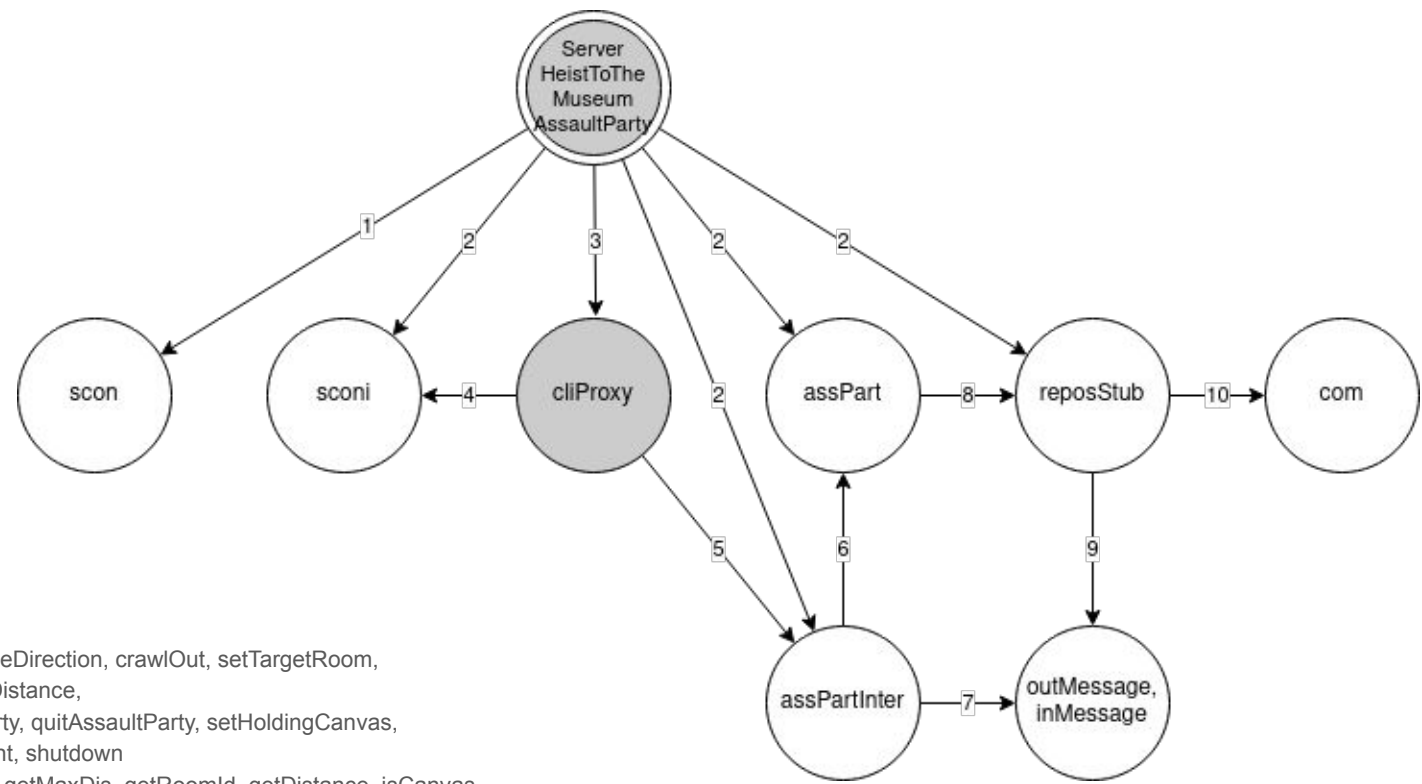
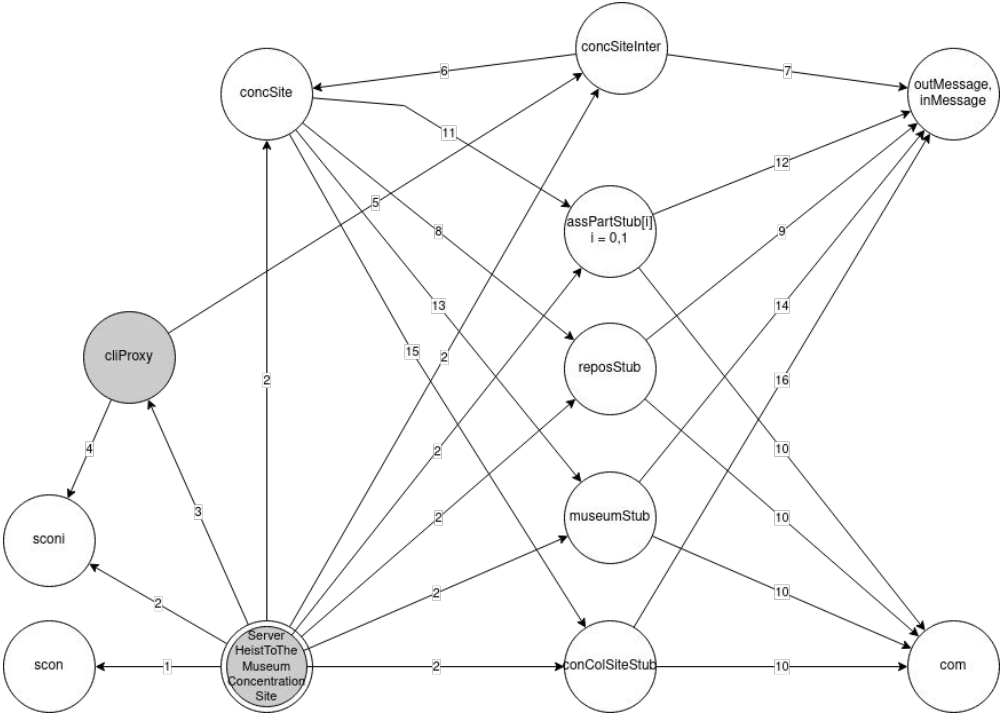


# ServerHeistToTheMuseumAssaultParty



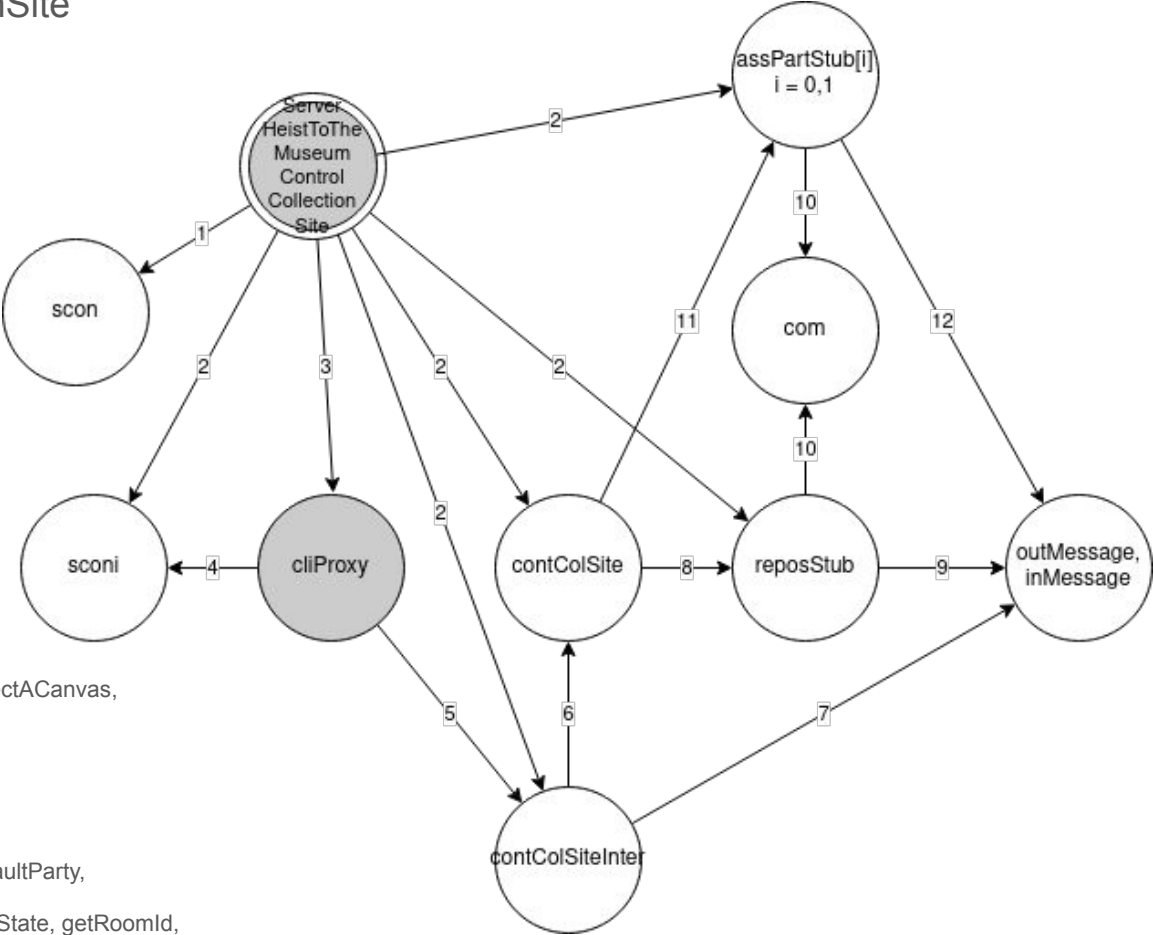
- 1. instantiate, start, accept, end
- 2. instantiate
- 3. instantiate, start
- 4. readObject, writeObject, close
- 5. processAndReply
- 6. sendAssaultParty, crawlIn, reverseDirection, crawlOut, setTargetRoom, getTargetRoom, setTargetRoomDistance, isAvailable, isFull, joinAssaultParty, quitAssaultParty, setHoldingCanvas, isHoldingCanvas, getThiefElement, shutdown
- 7. instantiate, getMsgType, getOtId, getMaxDis, getRoomId, getDistance, isCanvas
- 8. setMasterThiefState, setAssaultPartyElementPosition, setOrdinaryThiefState
- 9. instantiate, getMsgType, toString
- 10. instantiate, open, writeObject, readObject, close

# ServerHeistToTheMuseumConcentrationSite



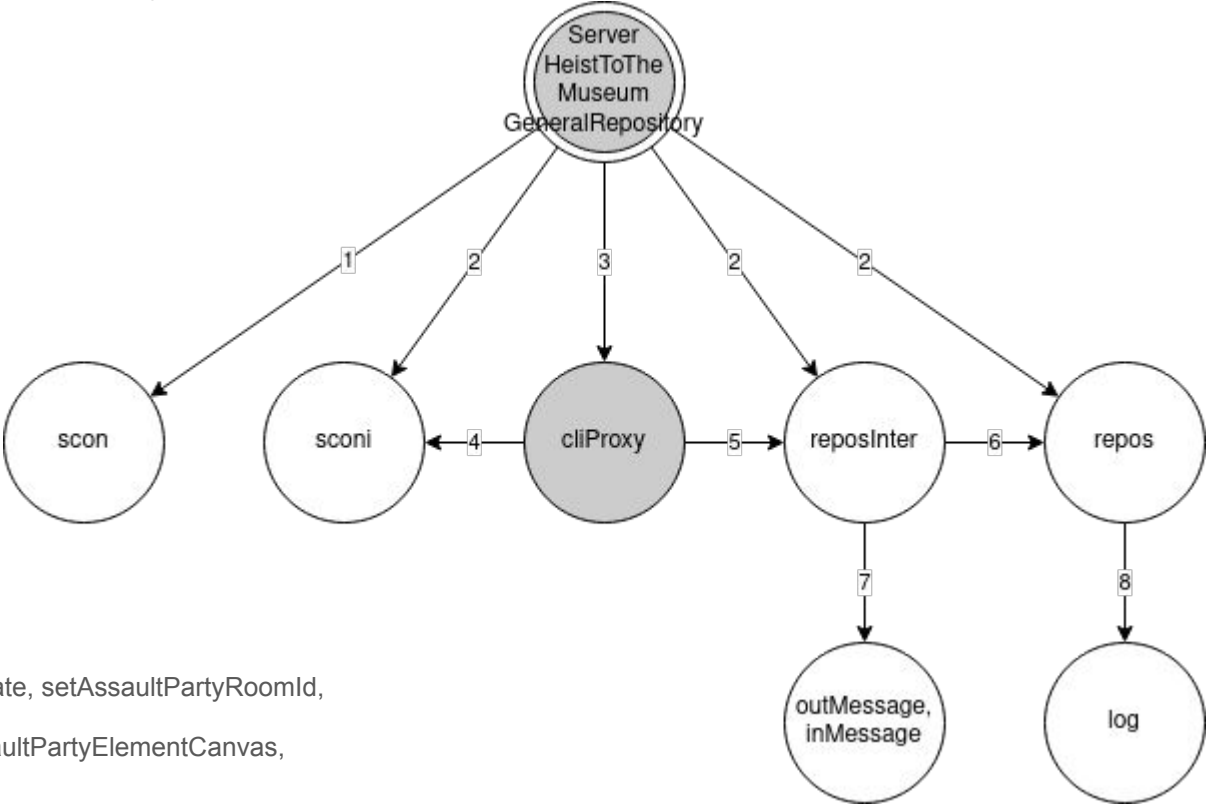
1. instantiate, start, accept, end
2. instantiate
3. instantiate, start
4. readObject, writeObject, close
5. processAndReply
6. amlNeeded, prepareAssaultParty, prepareExcursion, sumUpResults, shutdown
7. instantiate, getMsgType, getOtId, getOtState, getAssPartId, getRoomId
8. setOrdinaryThiefState, setMasterThiefState, setAssaultPartyRoomId, setAssaultPartyElementId
9. instantiate, getMsgType, toString
10. instantiate, open, writeObject, readObject, close
11. getTargetRoom, setHoldingCanvas, getThiefElement
12. instantiate, getMsgType, toString, getMtState, getOtId, getOtState, getRoomId, isCanvas, getElemId
13. getRoomDistance
14. instantiate, getMsgType, toString, getOtId, getDistance
15. setThiefToParty
16. instantiate, getMsgType, toString, getMtState, getOper, getOtId, getAssPartId, getRoomId

# ServerHeistToTheMuseumControlCollectionSite



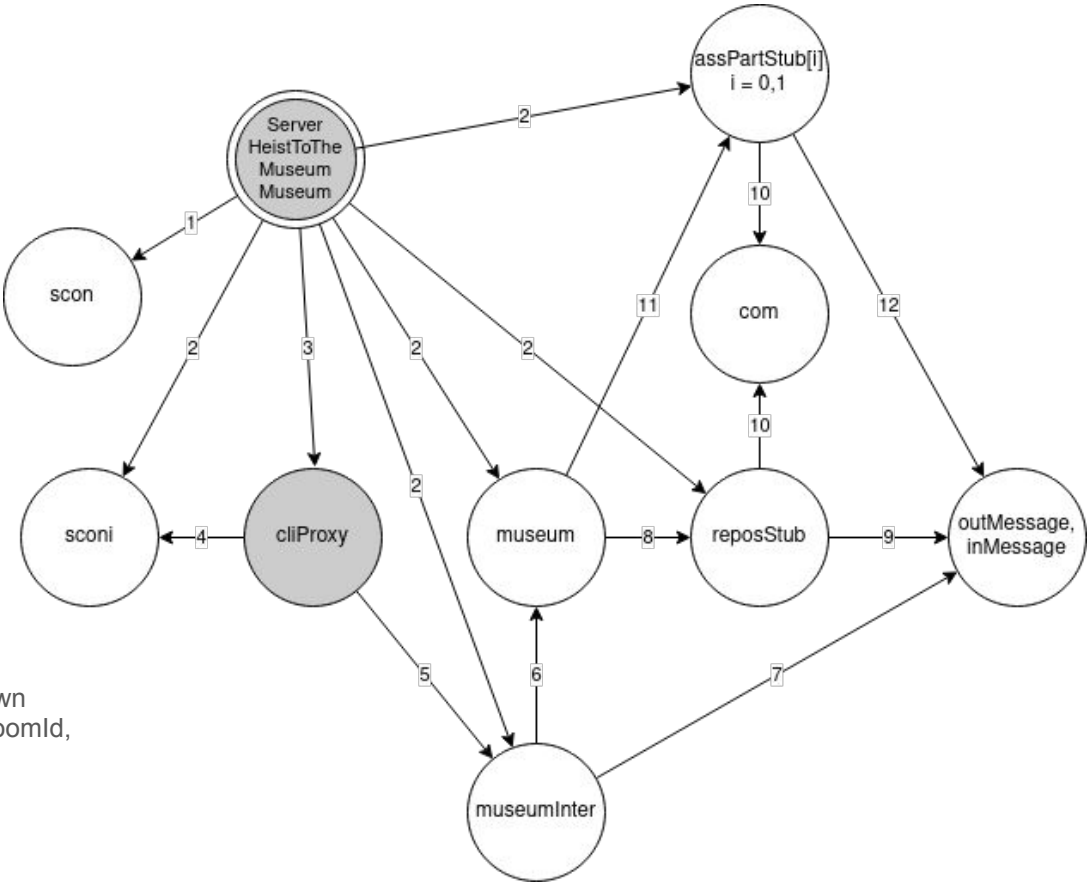
- 1. instantiate, start, accept, end
- 2. instantiate
- 3. instantiate, start
- 4. readObject, writeObject, close
- 5. processAndReply
- 6. startOperations, appraiseSit, takeARest, handACanvas, collectACanvas, getAvailableAssaultParty, getAvailableRoom, setThiefToParty, shutdown
- 7. instantiate, getMsgType, getOtId, getAssPartId
- 8. setMasterThiefState, endAssaultPartyElementMission
- 9. instantiate, getMsgType, toString
- 10. instantiate, open, writeObject, readObject, close
- 11. getTargetRoom, isHoldingCanvas, getThiefElement, quitAssaultParty, isAvailable
- 12. instantiate, getMsgType, toString, getMtState, getOtId, getOtState, getRoomId, isCanvas, getElemId

# ServerHeistToTheMuseumGeneralRepository



- 1. instantiate, start, accept, end
- 2. instantiate
- 3. instantiate, start
- 4. readObject, writeObject, close
- 5. processAndReply
- 6. setMasterThiefState, setOrdinaryThiefState, setAssaultPartyRoomId, setAssaultPartyElementId, setAssaultPartyElementPosition, setAssaultPartyElementCanvas, endAssaultPartyElementMission, initSimul, shutdown
- 7. instantiate, getMsgType, getMtState, getOtId, getAssPartId, getElemId, getPos, getMaxDisArray, getNumPaint, getRoomDist, isCanvas, getfName
- 8. openForWriting, writeInString, close, openForAppending

# ServerHeistToTheMuseumMuseum



1. instantiate, start, accept, end
2. instantiate
3. instantiate, start
4. readObject, writeObject, close
5. processAndReply
6. rollACanvas, getRoomDistance, setRoomInfo, shutdown
7. instantiate, getMsgType, getOtId, getAssPartId, getRoomId, getNumPaint, getRoomDist
8. setAssaultPartyElementCanvas
9. instantiate, getMsgType, toString
10. instantiate, open, writeObject, readObject, close
11. getTargetRoom, setHoldingCanvas, getThiefElement
12. instantiate, getMsgType, toString, getMtState, getOtId, getOtState, getRoomId, isCanvas, getElemId

# ClientHeistToTheMuseum

- 1. instantiate, start, join
- 2. instantiate, initSimul, shutdown
- 3. instantiate, shutdown
- 4. instantiate, setRoomInfo, shutdown
- 5. sendAssaultParty
- 6. startOperations, appraiseSit, getAvailableAssaultParty, getAvailableRoom, takeARest, collectACanvas
- 7. prepareAssaultParty, sumUpResults
- 8. crawlIn, reverseDirection, crawlOut
- 9. rollACanvas
- 10. handACanvas
- 11. amINeeded, prepareExcursion
- 12. instantiate, open, writeObject, readObject, close
- 13. instantiate, getMsgType, toString
- 14. instantiate, getMsgType, toString, getMtState, getOtId, getOtState, getRoomId, isCanvas, getElemId
- 15. instantiate, getMsgType, toString, getOtId, getDistance
- 16. instantiate, getMsgType, toString, getMtState, getOper, getOtId, getAssPartId, getRoomId
- 17. instantiate, getMsgType, toString, getOtId, getOtState, isNeeded, getMtState, getAssPartId

