

1 - getSecurityManager, setSecurityManager

2 - exportObject

3 - getRegistry

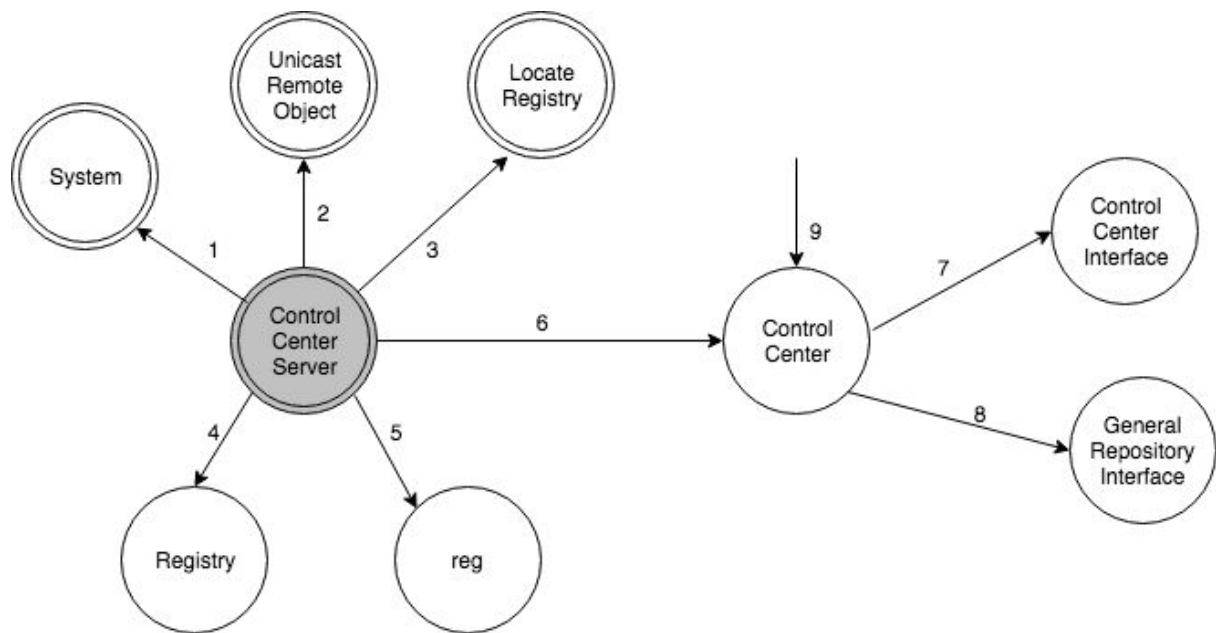
4 - instantiate, locate

5 - instantiate, bind

6 - instantiate

7 / 9 - acceptTheBets, placeABet, honourTheBets, goCollectTheGains, signalShutdown

8 - filterZeroAmountBets, setBetInfo, getWinningSpectatorsSize, clearBetInfo, clearHorseWinners, clearWinningSpectators



1 - getSecurityManager, setSecurityManager

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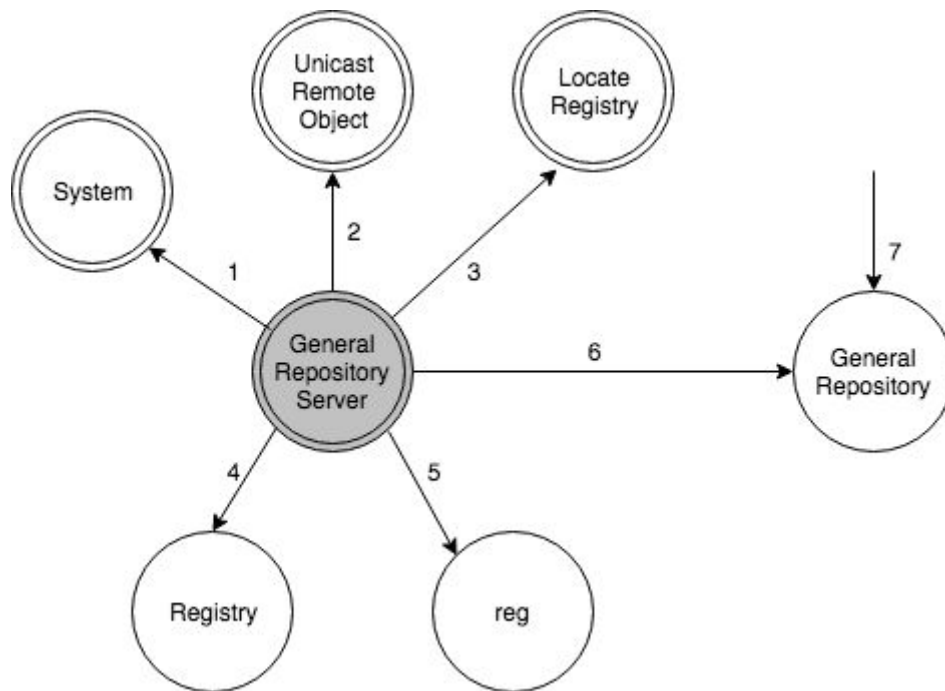
4 - instantiate, locate

5 - instantiate, bind

6 - instantiate

7 / 9 - goWatchTheRace, reportResults, areThereAnyWinners, havelwon, entertainTheGuests, relaxABit, signalShutdown

8 - getHorseResultSize, removeHorseResult, addHorseWinner, peekHorseResult, getBetInfoReferenceCopy, horselsWinner, addWinningSpectator, spectatorIsWinner



1 - getSecurityManager, setSecurityManager

2 - exportObject

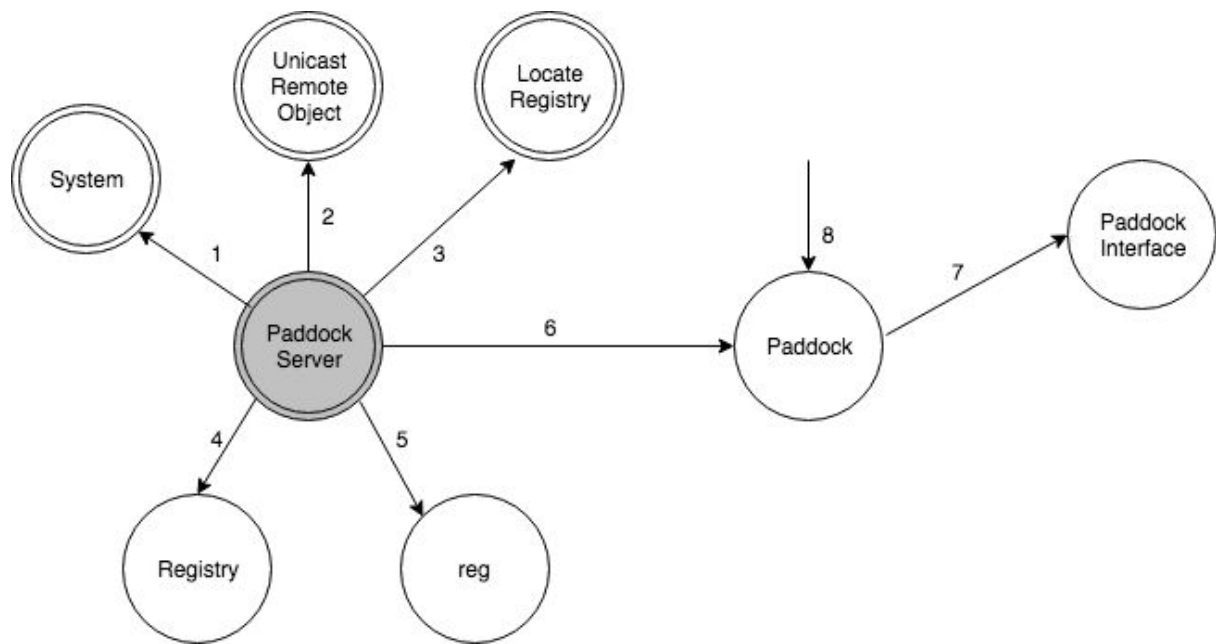
3 - getRegistry

4 - instantiate, locate

5 - instantiate, bind

6 - instantiate

7 - getBrokerState, getHorseState, getSpectatorState, setBrokerState, setBetInfo, setHorseState, setSpectatorState, addHorseResult, removeHorseResult, peekHorseResult, getHorseResultSize, addHorseWinner, getBetInfoReferenceCopy, horselsWinner, addWinningSpectator, spectatorIsWinner, getWinningSpectatorsSize, clearBetInfo, clearHorseWinners, clearWinningSpectators, initLog, writeStatB, writeHorseSt, writeSpecSt, makeLogger, closeWriter, incRaceIteration, filterZeroAmountBets, finished



1 - getSecurityManager, setSecurityManager

2 - exportObject

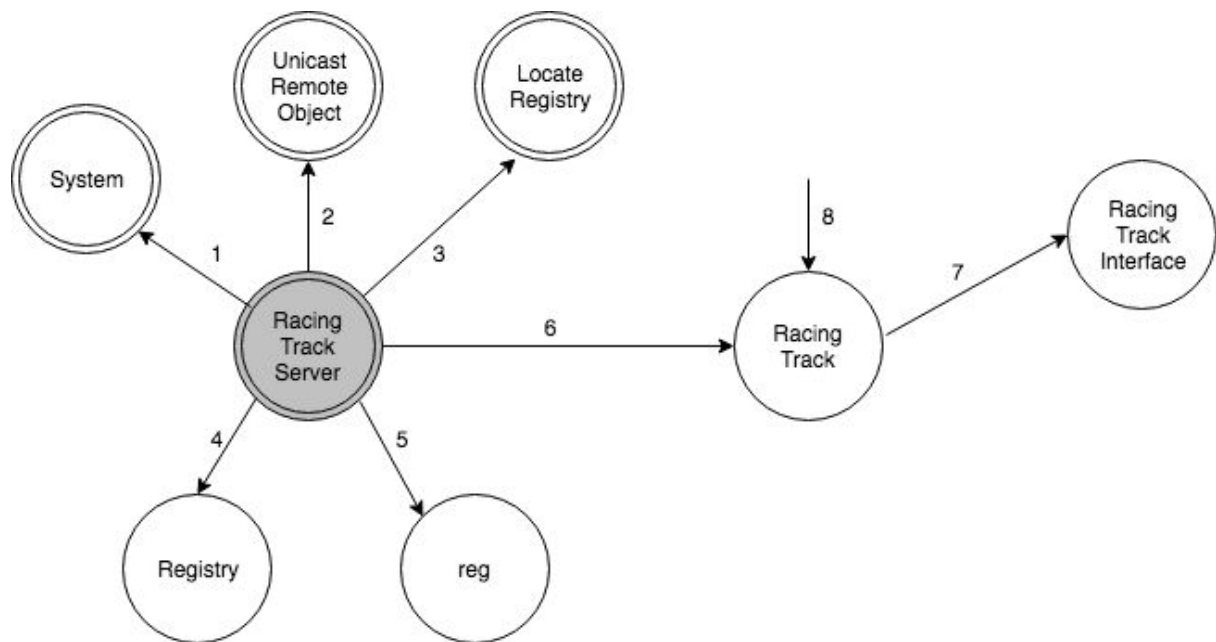
3 - getRegistry

4 - instantiate, locate

5 - instantiate, bind

6 - instantiate

7 / 8 - summonHorsesToPaddock, proceedToPaddock, waitForNextRace, goCheckHorses, proceedToStartLine, signalShutdown



1 - getSecurityManager, setSecurityManager

2 - exportObject

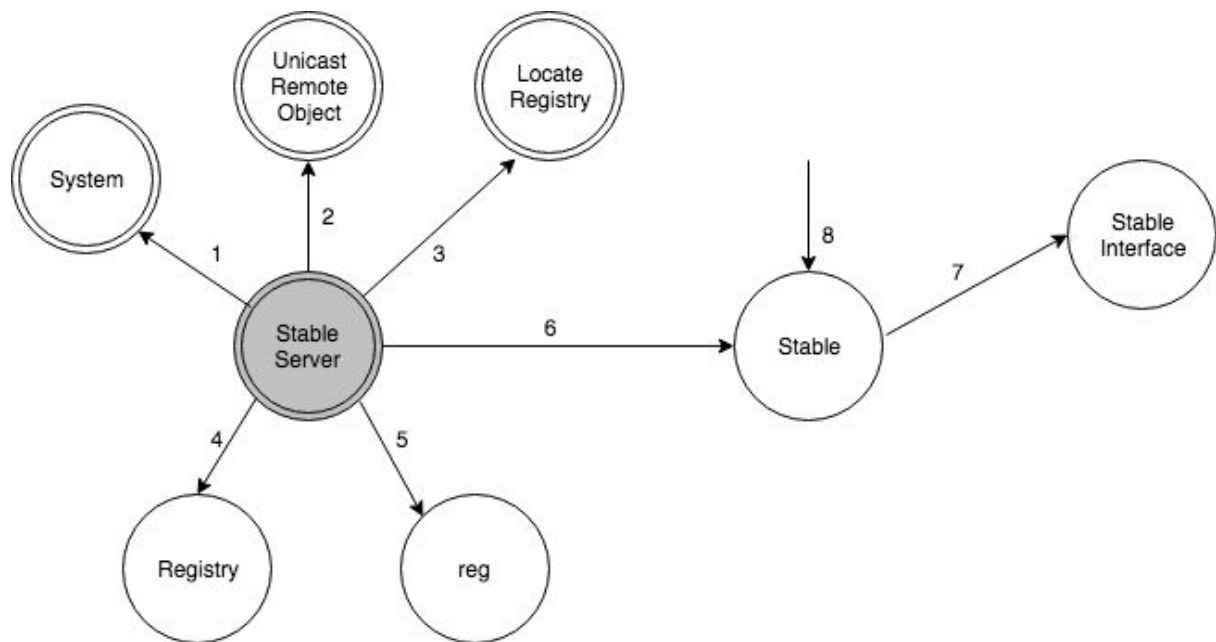
3 - getRegistry

4 - instantiate, locate

5 - instantiate, bind

6 - instantiate

7 / 8 - startTheRace, makeAMove, hasFinishLineBeenCrossed ,signalShutdown



1 - getSecurityManager, setSecurityManager

2 - exportObject

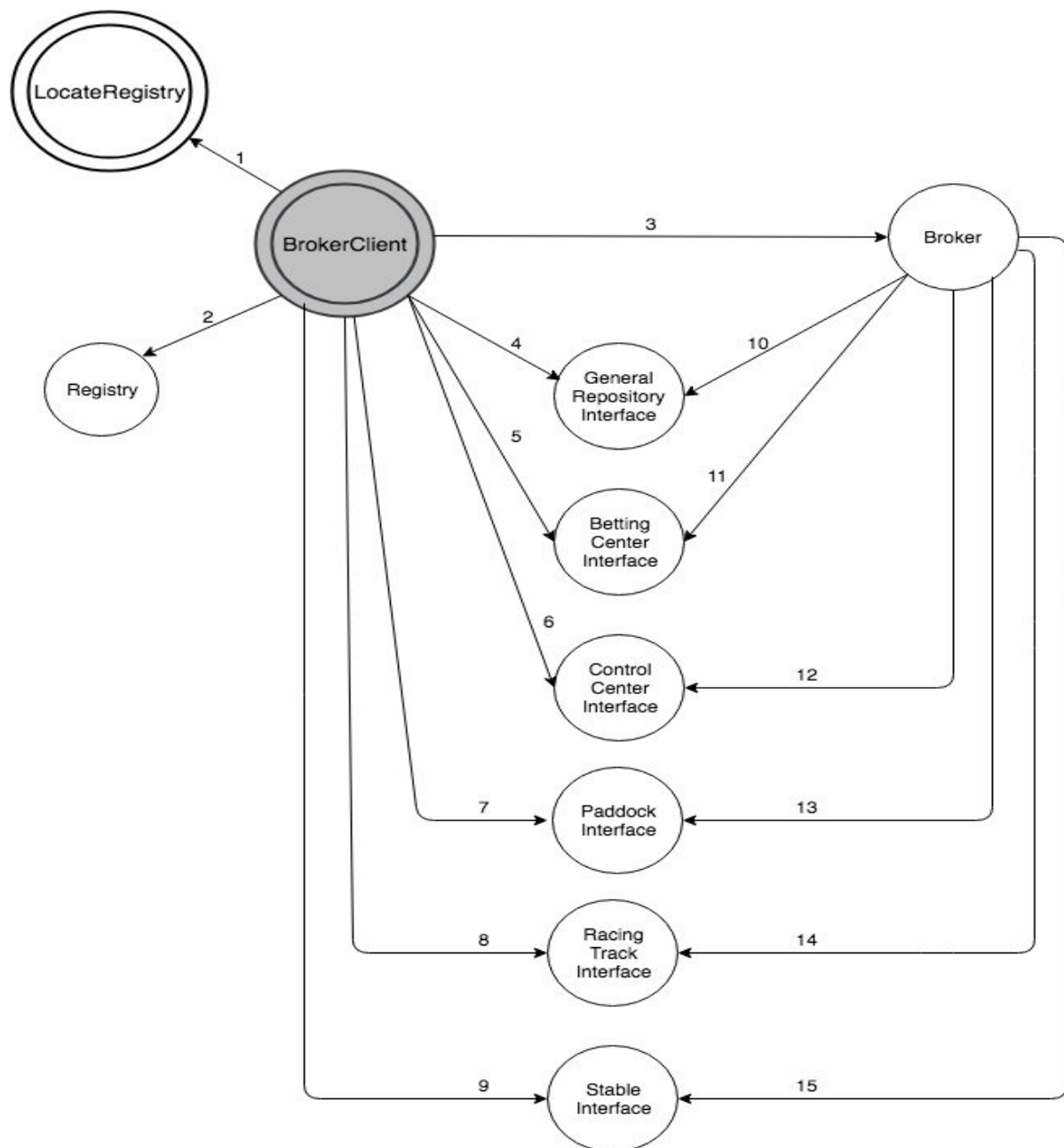
3 - getRegistry

4 - instantiate, locate

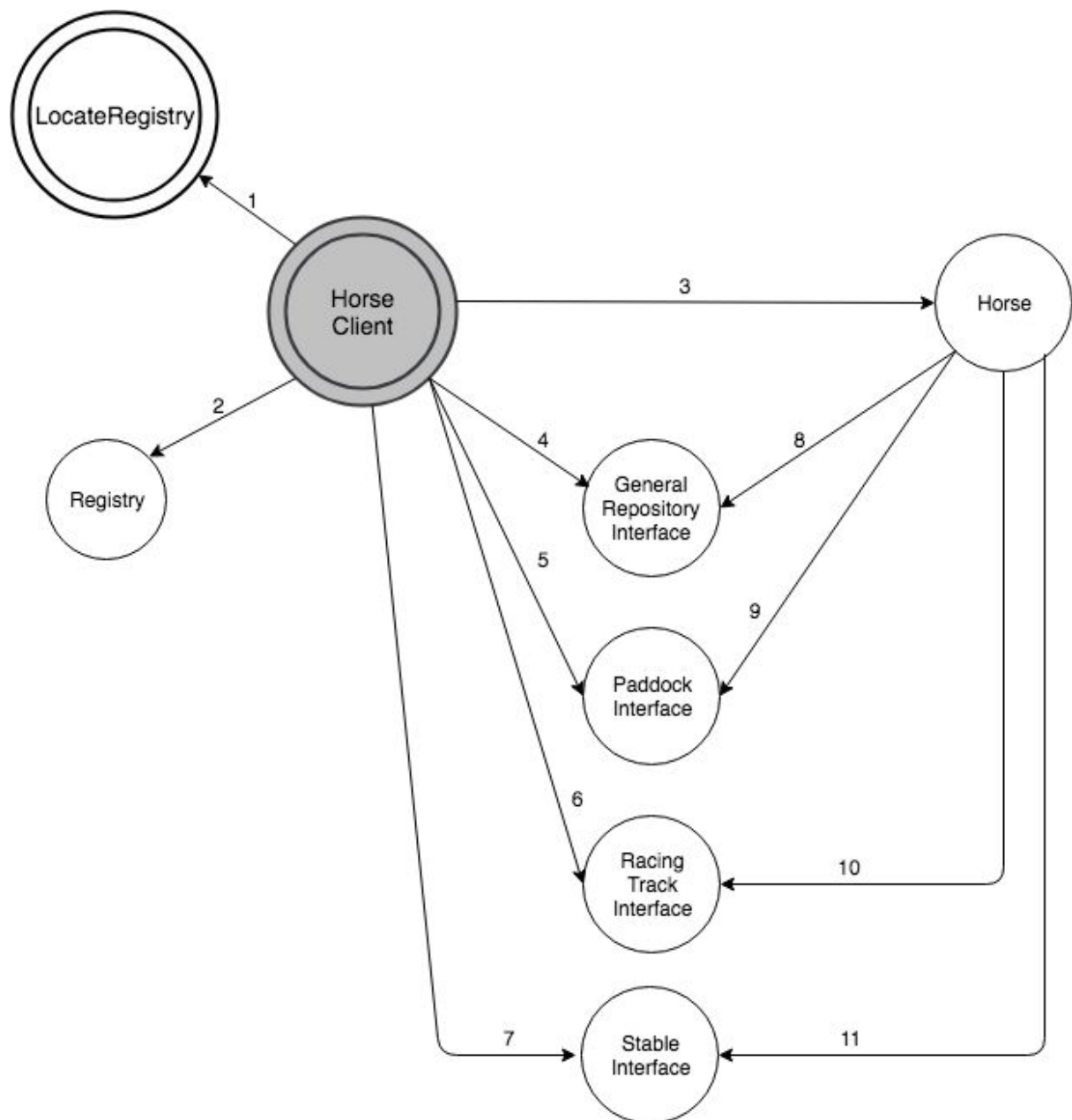
5 - instantiate, bind

6 - instantiate

7 / 8 - proceedToStable, summonHorsesToPaddock, signalShutdown

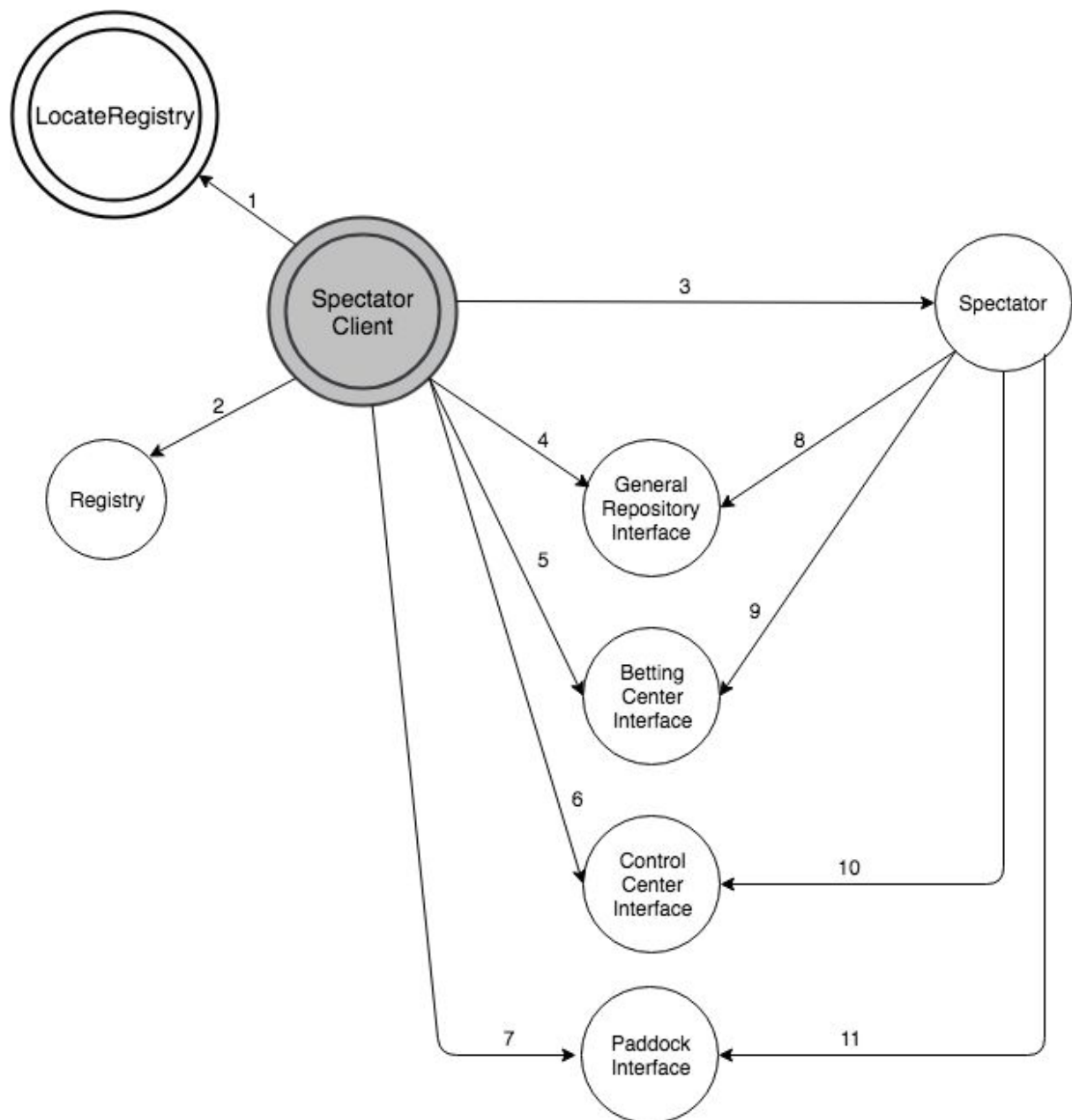


- 1 - getRegistry
- 2 - instantiate, lookup
- 3 - instantiate, start, join
- 4 - 9 - instantiate
- 10 - initLog, writeStatB, setBrokerState, makeLogger, getBrokerState
- 11 - acceptTheBets, honourTheBets
- 12 - reportResults, areThereAnyWinners, entertainTheGuests
- 13 - summonHorsesToPaddock
- 14 - startTheRace
- 15 - summonHorsesToPaddock



- 1 - getRegistry
- 2 - instantiate, lookup
- 3 - instantiate, start, join
- 4 - 7 - instantiate
- 8 - initLog, writeHorseSt, setHorseState, getHorseState, makeLogger, closeWriter,
- 9 - proceedToPaddock, proceedToStartLine
- 10 - makeAMove, hasFinishLineBeenCrossed
- 11 - proceedToStable





- 1 - getRegistry
- 2 - instantiate, lookup
- 3 - instantiate, start, join
- 4 - 7 - instantiate
- 8 - inittLog, setSpectatorState, writeSpecSt, makeLogger, getSpectatorState
- 9 - placeABet, goCollectTheGains
- 10 - goWatchTheRace, haveIWon, relaxABit
- 11 - waitForNextRace, goCheckHorses