

1 - coach/contestants/referee .start()

2 - ContestantBench add()

3 - ContestantBench pickyourteam()

4 - ContestantBench setSelectedContestants()

5 - Playground addContestant()

6 - RefereeSite informReferee()

7 - Playground watchTrial()

8.1 - Playground haveAllPulled()

8.2 - Playground resultsAsserted()

9 - ContestantBench CoachReady()

A - printLineUpdate()

B - setTeamPlacement()
printLineUpdate()

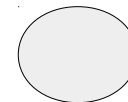
C - printLineUpdate()

D - printLineUpdate()

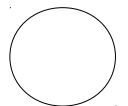
E - setFlagPosition()
setTrialScore()
printGameHeader()
printLineUpdate()
resetTeamPlacement()
setGameScore()
printGameResult()
printMatchWinner()
printMatchDraw()



Tipo de dados não
instanciado -
entidade activa



Tipo tipo de dados
instanciado -
entidade activa
(tem associada um
fio de execução)



Tipo de dados
instanciado -
Entidade passiva