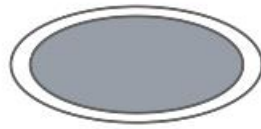


DIAGRAM LABEL



Non-instantiated data type
Active entity

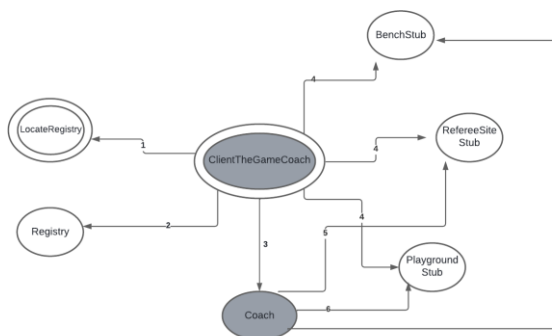


Instantiated data type
Active entity



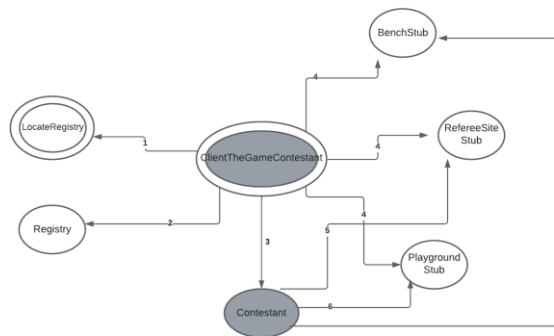
Instantiated data type
Passive entity

ClientTheGameCoach



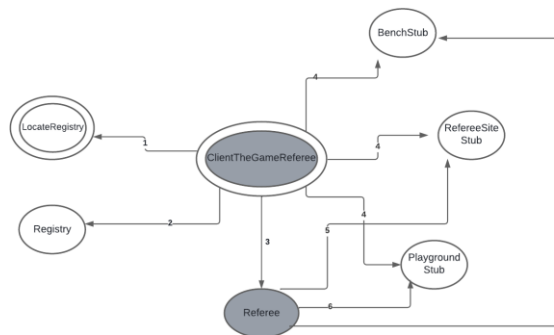
- 1- getRegistry
- 2- instantiate, lookup()
- 3- instantiate, start(), join()
- 4- instantiate, shutdown()
- 5- getEndOfMatch()
- 6- InformReferee(), reviewNotes()
- 7- callContestants()

ClientTheGameContestant



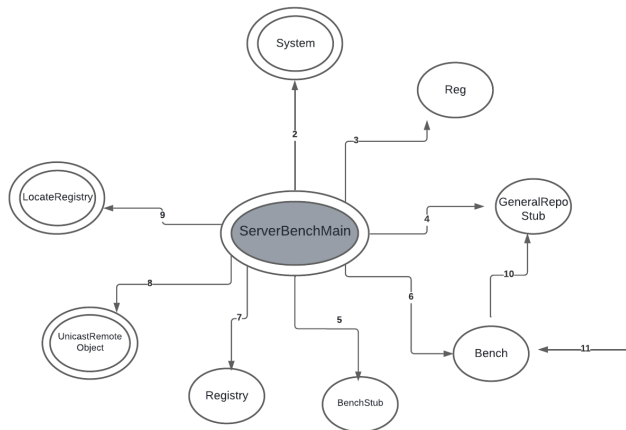
- 1- getRegistry
- 2- instantiate, lookup()
- 3- instantiate, start(), join()
- 4- instantiate, shutdown()
- 5- getEndOfMatch()
- 6- getReady(), amDone()
- 7- seatDown(), followCoachAdvice()

ClientTheGameReferee



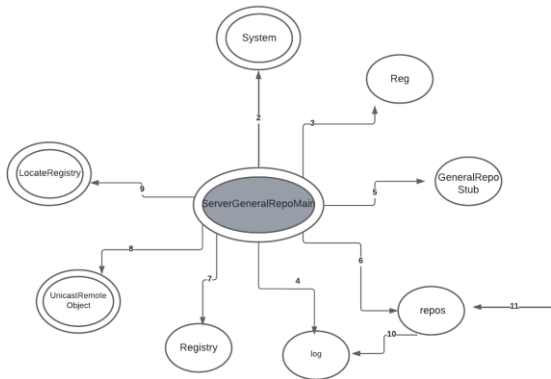
- 1- getRegistry
- 2- instantiate, lookup()
- 3- instantiate, start(), join()
- 4- instantiate, shutdown()
- 5- announceNewGame(), declareGameWinner(), getEndOfMatch(), declareMatchWinner()
- 6- startTrial(), assertTrialDecision(), gameDone()
- 7- callTrial(), endGame()

Server Bench



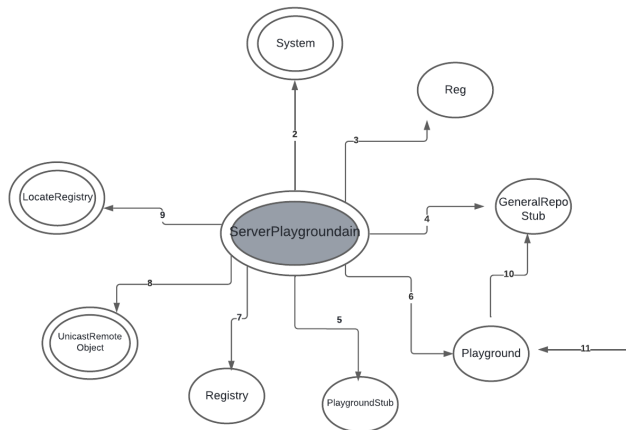
- 1- writeInString()
- 2- exit, getSecurityManager(), setSecurityManager()
- 3- instantiate, bind(), unbind()
- 4- instantiate
- 5- instantiate
- 6- instantiate
- 7- lookup()
- 8- exportObject, unExportObject
- 9- getRegistry()
- 10- setContestantStateAndStrength(), setCoachState(), setRefereeState()
- 11- callTrial(), selectContestantForTrial(), callContestants(), followCoachAdvice(), seatDown(), endGame()

Server GeneralRepo



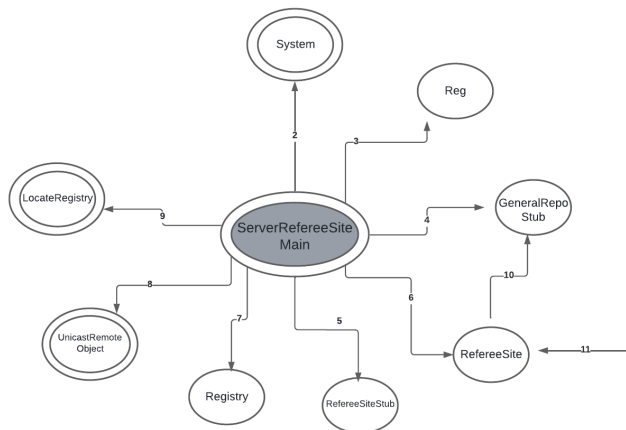
- 1- writeInString()
- 2- exit, getSecurityManager(), setSecurityManager()
- 3- instantiate, bind(), unbind()
- 4- instantiate
- 5- instantiate
- 6- instantiate
- 7- lookup()
- 8- exportObject(), unExportObject()
- 9- getRegistry()
- 10- instantiate, openForWriting(), writeLnString(), openForAppending(), close()
- 11- setRefereeState(), setOutcomeDetails(), setRefereeStateAndNumberGames(), setRefereeStateAndMatchWinner(), setPositionRope(), set_nr_trials(), setCoachState(), setContestantStateAndStrength(), shutdown()

Server Playground



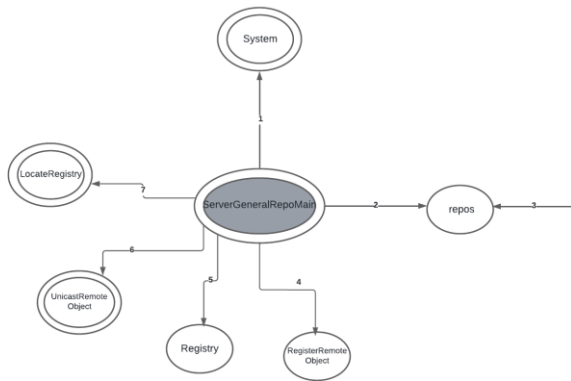
- 1- writeInString()
- 2- exit, getSecurityManager(), setSecurityManager()
- 3- instantiate, bind(), unbind()
- 4- instantiate
- 5- instantiate
- 6- instantiate
- 7- lookup()
- 8- exportObject, unExportObject
- 9- getRegistry()
- 10- setContestantStateAndStrength(), setCoachState(), setRefereeState(), setPositionRope(), set_nr_trials(), setOutcomeDetails()
- 11- getReady(), informReferee(), startTrial(), amDone(), assertTrialDecision(), reviewNotes(), game_done(), shutdown()

Server RefereeSite



- 1- writeInString()
- 2- exit, getSecurityManager(), setSecurityManager()
- 3- instantiate, bind(), unbind()
- 4- instantiate
- 5- instantiate
- 6- instantiate
- 7- lookup()
- 8- exportObject, unExportObject
- 9- getRegistry()
- 10- setRefereeStateAndMatchWinner(), setRefereeStateAndNumberGames(),
- 11- AnnounceNewGame(), declareGameWinner(), decalreMatchWinner(),

Server RegisterRemoteObject



- 1- exit(), getSecurityManager(), setSecurityManager()
- 2- instantiate
- 3- bind(), unbind(), rebind()
- 4- instantiate
- 5- instantiate
- 6- exportObject()
- 7- getRegistry()