



1 – readInt, readChar, readString, writeString, writeString

2 - exists

3 - instantiate

4 - instantiate, start, join

5 - followCoachAdvice, getReady, matchEnded, pullTheRope, amDone, seatDown

6 - announceNewGame, callTrial, startTrial, assertTrialDecision, declareGameWinner, matchEnded, declareMatchWinner

7 - callContestants, informReferee, reviewNotes, matchEnded

8 - setTrialNumber, setRopeState, reportNewGame, reportGameEnd, reportMatchEnd, setRefereeState, setCoachState, setContestantState, setContestantInTrial

9 - instantiate, openForWriting, openForAppending, close, writeString

10 - instantiate, read, write, sort