



Legenda

- 1- Instanciação, start e join (Threads)
- 2- Instanciação (Monitores)
- 3- startOperation, prepareAssaultParty, sumUpResults
- 4- appraiseSit, getRoomToSteal, getPartyToDeploy, takeARest, collectCanvas
- 5- setAssaultInfo, sendAssaultParty
- 6- getRoomDistance
- 7- amINeeded, getPartyId, prepareExcursion
- 8- handACanvas
- 9- buildParty, crawlIn, getRoomToSteal, reverseDirection, getPosLogger, crawlOut
- 10- rollACanvas
- 11- setCollectedCanvas
- 12- setRoomIdAP, setThiefSituation, setMemberIdAP, setPositionAP
- 13- setNPaintings
- 14- setMThiefState, writeEnd
- 15- setThiefState, setCanvasAP, setThiefSituation
- 16- Instanciação (Classes)