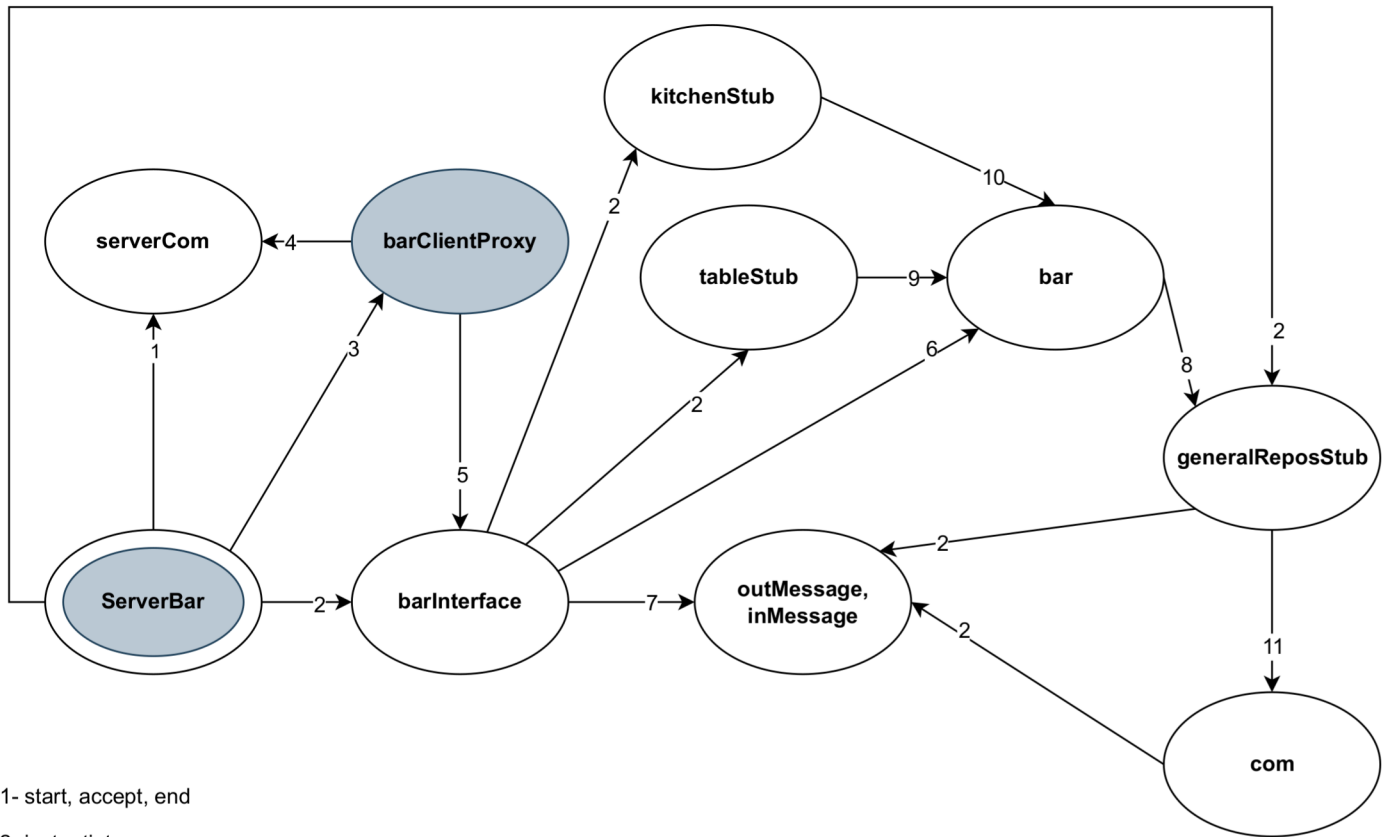**Server com Bar Main**

1- start, accept, end

2- instantiate

3- instantiate, start

4- readObject, writeObject, close

5- processAndReply

6- alertTheWaiter, enter, callWaiter, signalTheWaiter, exit, lookAround, returnToBar, collectPortion, prepareTheBill, sayGoodbye, endOperation, shutdown
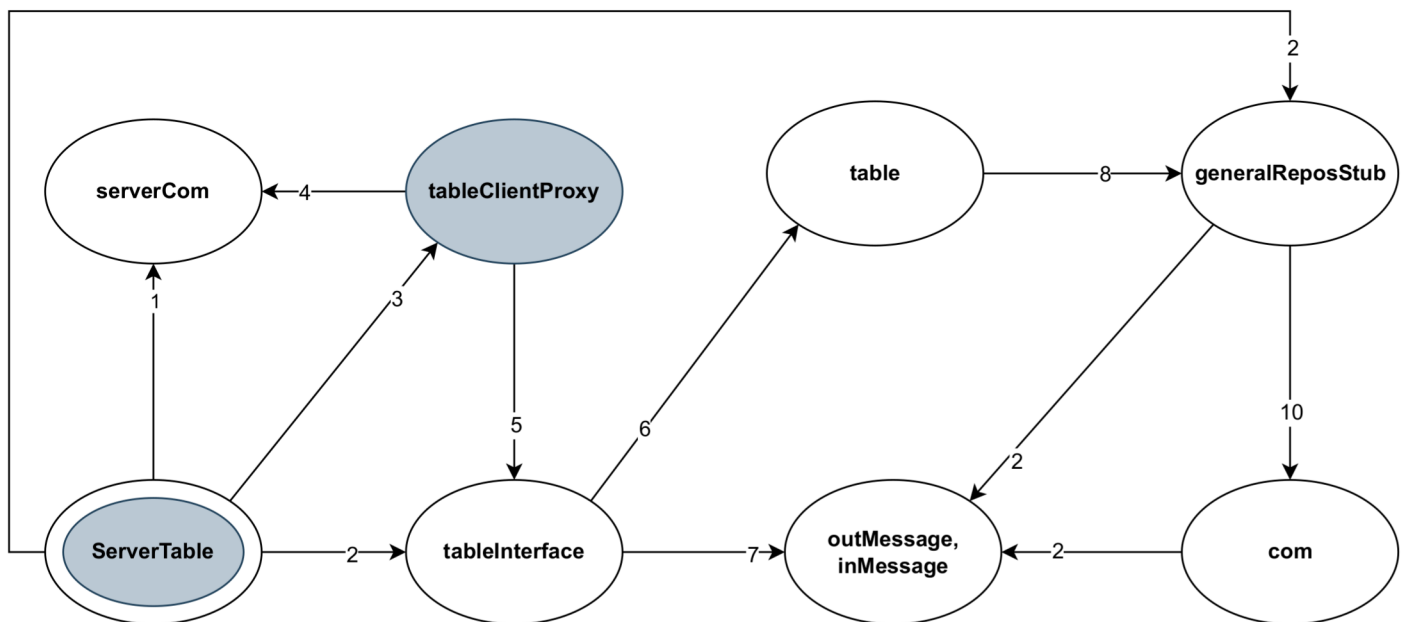
7- instantiate, getChefState, getWaiterState, getStudentID, getStudentState, setWaiterState, setStudentID, setStudentState, getRequest

8- setWaiterState, setStudentState, setChefState, setStudentStateAndLeave

9- takeASeat, waitForPad

10- chefWaitForCollection, portionHasBeenCollected

11- instantiate, open, close, writeObject, readObject

Server com Table Main

1- start, accept, end

2- instantiate

3- instantiate, start

4- readObject, writeObject, close
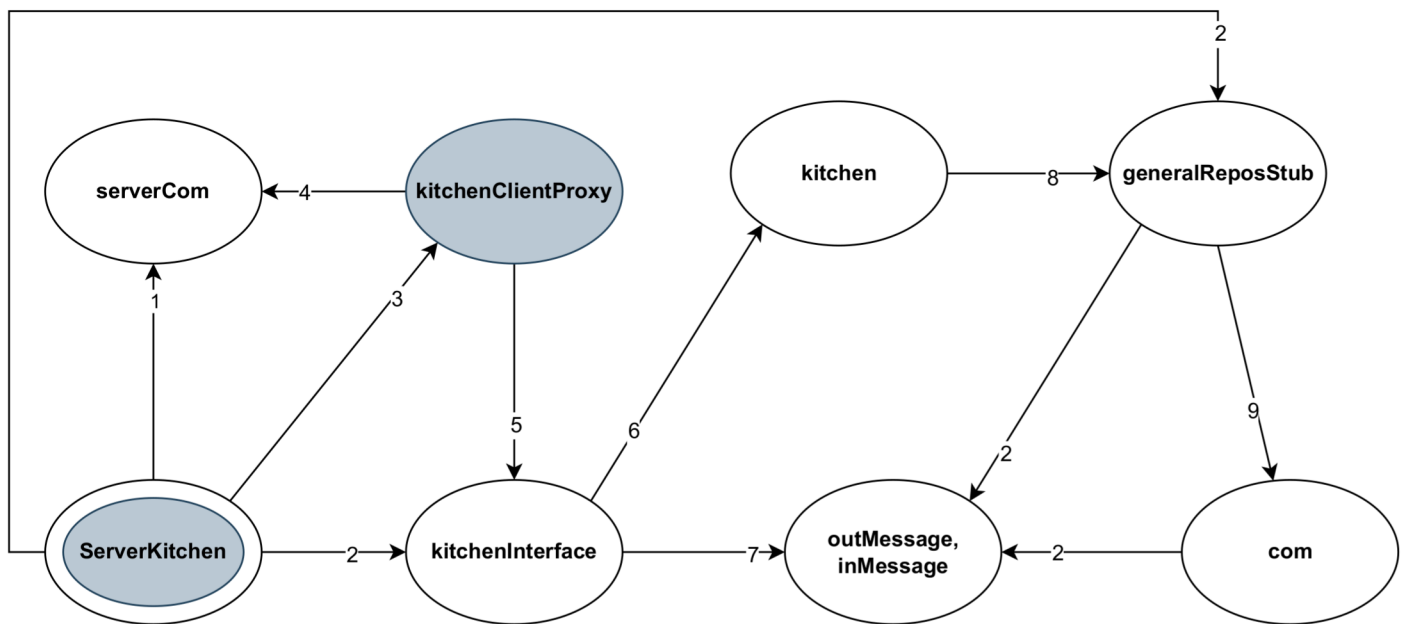
5- processAndReply

6- readMenu, informCompanion, prepareTheOrder, hasEverybodyChosen, addUpOnesChoice, describeTheOrder, joinTheTalk, startEating, endEating, hasEverybodyFinished, waitForEverybodyToFinish, waitForCourseToBeReady, waitForPayment, shouldHaveArrivedEarlier, honourTheBill, saluteTheClient, getThePad, haveAllClientsBeenServed, deliverPortion, presentTheBill, takeASeat, waitForPad, endOperation, shutdown

7- instantiate, getWaiterState, getStudentID, getStudentState, setWaiterState, setStudentID, setStudentState

8- setStudentState, setSeatOrder, setWaiterState, setNumberOfPortions, setNumberOfPortionsAndCourses

10- instantiate, open, close, writeObject, readObject

Server com Kitchen Main

1- start, accept, end

2- instantiate

3- instantiate, start
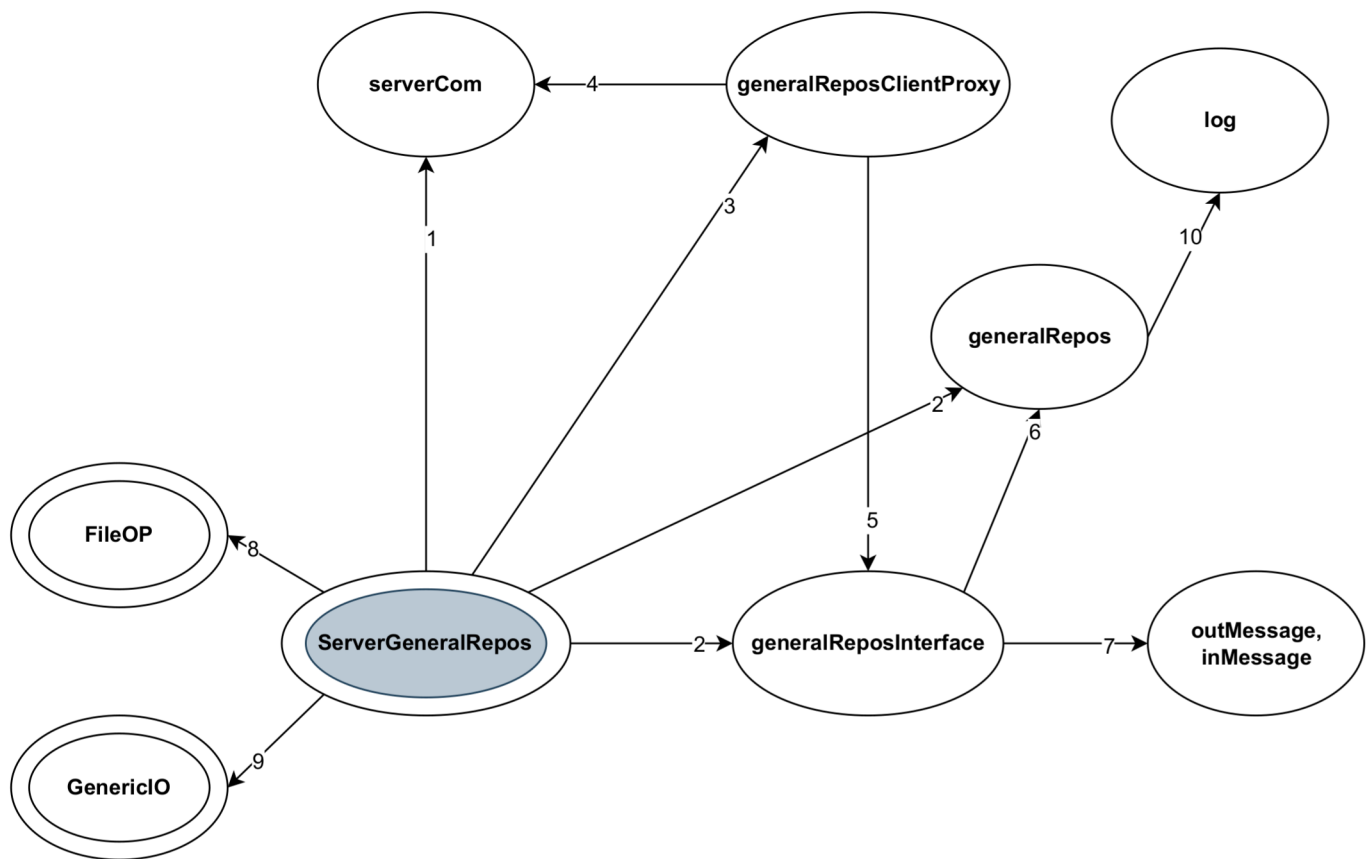
4- readObject, writeObject, close

5- processAndReply

6- watchTheNews, startPreparation, getFirstCourse, continuePreparation, proceedToPresentation, haveAllPortionsBeenDelivered, haveNextPortionReady, setFirstCourse, hasTheOrderBeenCompleted, cleanUp, handNoteToChef, chefWaitForCollection, portionHasBeenCollected, endOperation, shutdown

7- instantiate, getWaiterState, getChefState, setWaiterState, setChefState

8- setChefState, setWaiterState, setNumberOfPortions, setNumberOfCourses, setStatePortionsCourses,setStatePortions

9- instantiate, open, close, writeObject, readObject

Server com General Repository Main

1- start, accept, end

2- instantiate

3- instantiate, start

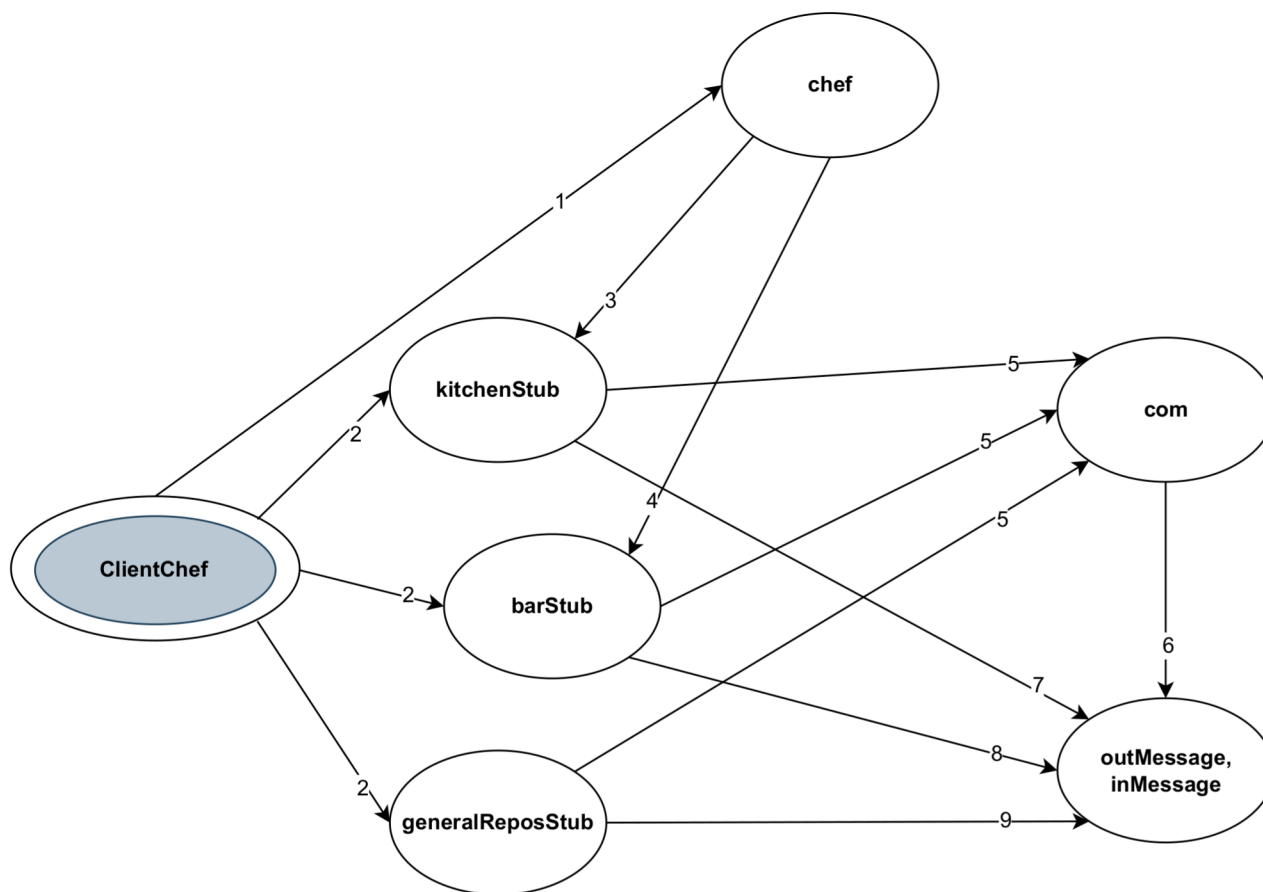4- readObject, writeObject, close

5- processAndReply

6- initSimul, setChefState, setWaiterState, setStudentState, setChefWaiterStudentState, shutdown

7- instantiate, getLogFName, getNIter, getChefState, getWaiterState, getStudentID, getStudentState

8- exists

9- writeInString

10- instantiate, openForWriting, openForAppending, close, writeInString

Client com Chef Main

1- instantiate, start, join

2- instantiate, shutdown

3- watchTheNews, startPreparation, getFirstCourse, startPreparation, setFirstCourse, proceedToPresentation, haveAllPortionsBeenDelivered, haveNextPortionReady, hasTheOrderBeenCompleted, cleanUp
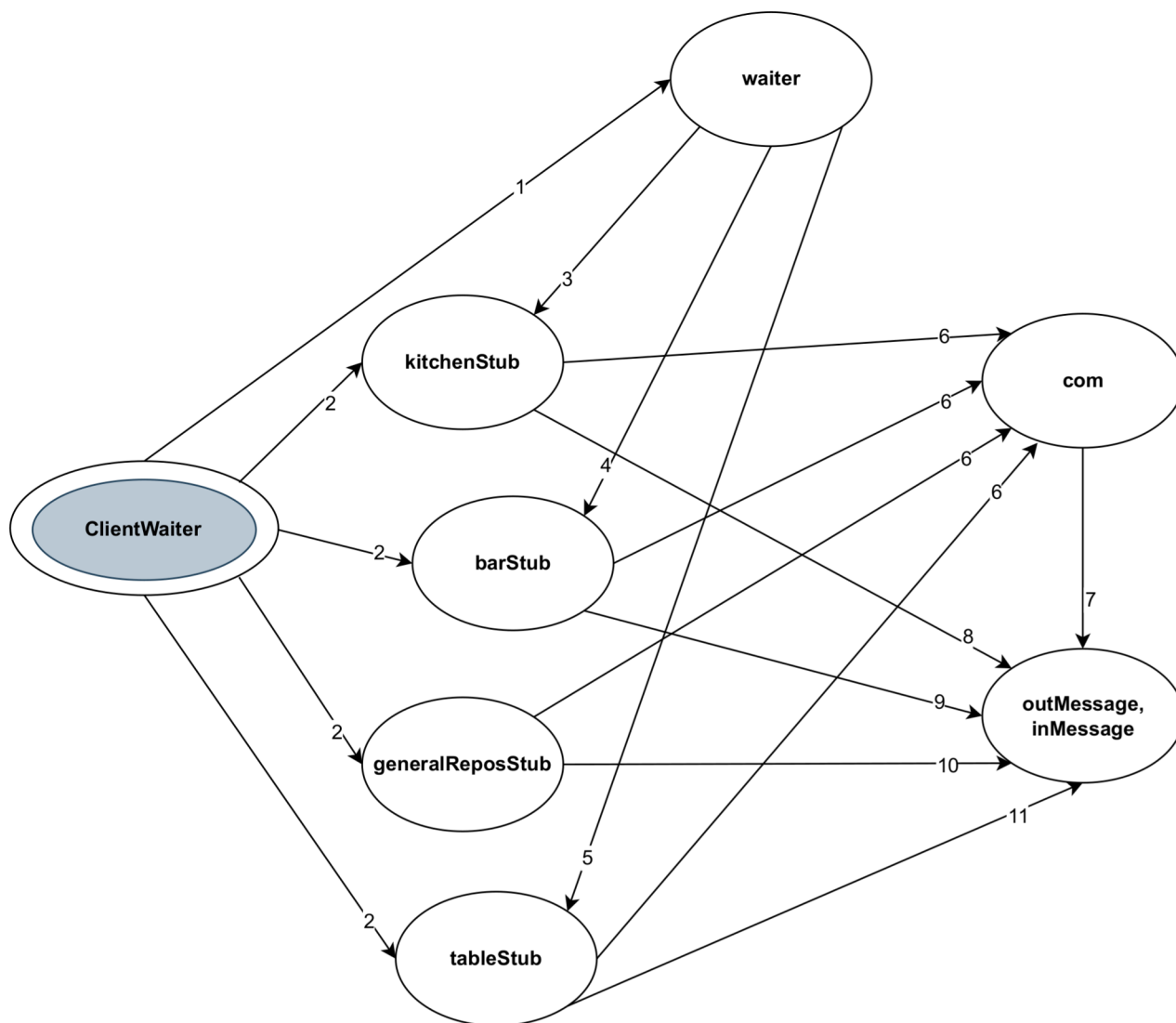
4- alertTheWaiter

5- instantiate, open, close, writeObject, readObject

6- instantiate

7- getChefState, getMsgType, getBoolVal, getWaiterState

8- getMsgType, getChefState, getStudentState, getWaiterState, getRequest, getNumberOfStudentsInRestaurant

9- getMsgType

Client com Waiter Main

1- instantiate, start, join

2- instantiate, shutdown

3- handTheNoteToChef

4- lookAround, returnToBar, collectPortion, prepareTheBill, sayGoodbye

5- saluteTheClient, getThePad, haveAllClientsBeenServed, deliverPortion, presentTheBill

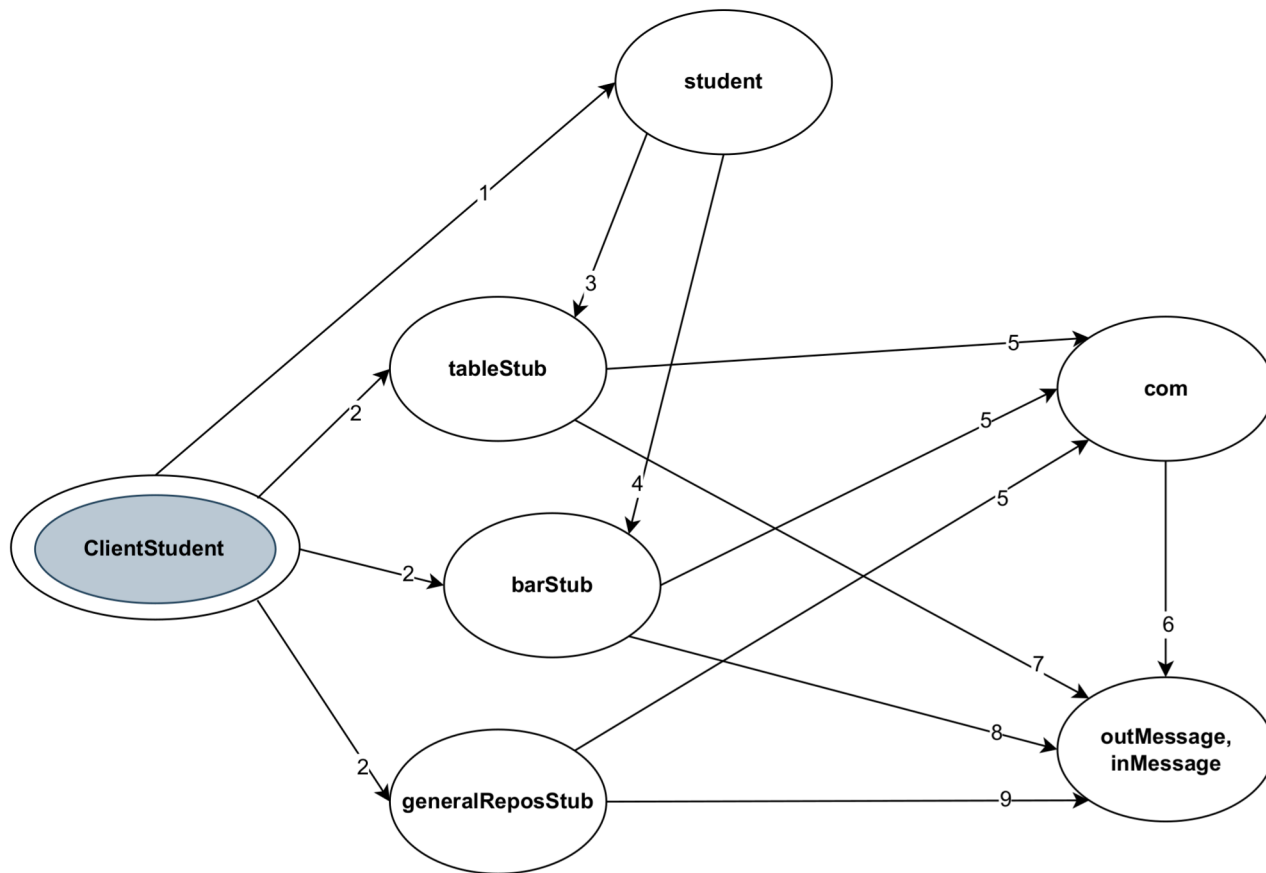6- instantiate, open, close, writeObject, readObject

7- instantiate

8- getChefState, getMsgType, getBoolVal, getWaiterState

9- getMsgType, getChefState, getStudentState, getWaiterState, getRequest, getNumberOfStudentsInRestaurant

10- getMsgType

11- getMsgType, getStudentState, getBoolVal, getWaiterState

1- instantiate, start, join

2- instantiate, shutdown

3- readMenu, informCompanion, prepareTheOrder, hasEverybodyChosen, addUpOnesChoice, describeTheOrder, joinTheTalk, startEating, endEating, hasEverybodyFinished, waitForEverybodyToFinish, waitForCourseToBeReady, waitForPayment, shouldHaveArrivedEarlier, honourTheBill

4- enter, callWaiter, signalTheWaiter, exit

5- instantiate, open, close, writeObject, readObject

6- instantiate

7- getChefState, getMsgType, getBoolVal, getWaiterState

8- getMsgType, getChefState, getStudentState, getWaiterState, getRequest, getNumberOfStudentsInRestaurant

9- getMsgType