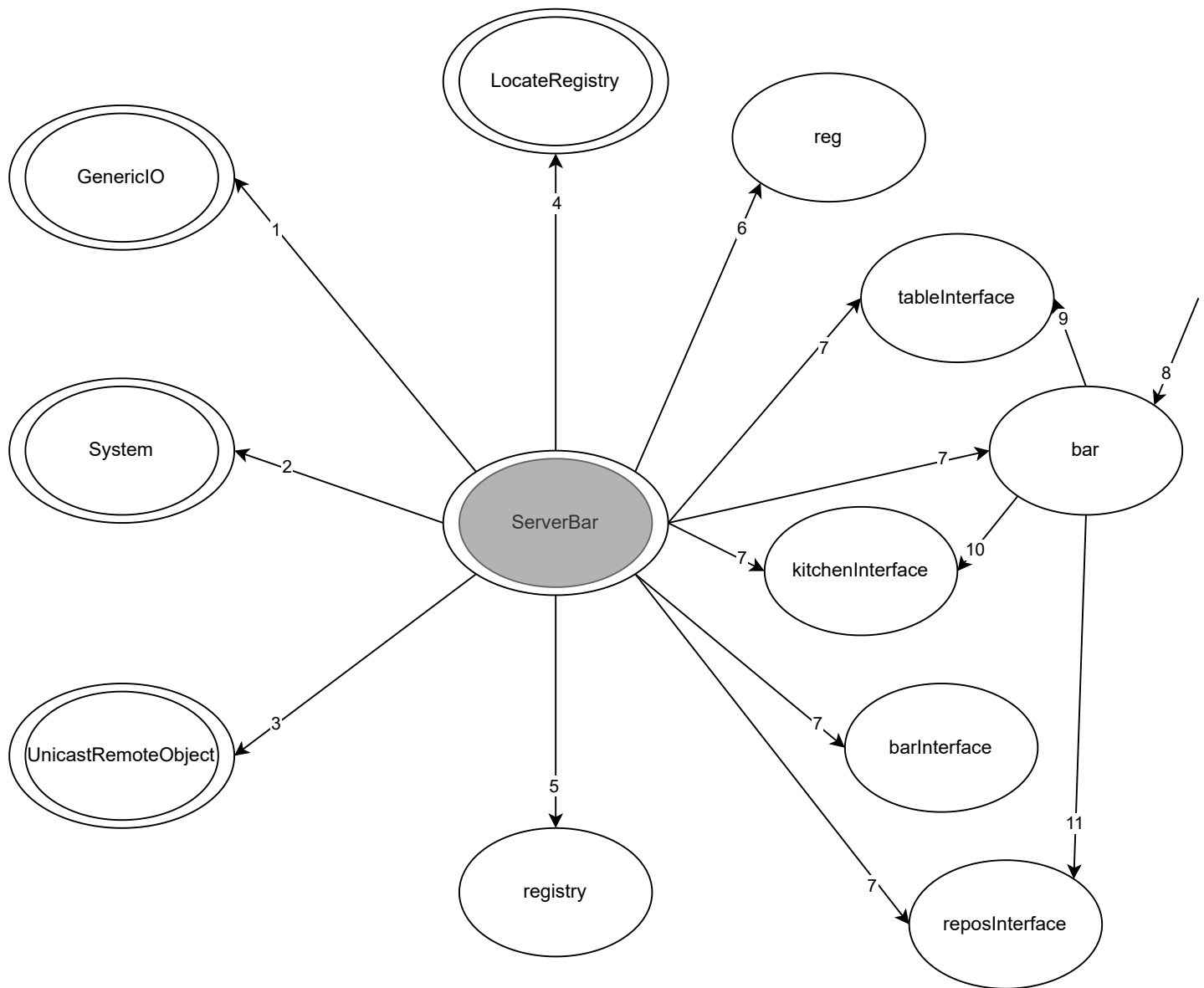


ServerBar



1- `writelnString`

2- `getSecurityManager`, `setSecurityManager`

3- `exportObject`, `unexportObject`

4- `getRegistry`

5- `instantiate`, `lookup`

6- `instantiate`, `bind`, `unbind`

7- `instantiate`

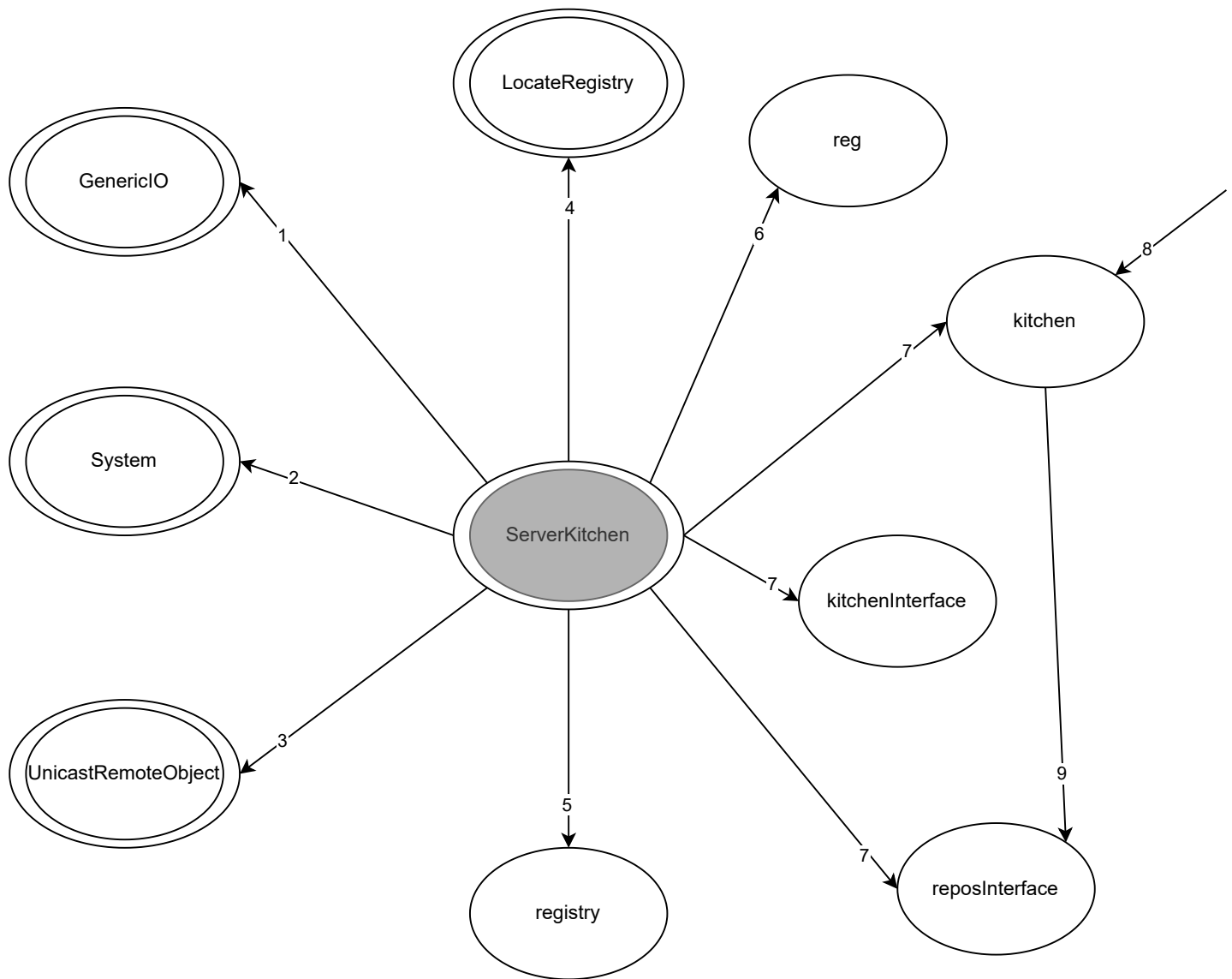
8- `lookAround`, `enter`, `returnToBar`, `callWaiter`, `alertTheWaiter`, `collectPortion`, `signalTheWaiter`, `prepareTheBill`, `exit`, `sayGoodbye`, `shutdown`

9- `takeASeat`, `waitForPad`

10- `chefWaitForCollection`, `portionHasBeenCollected`

11- `setWaiterState`, `setSeatOrder`, `setStudentState`, `setChefState`, `setStudentStateAndLeave`

ServerKitchen



1- writeInString

2- getSecurityManager, setSecurityManager

3- exportObject, unexportObject

4- getRegistry

5- instantiate, lookup

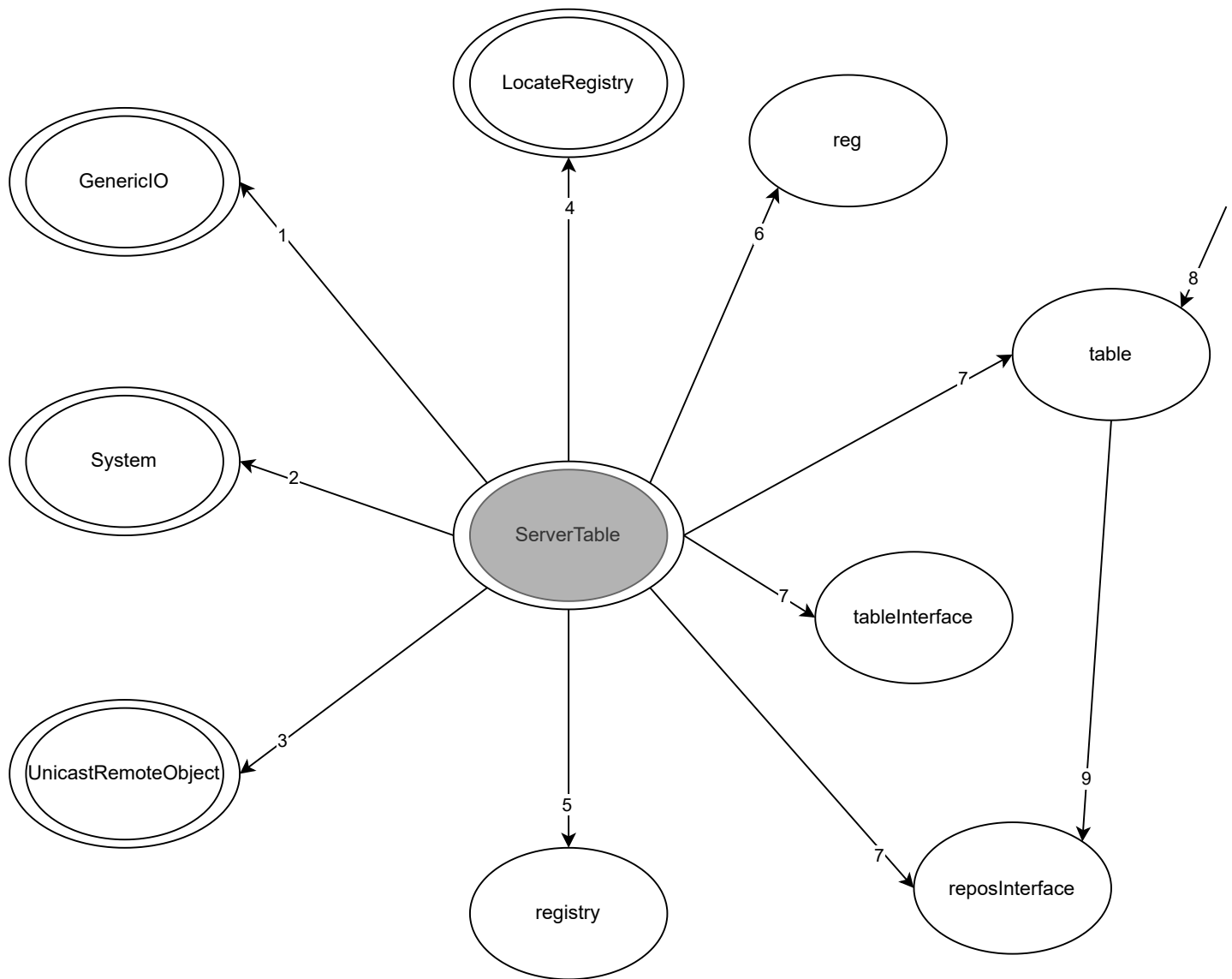
6- instantiate, bind, unbind

7- instantiate

8- setFirstCourse, getFirstCourse, watchTheNews, handTheNoteToChef, chefWaitForCollection, portionHasBeenCollected, startPreparation, proceedToPresentation, haveAllPortionsBeenDelivered, hasTheOrderBeenCompleted, haxeNextPortionReady, continuePreparation, cleanUp, shutdown

9- setWaiterState, setChefState, setStatePortionsCourses, setStatePortions

ServerTable



1- writeInString

2- getSecurityManager, setSecurityManager

3- exportObject, unexportObject

4- getRegistry

5- instantiate, lookup

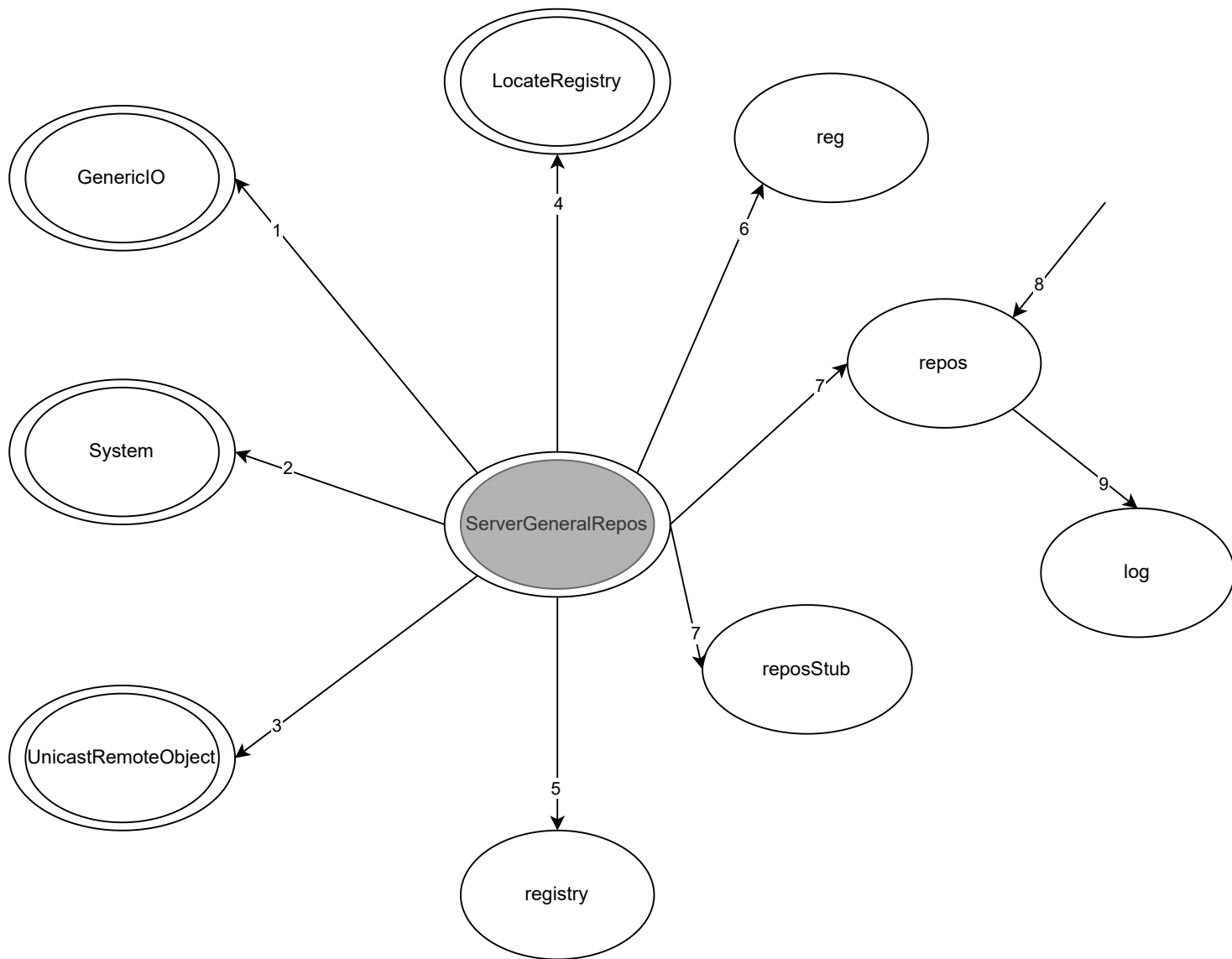
6- instantiate, bind, unbind

7- instantiate

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

9- setWaiterState, setStudentState

ServerGeneralRepos



1- `writeInString`

2- `getSecurityManager`, `setSecurityManager`

3- `exportObject`, `unexportObject`

4- `getRegistry`

5- `instantiate`, `lookup`

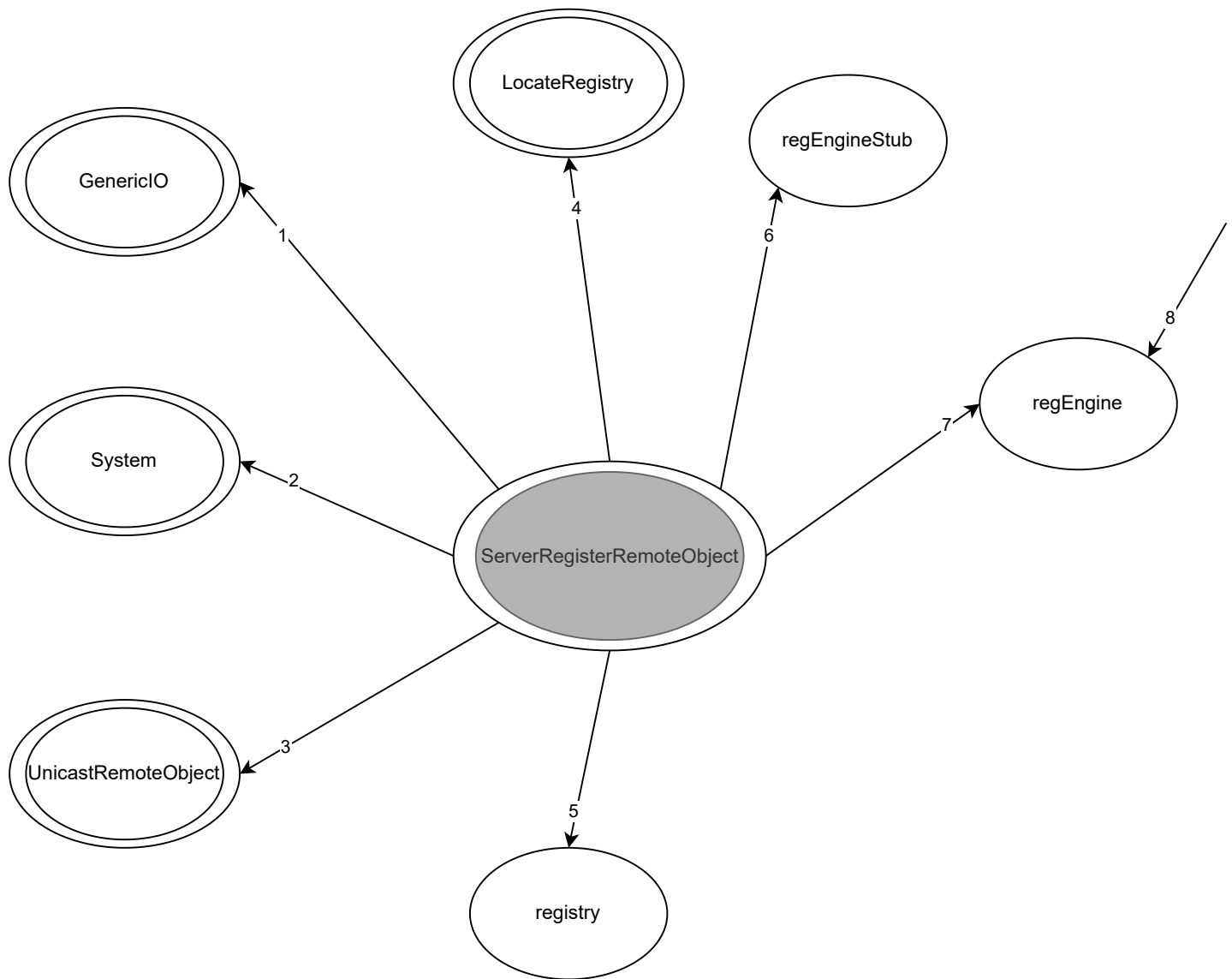
6- `instantiate`, `bind`, `unbind`

7- `instantiate`

8- `setChefState`, `setWaiterState`, `setStudentState`, `setChefWaiterStudentState`, `setNumberOfPortions`, `setNumberOfCourses`, `setNumberOfPortionsAndCourses`, `setStatePortionsCourses`, `setStatePortions`, `setStudentStateAndLeave`, `setSeatOrder`, `printSumUp`, `shutdown`

9- `instantiate`, `openForWriting`, `openForAppending`, `close`, `writeInString`

ServerRegisterRemoteObject



1- writeInString

2- getSecurityManager, setSecurityManager

3- exportObject

4- getRegistry

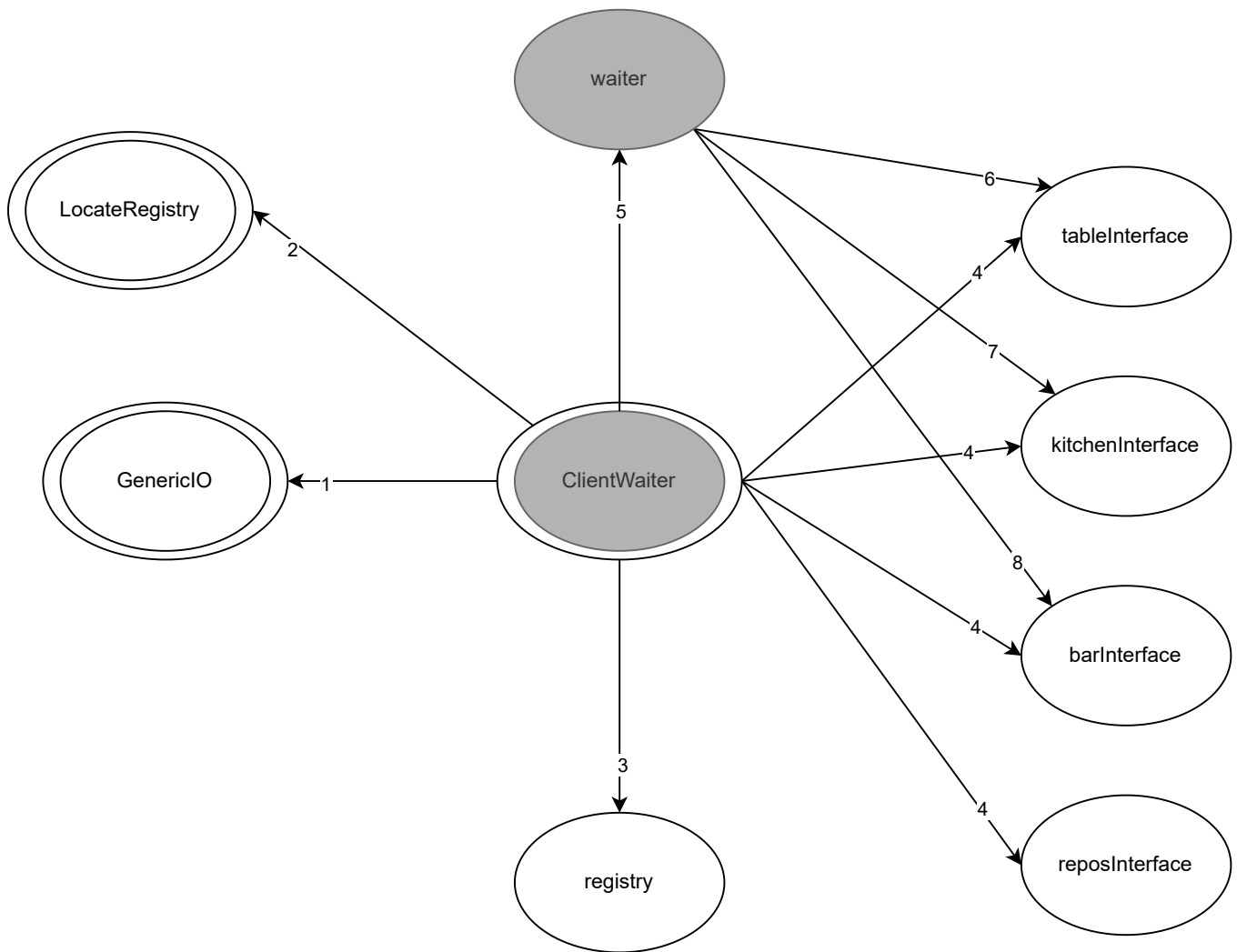
5- instantiate, rebind

6- instantiate

7- instantiate

8- bind, unbind, rebind

ClientWaiter



1- writeInString

2- getSecurityManager, setSecurityManager

3- instantiate, lookup

4- instantiate

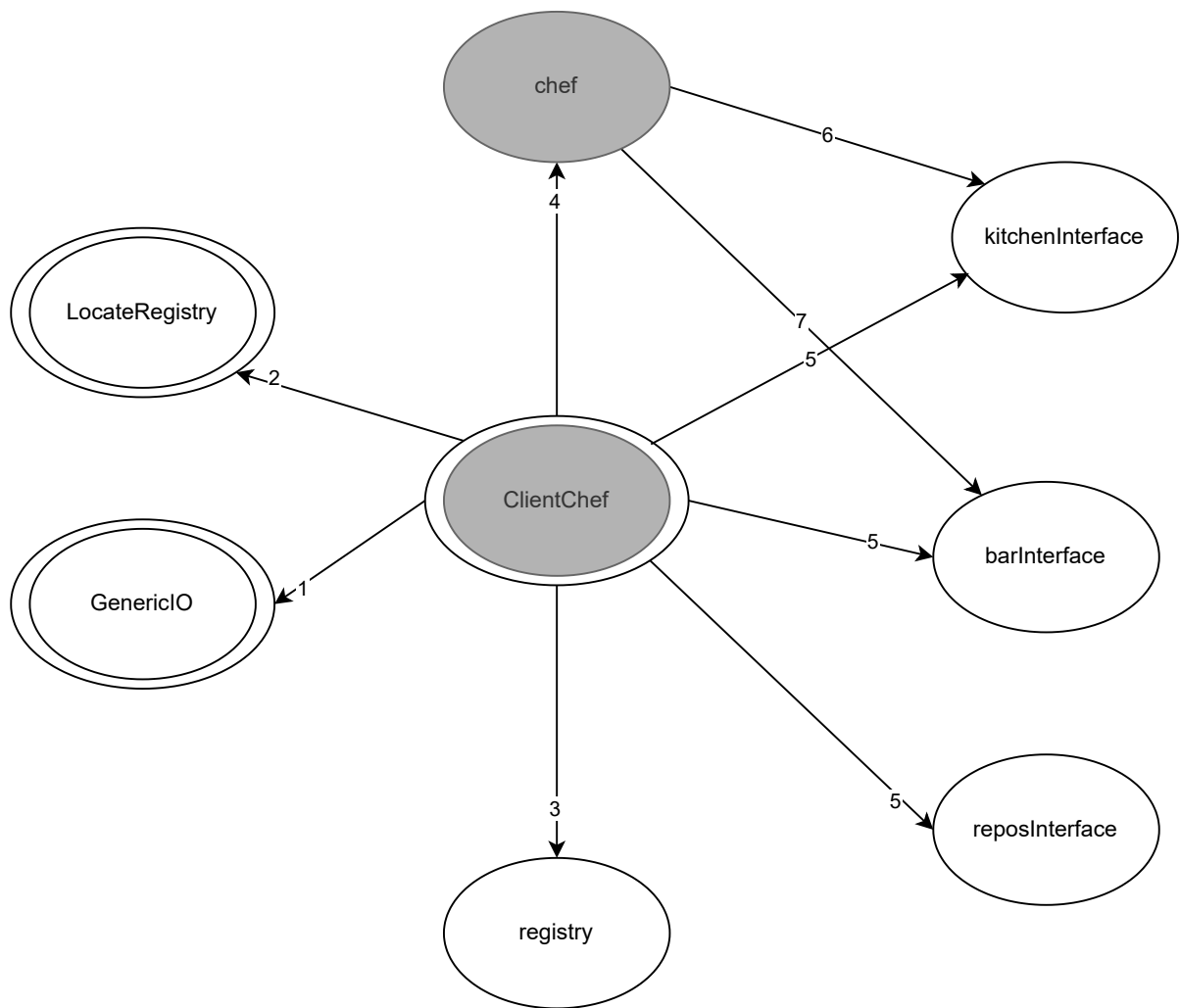
5- instantiate, start, join

6- saluteTheClient, getThePad, haveAllClientsBeenServed, deliverPortion, presentTheBill,

7- handTheNoteToChef

8- lookAround, returnToBar, collectPortion, prepareTheBill, sayGoodbye

ClientChef



1- writeInString

2- getRegistry

3- instantiate, lookup

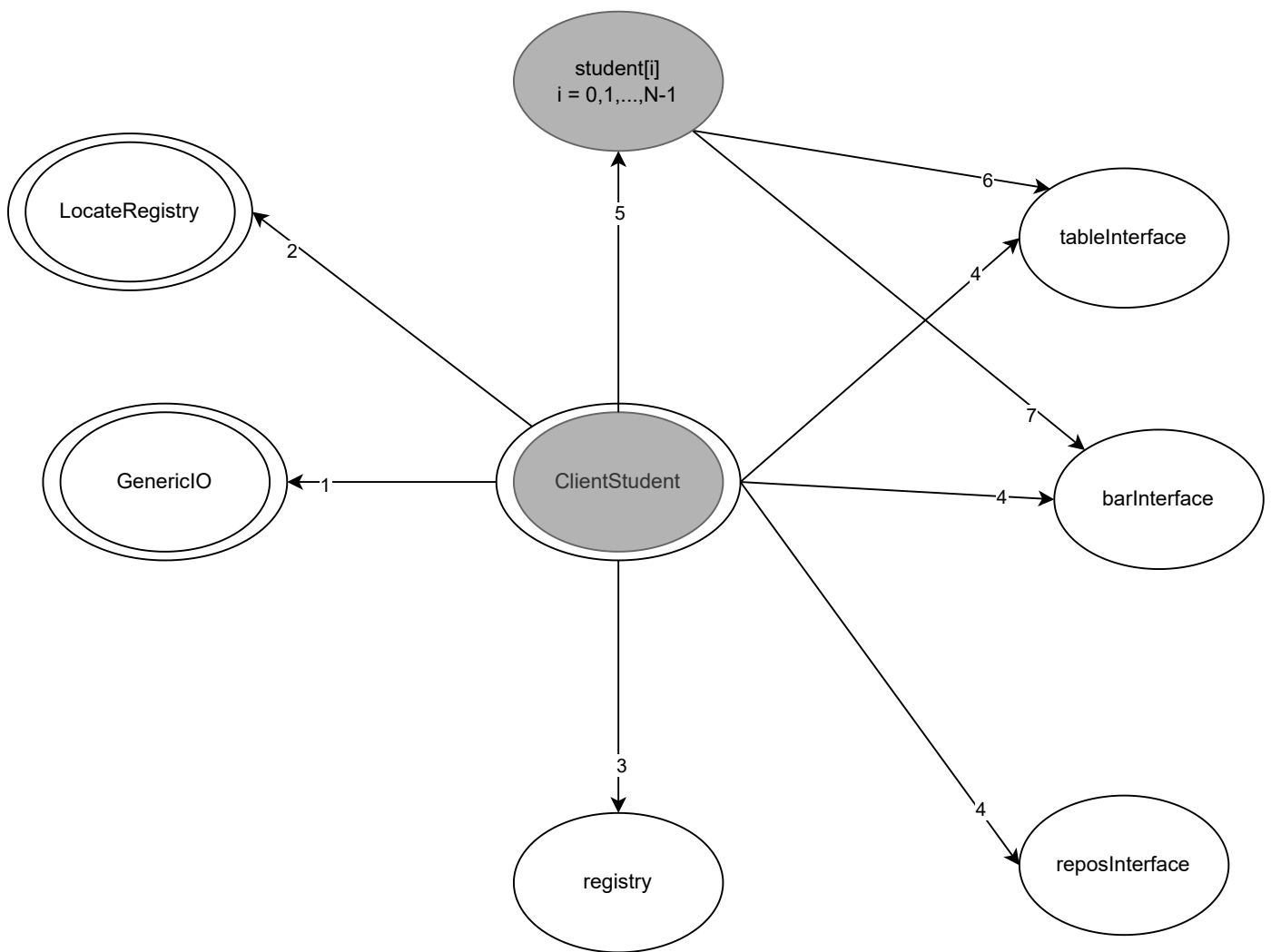
4- instantiate, start, join

5- instantiate, shutdown

6- setFirstCourse, getFirstCourse, watchTheNews, handTheNoteToChef, chefWaitForCollection, portionHasBeenCollected, startPreparation, proceedToPresentation, haveAllPortionsBeenDelivered, hasTheOrderBeenCompleted, haveNextPortionReady, continuePreparation, cleanUp

7- alertTheWaiter

ClientStudent



1- writeInString

2- getSecurityManager, setSecurityManager

3- instantiate, lookup

4- instantiate

5- instantiate, start, join

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

7- enter, callTheWaiter, signalTheWaiter, exit