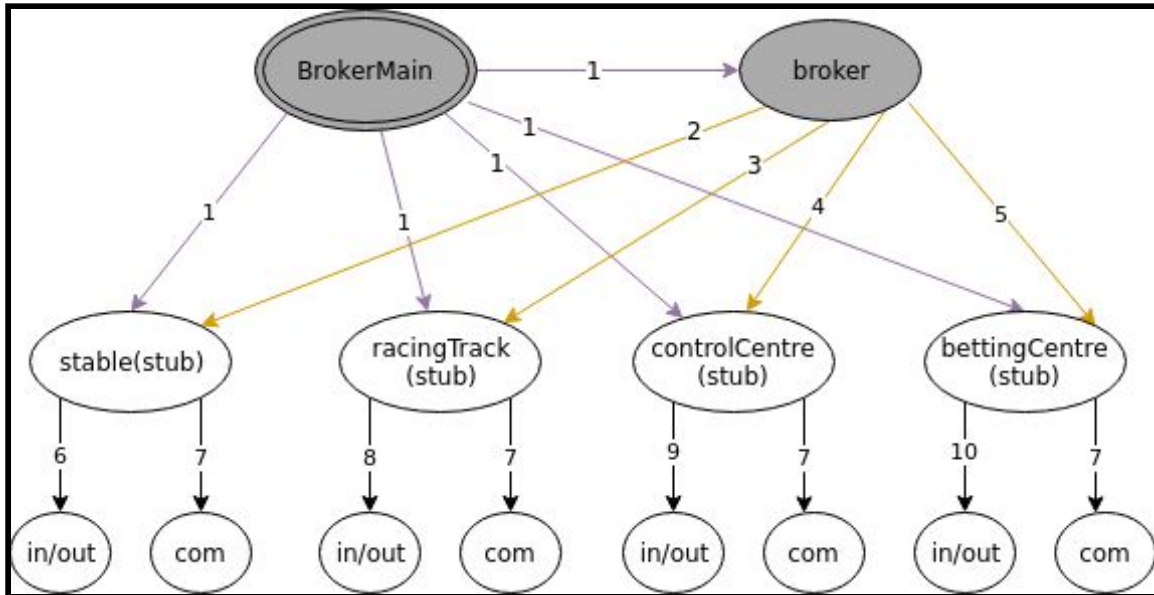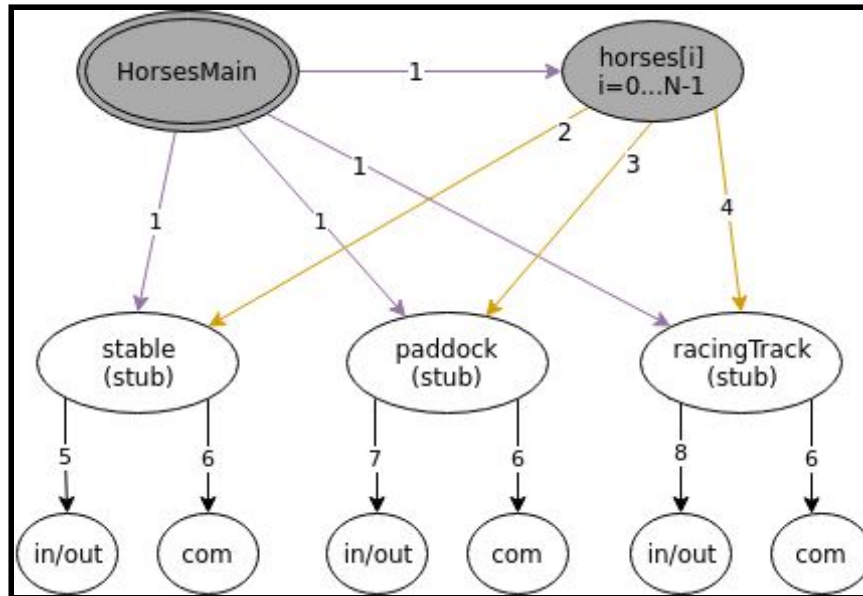# Broker

Caption:

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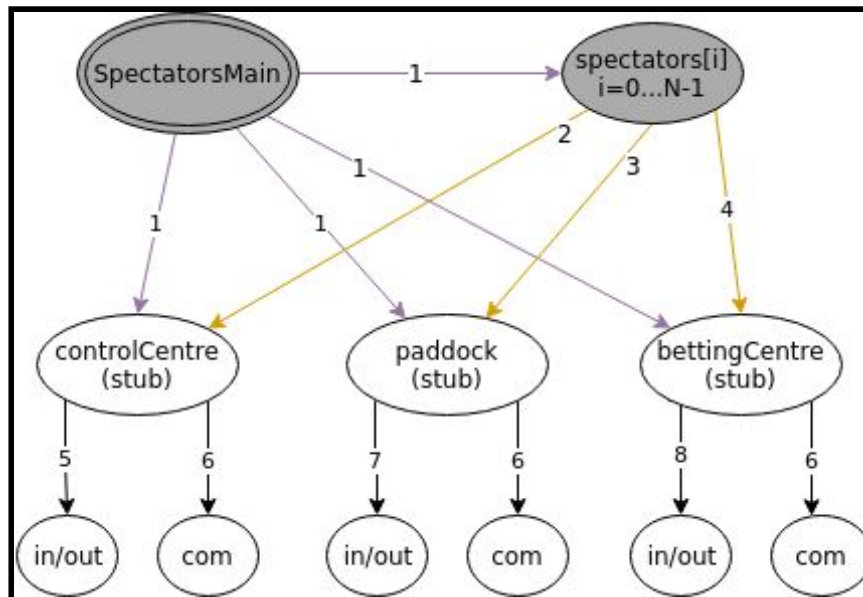10 - getMethod, setMethod, getWallet, isAreThereAnyWinners, getWinningValue, getBettedHorse, getErrorMessage

Horses

Caption:

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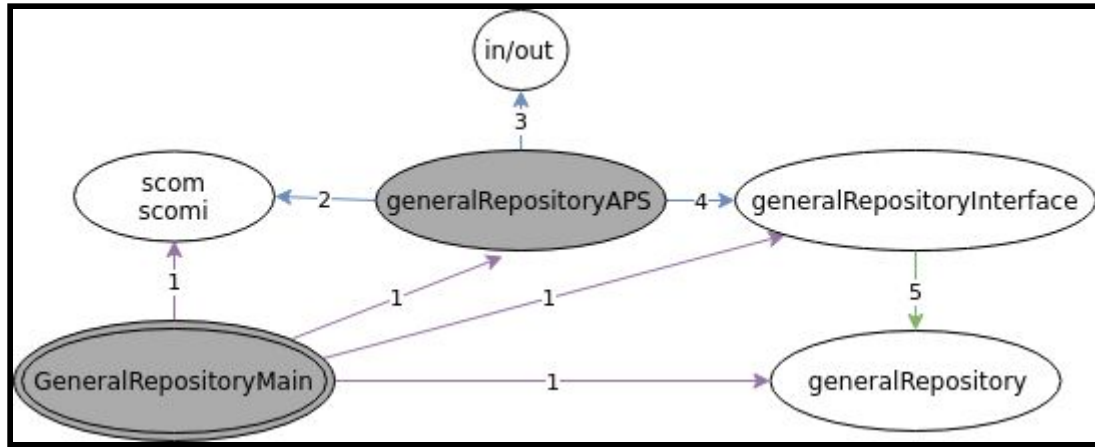8 - getMethod, setMethod, hasFinishLineBeenCrossed, getErrorMessage

Spectators

Caption:

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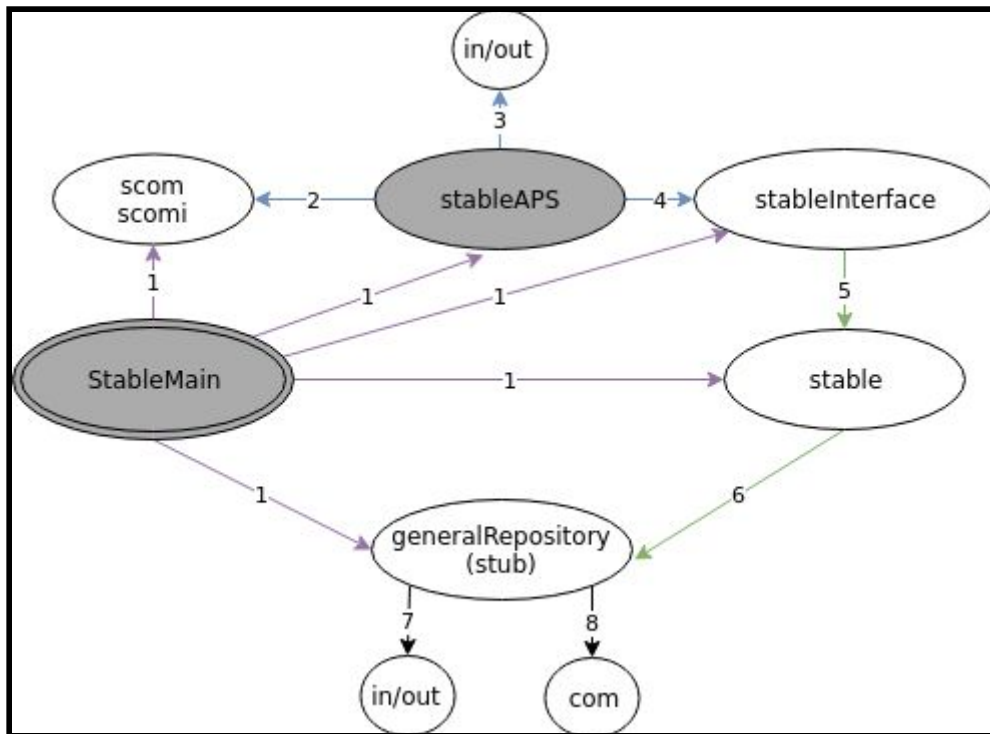8 - getMethod, setMethod, getWallet, isAreThereAnyWinners, getWinningValue, getBettedHorse, getErrorMessage

General Repository

Caption:

1 - instantiation, getRequests [interface], accept [scom], start [scom and APS]
2 - readObject, writeObject
3 - getBrokerState, getSpectatorState, getHorseState, getMethod, setMethod, getRaceNumber, getHorseIdx, getHorseAgility, getHorsePosition, getHorseStep, getSpectatorBet, getSpectatorBettedHorse, getSpectatorGains, getStandings, getHorsesOdd, getEntityId, setErrorMessage
4 - processAndReply
5 - initRace, setBrokerState, setHorseAgility, setHorsePosition, setHorsesOdd, setHorsesStanding, setHorseState, setSpectatorGains, setSpectatorsBet, setSpectatorState
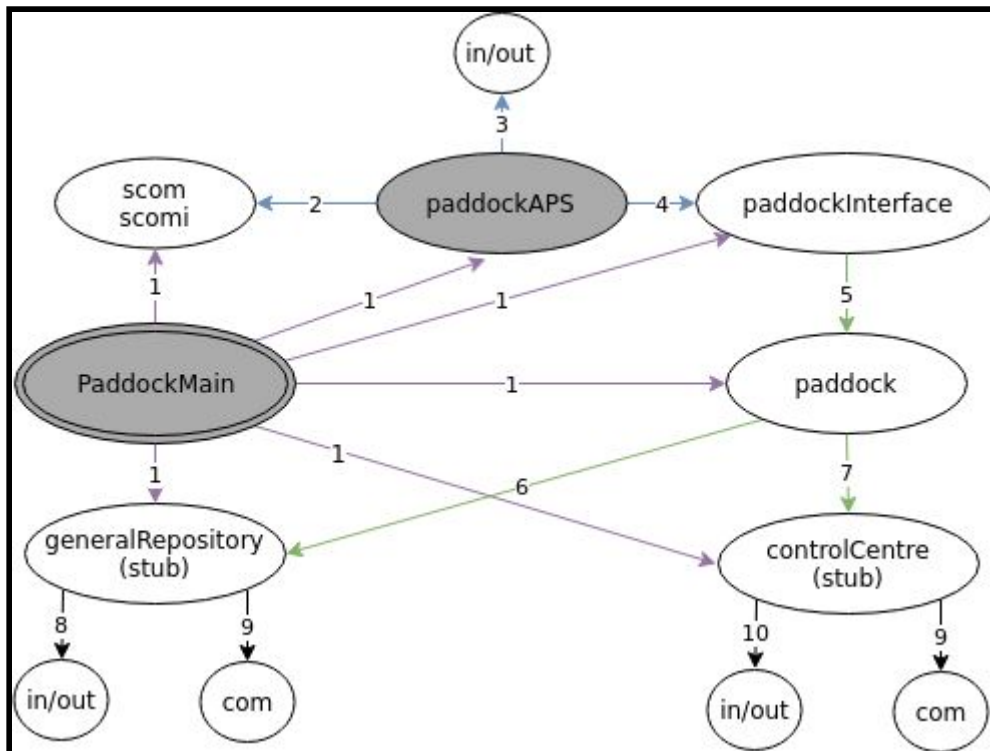
Stable

Caption:

1 - instantiation, getRequests [interface], accept [scom], start [scom and APS]
2 - readObject, writeObject
3 - getMethod, setMethod, getRaceId, getAgility, getEntityId, setErrorMessage
4 - processAndReply
5 - getRaceOdds, summonHorsesToPaddock, proceedToStable, entertainTheGuests
6 - setHorsesOdd, setHorseAgility, setHorseState
7 - getMethod, setMethod, getErrorMessage
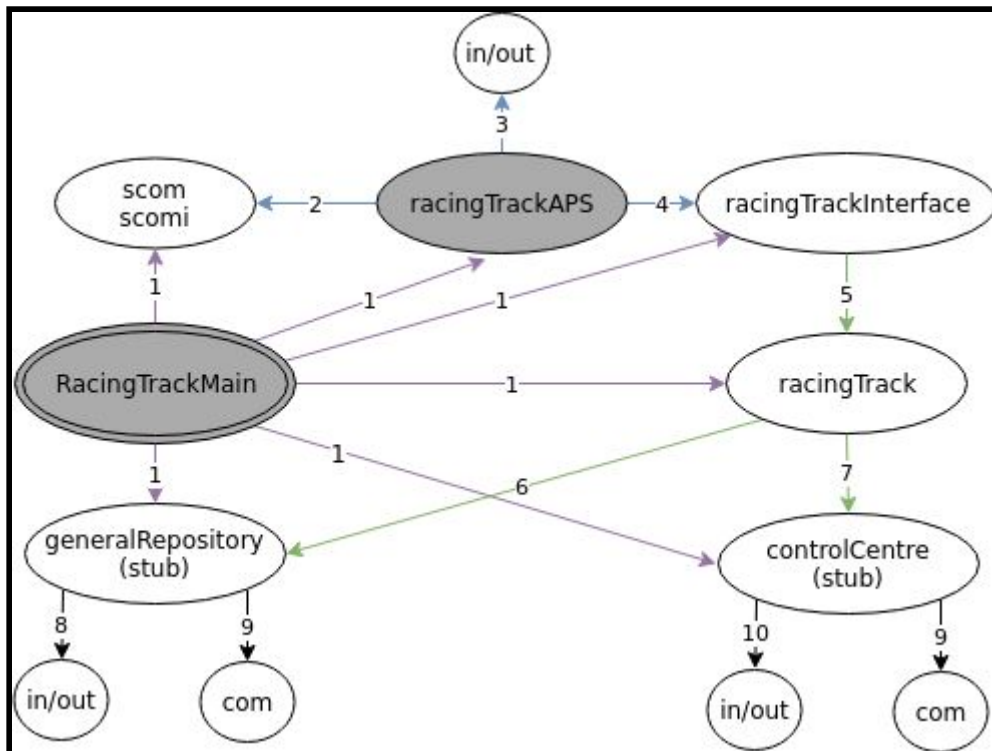8 - open, writeObject, readObject, close

Paddock

Caption:

1 - instantiation, getRequests [interface], accept [scom], start [scom and APS]
2 - readObject, writeObject
3 - getMethod, setMethod, getEntityId, getRaceID, getRaceIdx, setErrorMessage
4 - processAndReply
5 - goCheckHorses, proceedToPaddock
6 - setHorseState, setSpectatorState
7 - goCheckHorses, proceedToPaddock
8 - getMethod, setMethod, getErrorMessage
9 - open, writeObject, readObject, close
10 - getMethod, setMethod, isThereARace, isHaveIWon, getWinners, getErrorMessage

Racing Track

Caption:

1 - instantiation, getRequests [interface], accept [scom], start [scom and APS]
2 - readObject, writeObject
3 - getMethod, setMethod, getStep, getRaceID, getRaceIdx, getCurrentPosition, getCurrentStep, getEntityId, setErrorMessage
4 - processAndReply
5 - startTheRace, proceedToStartLine, hasFinishLineBeenCrossed, makeAMove
6 - setHorseState, setBrokerState, setHorsePosition
7 - finishTheRace
8 - getMethod, setMethod, getErrorMessage
9 - open, writeObject, readObject, close
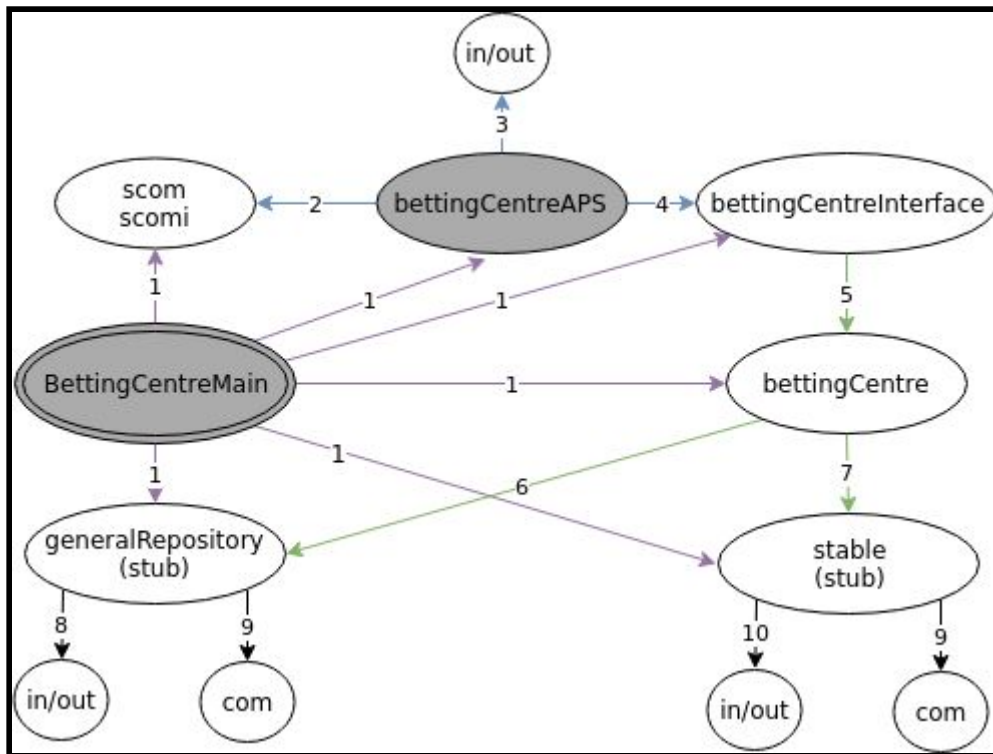10 - getMethod, setMethod, isThereARace, isHaveIWon, getWinners, getErrorMessage
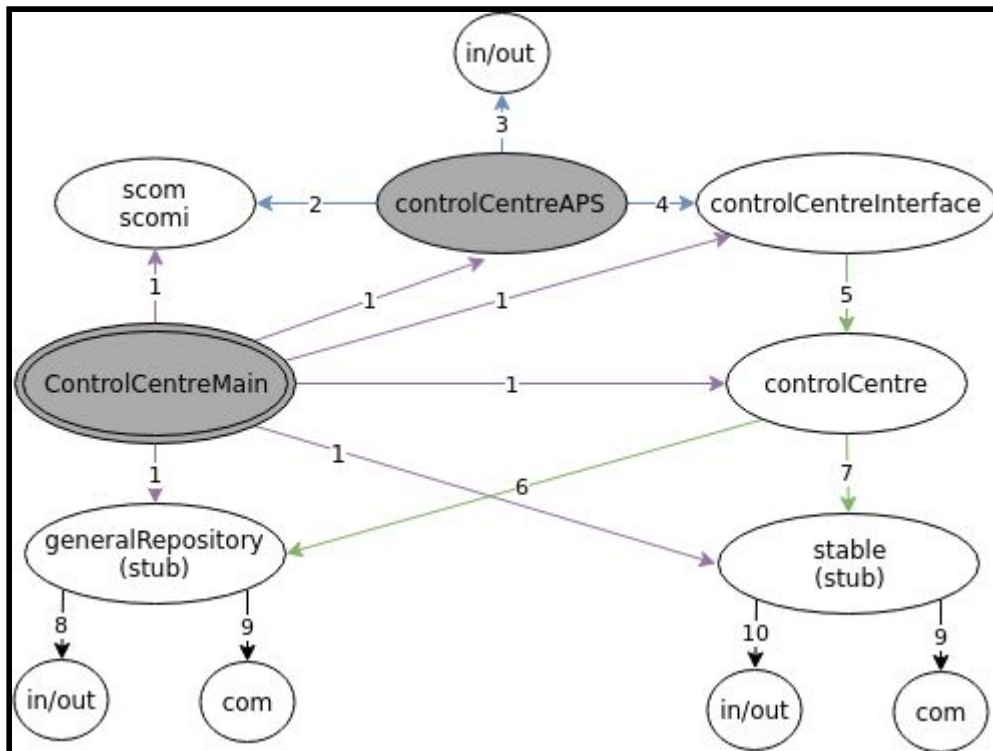
Betting Centre

Caption:

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

Control Centre

Caption:

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