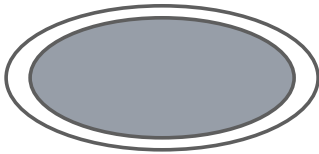
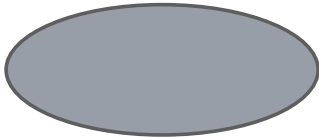


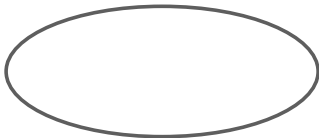
DIAGRAM LABEL



Non-instantiated data type
Active entity

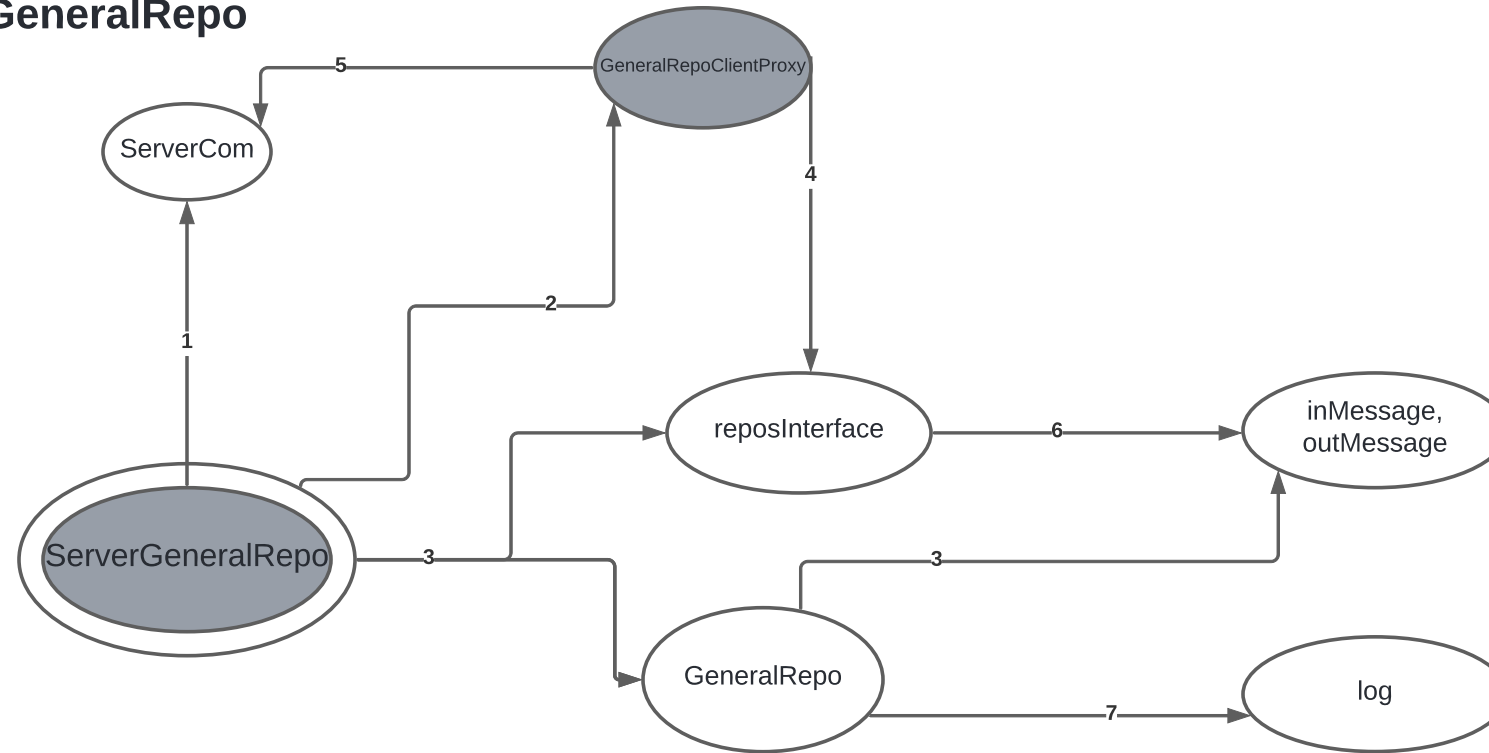


Instantiated data type
Active entity



Instantiated data type
Passive entity

GeneralRepo



1- instanciate, start, setTimeout, accept, end

2- instanciate , start

3- instanciate

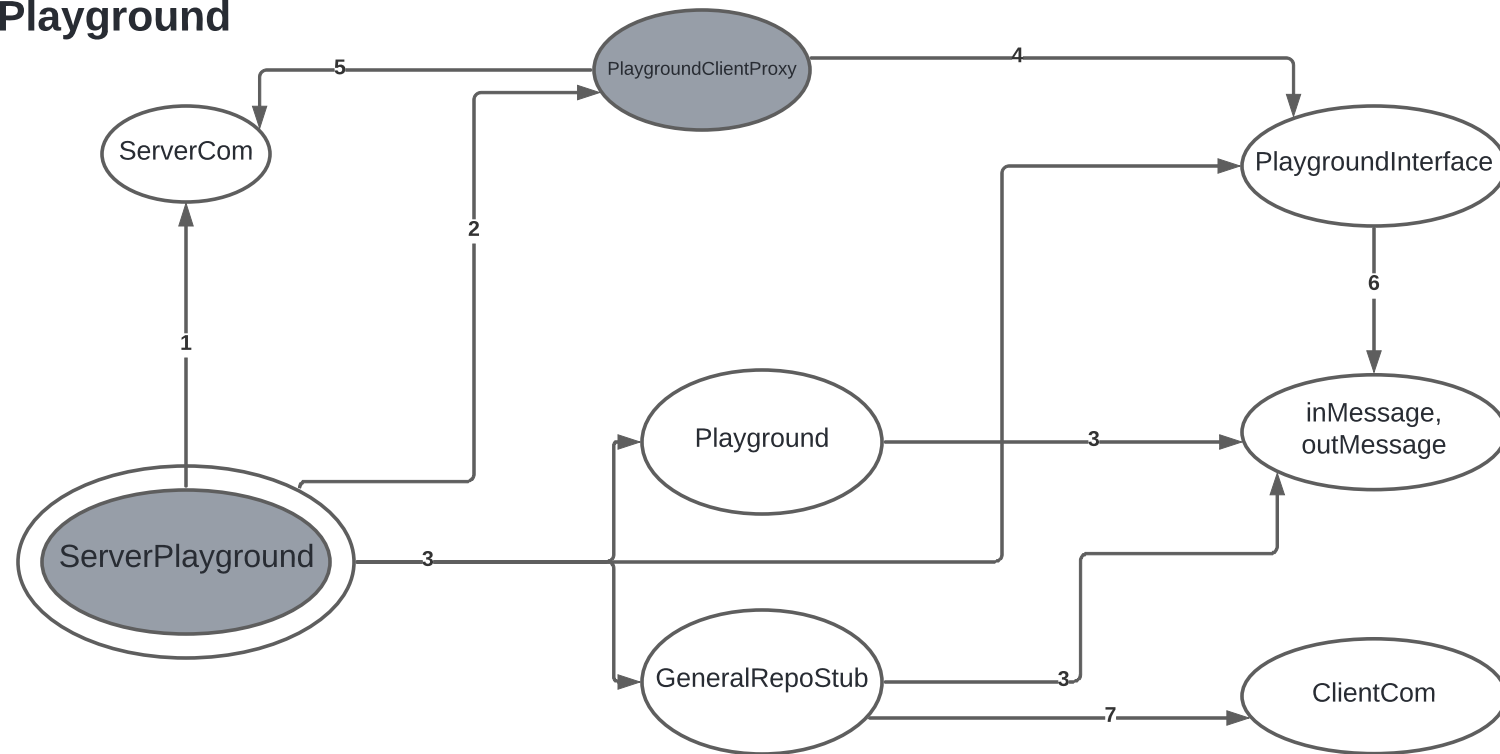
4- processAndReply,

5- readObject, writeObject, close

6- getMsgType, getRefereeState, getContestantID, getContestantState, getCoachState, getCoachId,number_games, getScoreTeam1, getScoreTeam2,number_trials, position_rope

7- instanciate, openForWriting, close, openForAppending, writeInString

Playground



1- instanciate, start, setTimeout, accept, end

2- instantiate , start

3- instanciate

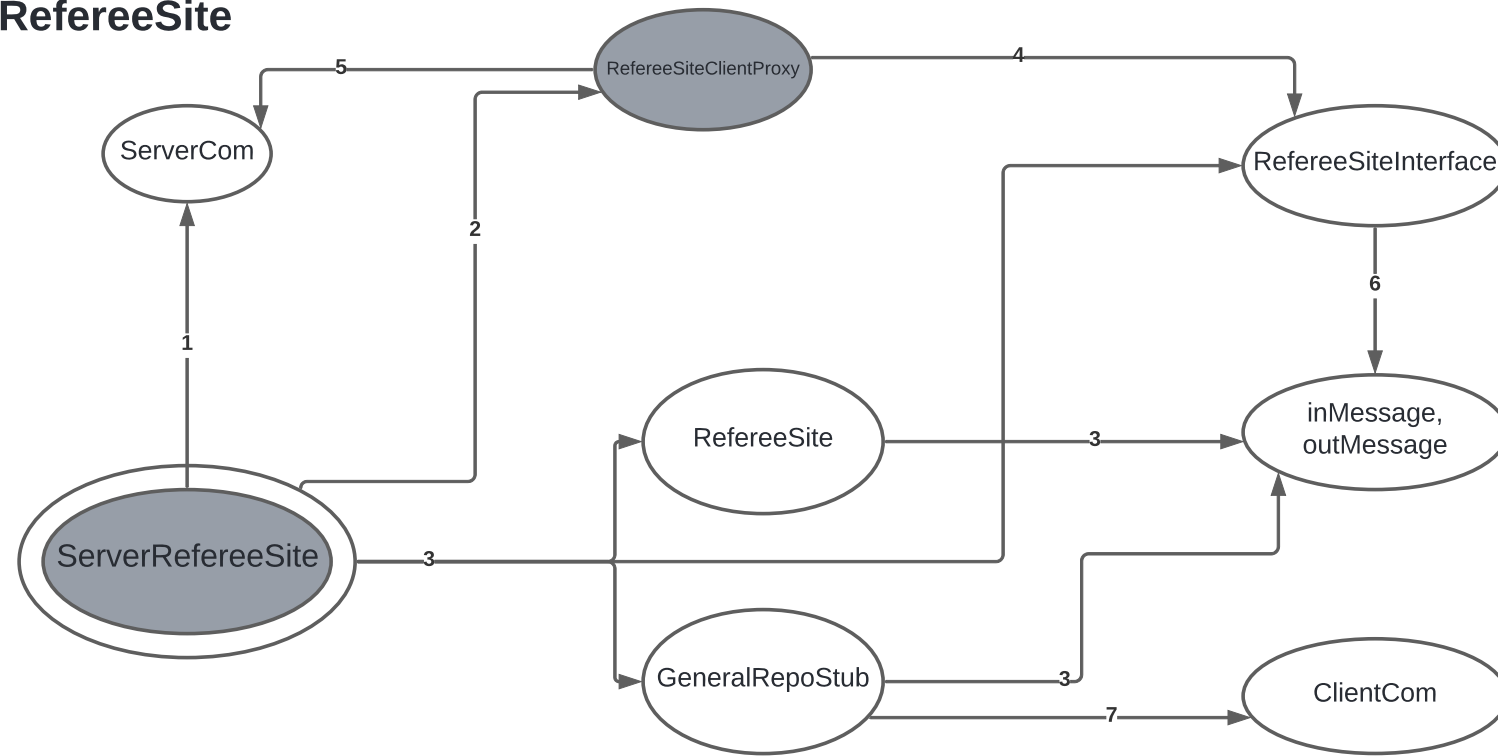
4- processAndReply,

5- readObject, writeObject, close

6- getMsgType, getRefereeState, getContestantID, getContestantState, getCoachState, getCoachId, getContestantStrength

7- instanciate, open, close, readObject, writeObject

RefereeSite



1- instanciate, start, setTimeout, accept, end

2- instanciate , start

3- instanciate

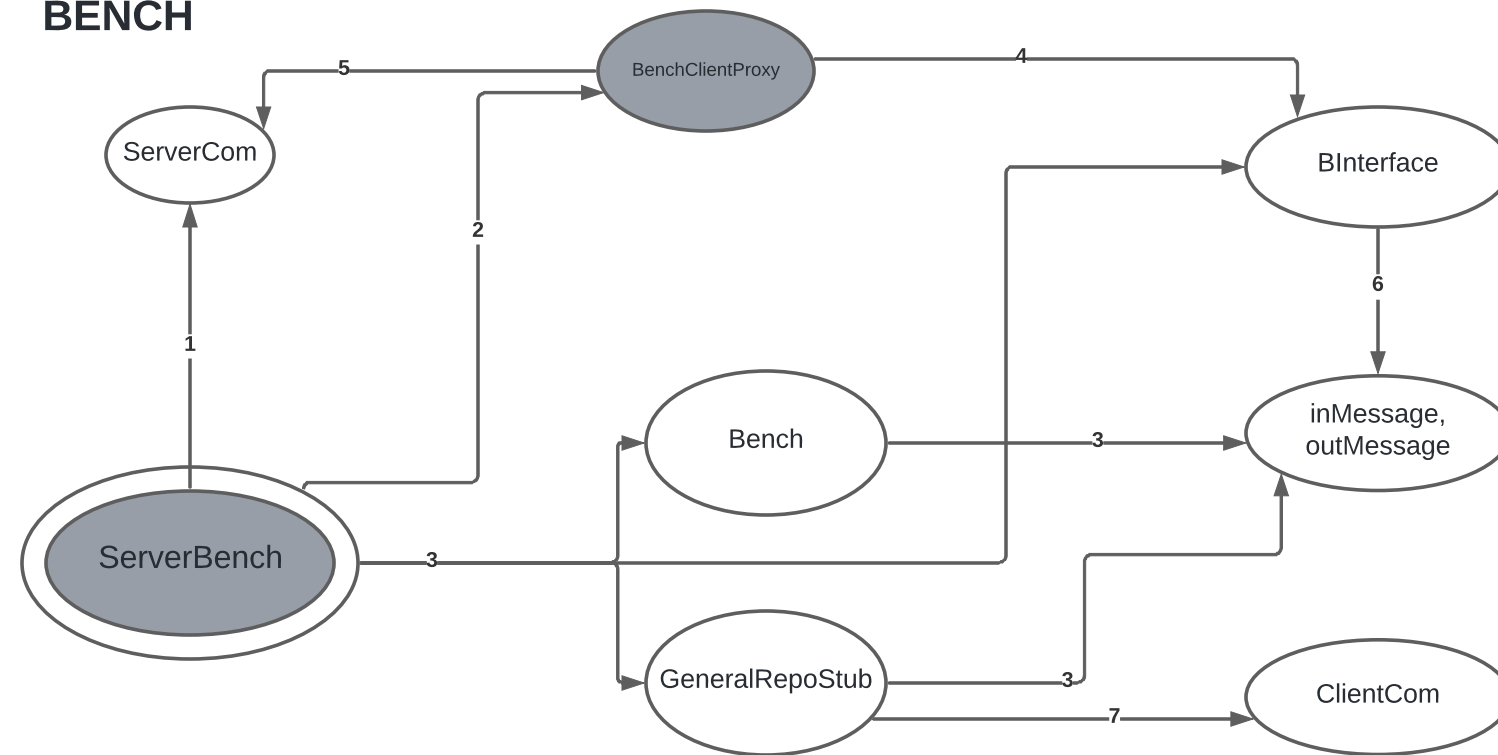
4- processAndReply,

5- readObject, writeObject, close

6-getMsgType, getRefereeState, getContestantID, getContestantState, getCoachState, getCoachId, getContestantStrength

7- instanciate, open, close, readObject, writeObject

BENCH



1- instanciate, start, setTimeout, accept, end

2- instanciate , start

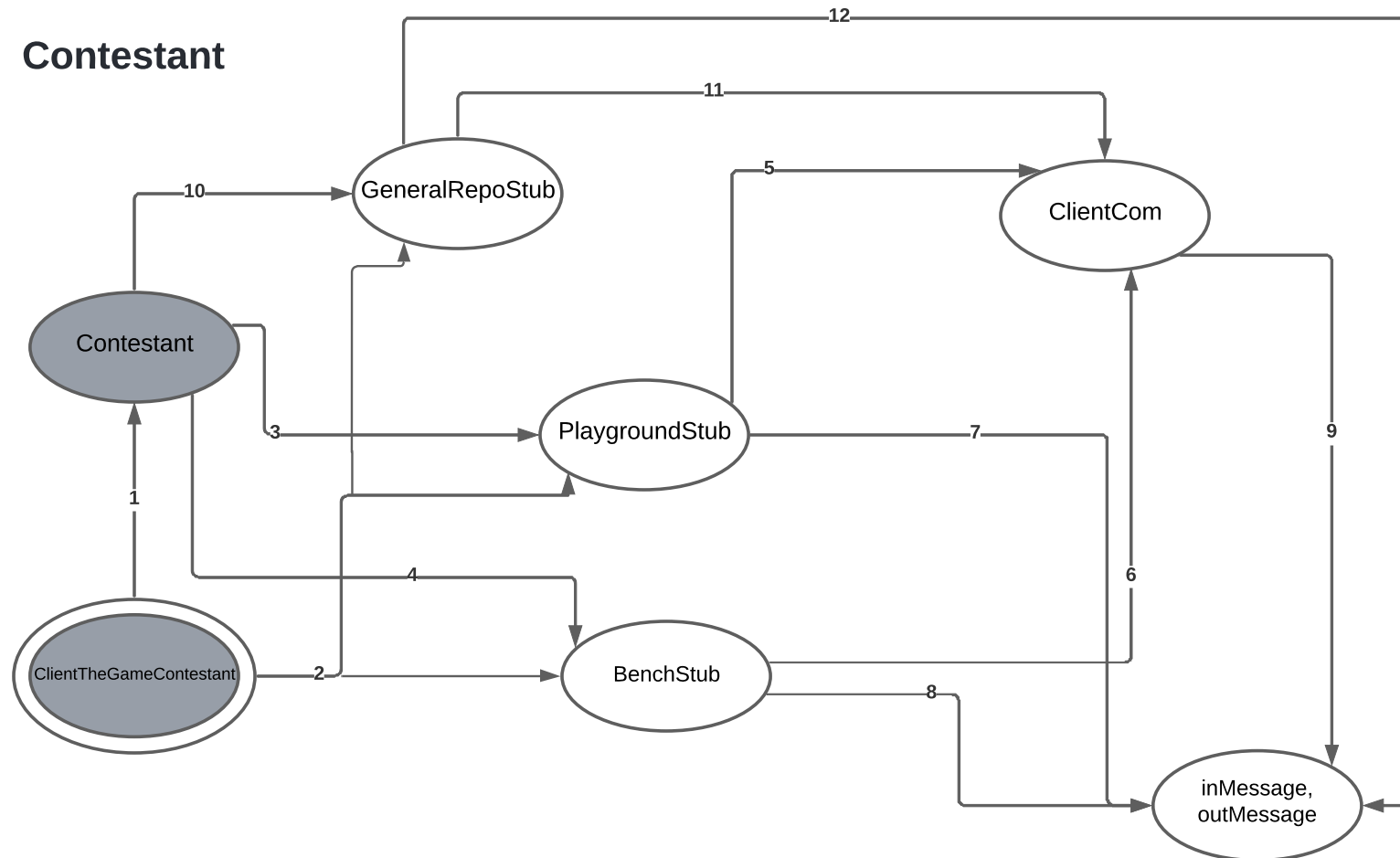
3- instanciate

4- processAndReply,

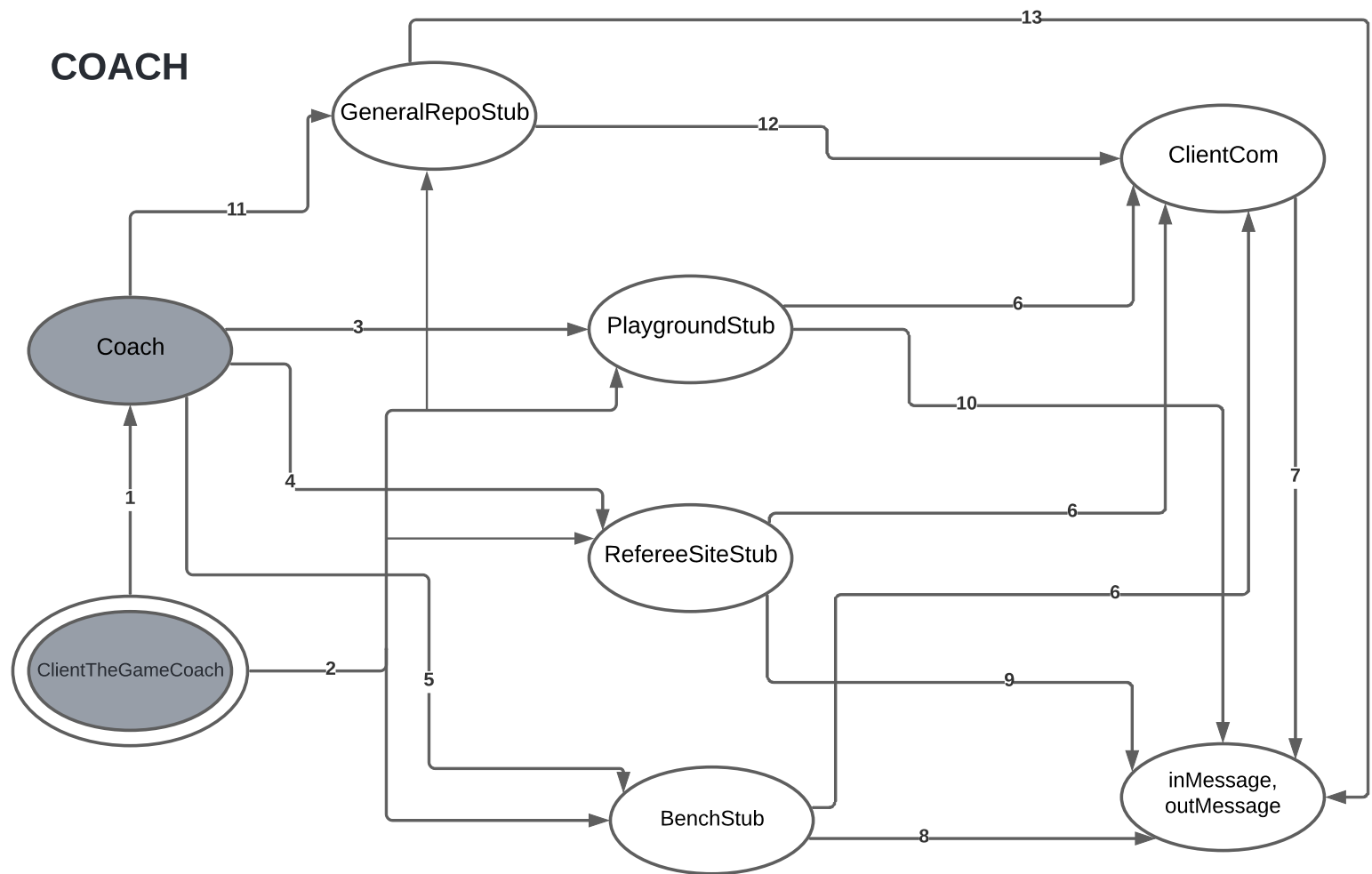
5- readObject, writeObject, close

6- getMsgType, getRefereeState, getContestantID, getContestantState, getCoachState, getCoachId, getContestantStrength

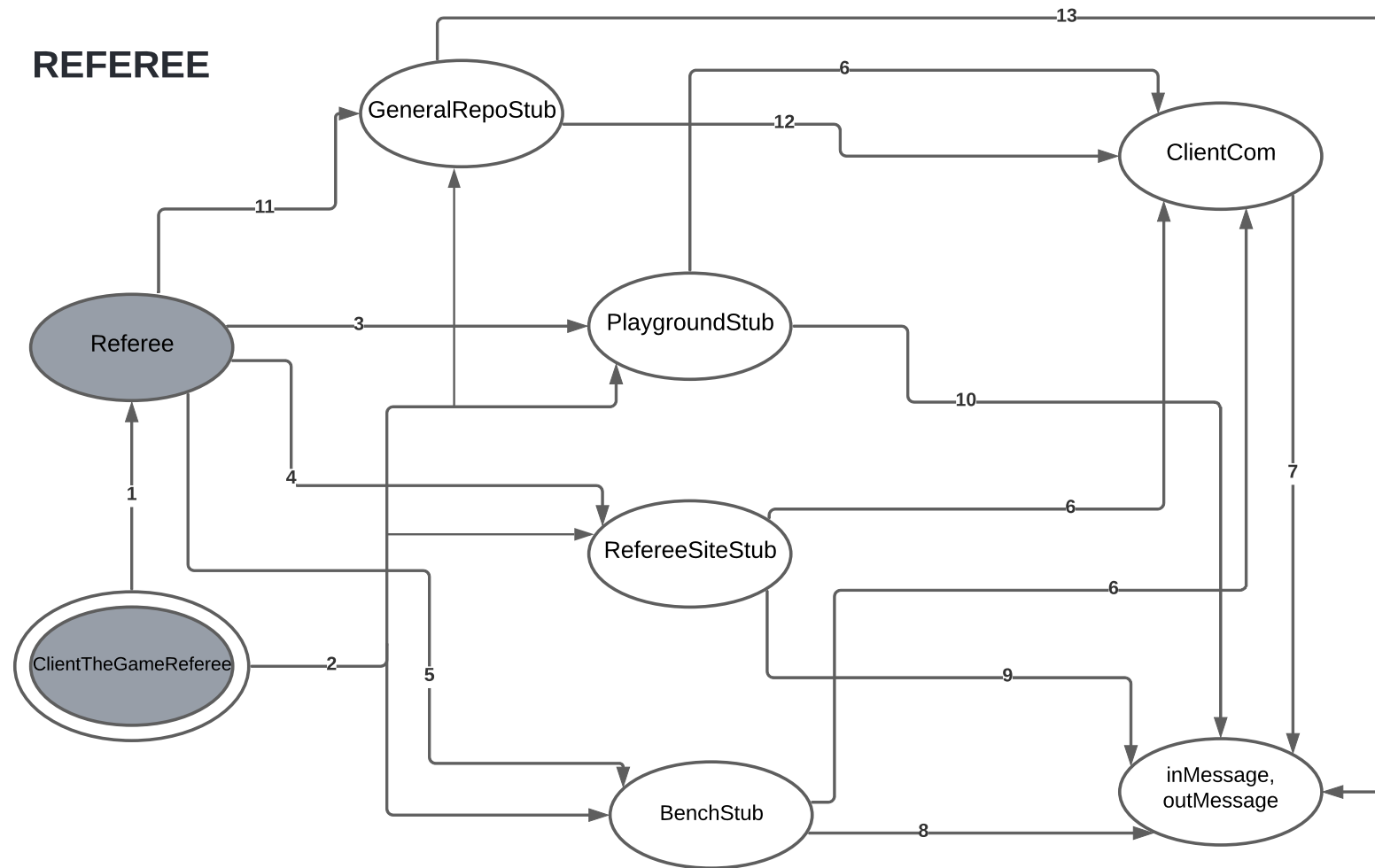
7- instanciate, open, close, readObject, writeObject



- 1- instanciate, start, join
- 2- instantiate , shutdown
- 3- getReady, amDone,
- 4- followCoachAdvice, seatDown
- 5- instantiate, open, close, readObject, writeObject
- 6- instantiate, open, close, readObject, writeObject
- 7- getMsgType, toString, getContestantId, getContestantState, getContestantStrength
- 8- getMsgType, toString, getContestantId, getContestantState, getContestantStrength
- 9- instantiate
- 10- setContestantStateAndStrength
- 11- instantiate, open, close, readObject, writeObject
- 12- getMsgType, toString



- 1- instantiate, start, join
- 2- instantiate , shutdown
- 3- reviewNotes, informReferee
- 4- getEndOfMatch
- 5- callContestants
- 6- instantiate, open, close, readObject, writeObject
- 7- instantiate
- 8- getMsgType, toString, getCoachId, getCoachState
- 9- getMSgType, toString, getCoachId, getCoachState
- 10- getMSgType, readObject, writeObject,getCoachState,getCoachID
- 11- setCoachState
- 12- instantiate, open, close, readObject, writeObject
- 13- getMsgType, toString



- 1- instantiate, start, join
- 2- instantiate , shutdown
- 3- startTrial, assertTrialDecision,
- 4- announceNewGame, declareGameWinner, declareMatchWinner, getEndOfMatch
- 5- callTrial, endGame
- 6- instantiate, open, close, readObject, writeObject
- 7- instantiate
- 8- getMsgType, toString, getRefereeState
- 9- getMSgType, toString, getRefereeState
- 10- getMSgType, readObject, writeObject, getRefereeState,
- 11- setRefereeState
- 12- instantiate, open, close, readObject, writeObject
- 13- 13- getMsgType, toString