

1 - coach/contestants/referee .start() accordingly to the arguments passed to RopeGameClient

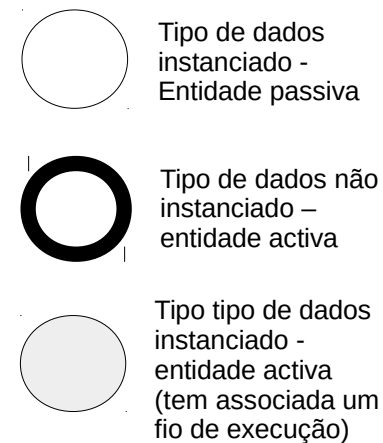
2 – The initiated entity initialized the needed stubs and invokes the methods over them.

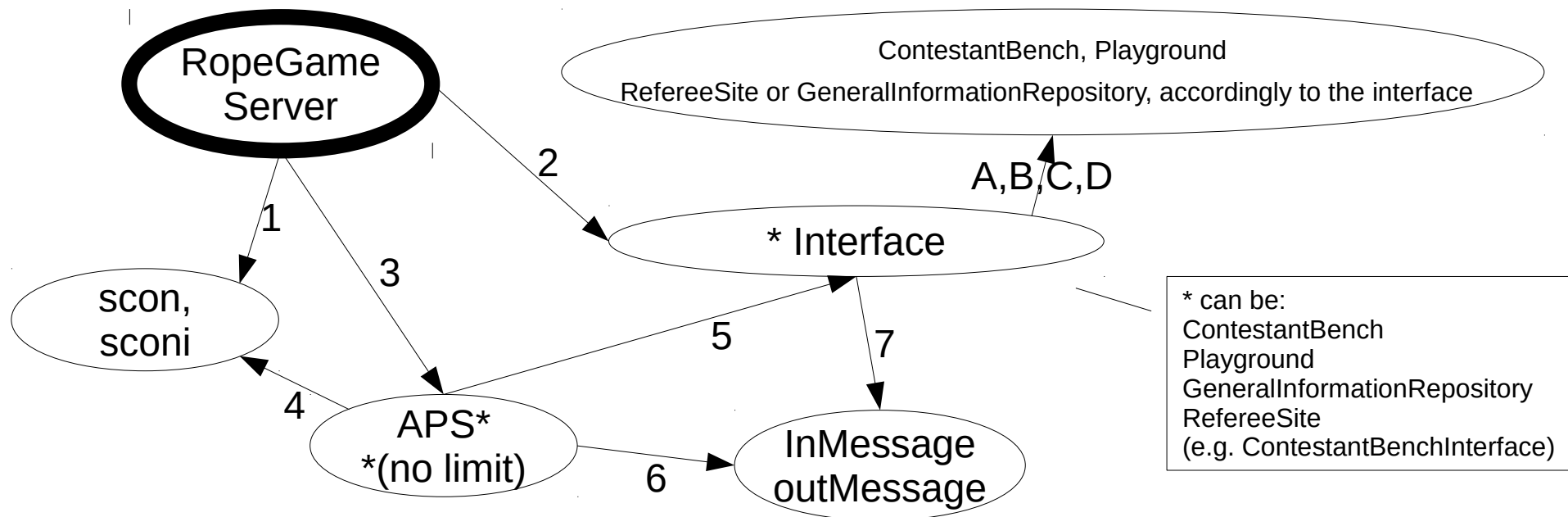
- ContesteantBench : add()
 pickyourteam()
 (...)
- Playground
- GeneralInformationRepository
- RefereeSite

3 – Initialization, open()

4 – getType(), setState(), getStrength(), setStrength(), setTeam(), setFlagPosition(), ...

5 - shutdown()





- 1 – start(), accept()
- 2 – Instance
- 3 – Instance, start()
- 4 – read(), write()
- 5 – processAndrReply(), isGoingToShutdown()
- 6 – getType()
- 7 – readObject()

- A – printLineUpdate()
- B – setTeamPlacement()
- C – printLineUpdate()
- D – printLineUpdate()
- E – setFlagPosition()
- setTrialNumber()
- printGameHeader()
- printLineUpdate()
- resetTeamPlacement()
- setGameScore()
- printGameNumber()
- printMatchWinner()
- printMatchDraw()
- interrupt()
- shutdown()

