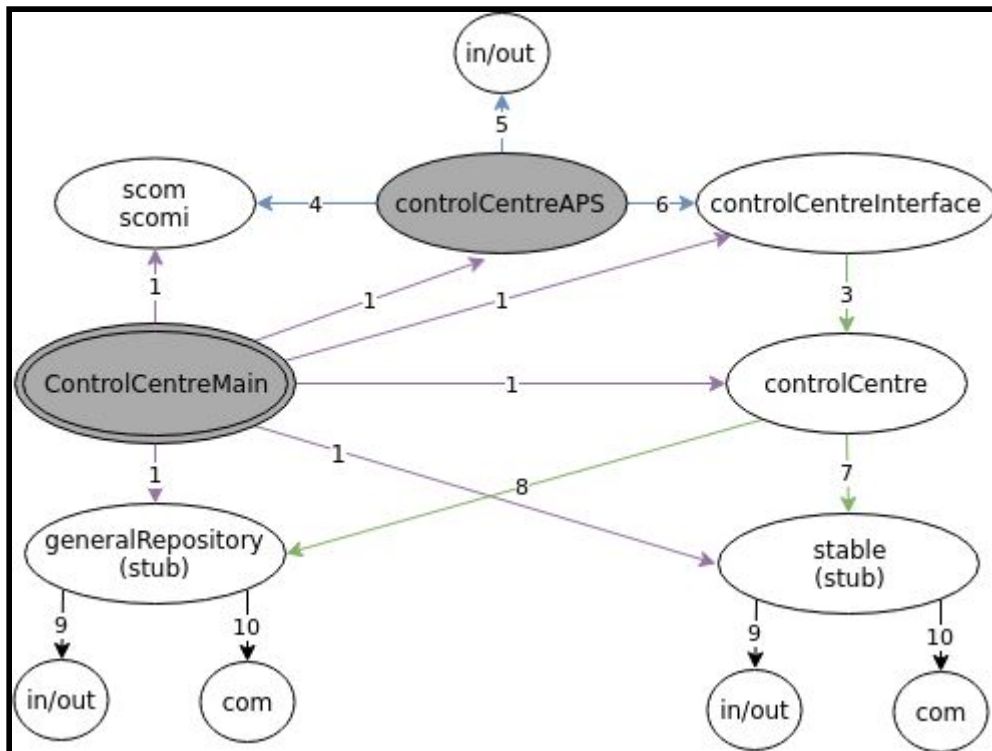10 - open, writeObject, readObject, close

Betting Centre

Caption:

1 - instantiation, getRequests [interface], accept [scom], start [scom and APS]
3 - acceptTheBets, areThereAnyWinners, goCollectTheGains, placeABet
4 - readObject, writeObject
5 -
6 - processAndReply
7 - getRaceOdds
8 - setSpectatorsBet, setBrokerState, setSpectatorState, setSpectatorsGains
9 -
10 - open, writeObject, readObject, close

Control Centre

Caption:

1 - instantiation, getRequests [interface], accept [scom], start [scom and APS]
3 - openTheEvent, summonHorsesToPaddock, waitForNextRace, proceedToPaddock, goCheckHorses, goWatchTheRace, startTheRace, finishTheRace, reportResults, haveIWon, celebrate, relaxABit
4 - readObject, writeObject
5 -
6 - processAndReply
7 - summonHorsesToPaddock,
8 - setBrokerState, setSpectatorState, initRace, setHorsesStanding
9 -
10 - open, writeObject, readObject, close