



- 1 - Instantiate
- 2 - Instantiate, start, accept, end
- 3 - Instantiate, start
- 4 - ReadObject, writeObject, close
- 5 - ProcessAndReply
- 6 - goCollectABag, carryItToAppropriateStore, resetBaggageColPoint, noMoreBags, setPHoldEmpty, setTreadmill
- 7- updatePassSt, printLog, updatesPassNA, pGetsABag, updatePorterStat, incBaggageCB