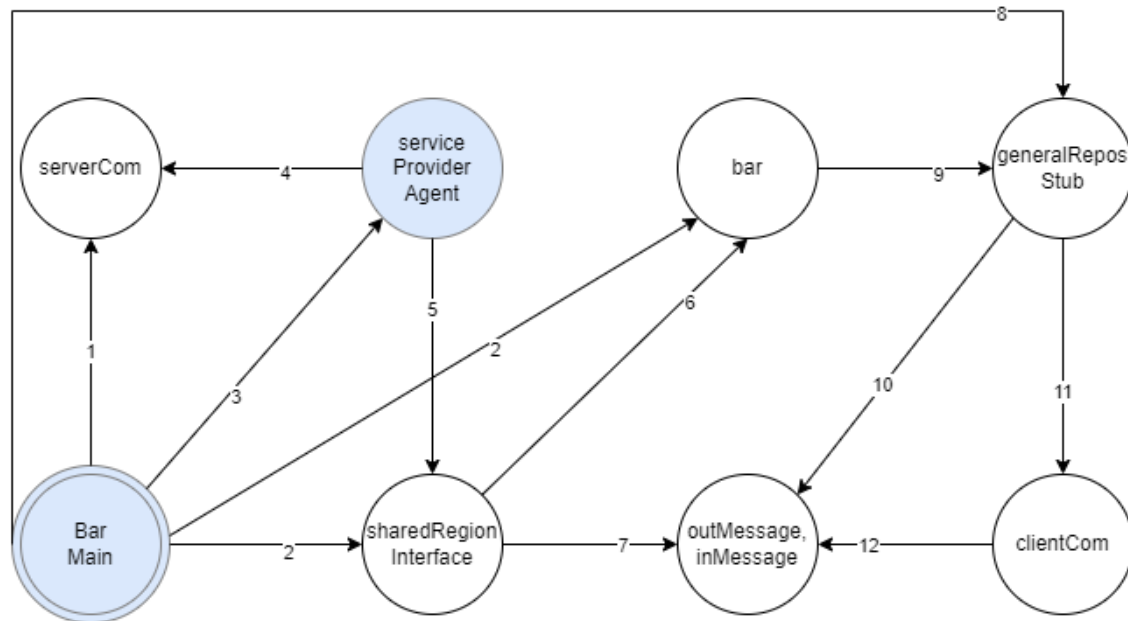# ServerCom Bar Main

1 - instantiate, start, end, accept, setSoTimeout
2 - instantiate
3 - instantiate, start
4 - readObject, writeObject, close
5 - processAndReply
6 - saluteTheClient, alertTheWaiter,
returningToTheBar, prepareTheBill, lookAround,
sayGoodbye, signalTheWaiter, callTheWaiter, enter,
FirstStudent, exit, shouldHaveArrivedEarlier,
readTheMenu

7- instantiate, getStateFields, setStateFields,
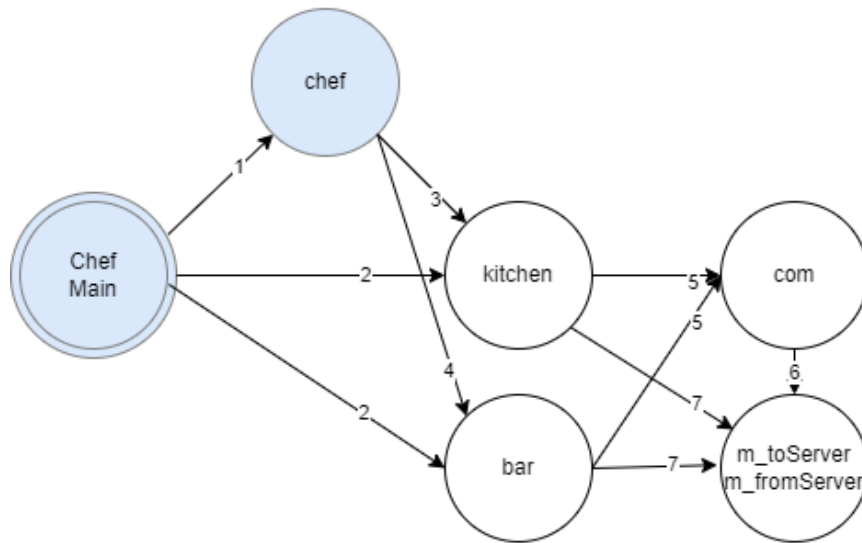setSizeStateFields, setReturnValue
8 - instantiate
9 - setWaiterState, setChefState, set StudentState
10 - instantiate
11 - instantiate, open, close, writeObject, readObject
12 - instantiate

ClientCom Chef Main

1 - instantiate, start, join
2 - instantiate
3 - watchTheNews, startPreparation,
continuePreparation, proceedToPresentation,
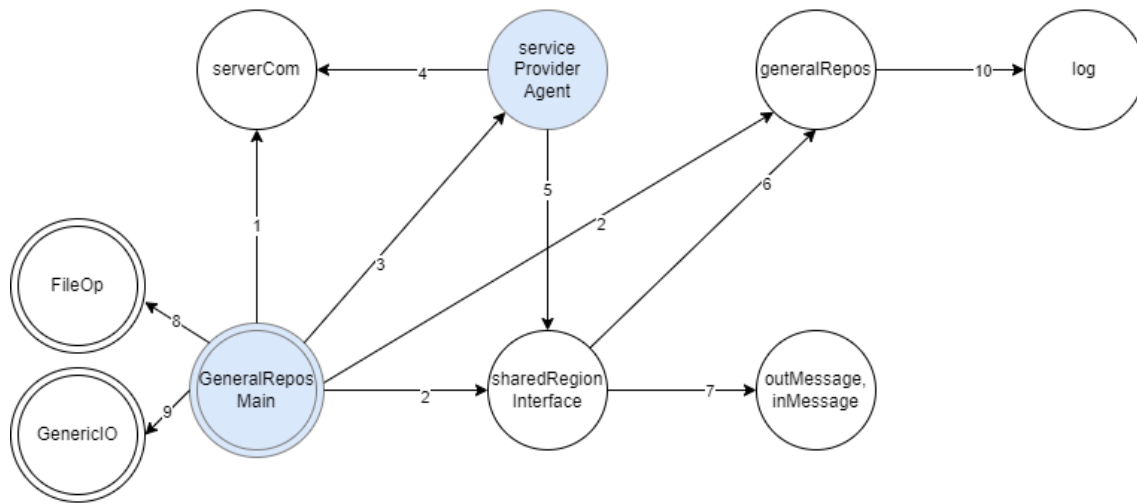haveAllPortionsBeenDelivered, haveNextPortionReady,
hasTheOrderBeenCompleted

4 - alertTheWaiter
5 - instantiate, open, close, writeObject, readObject
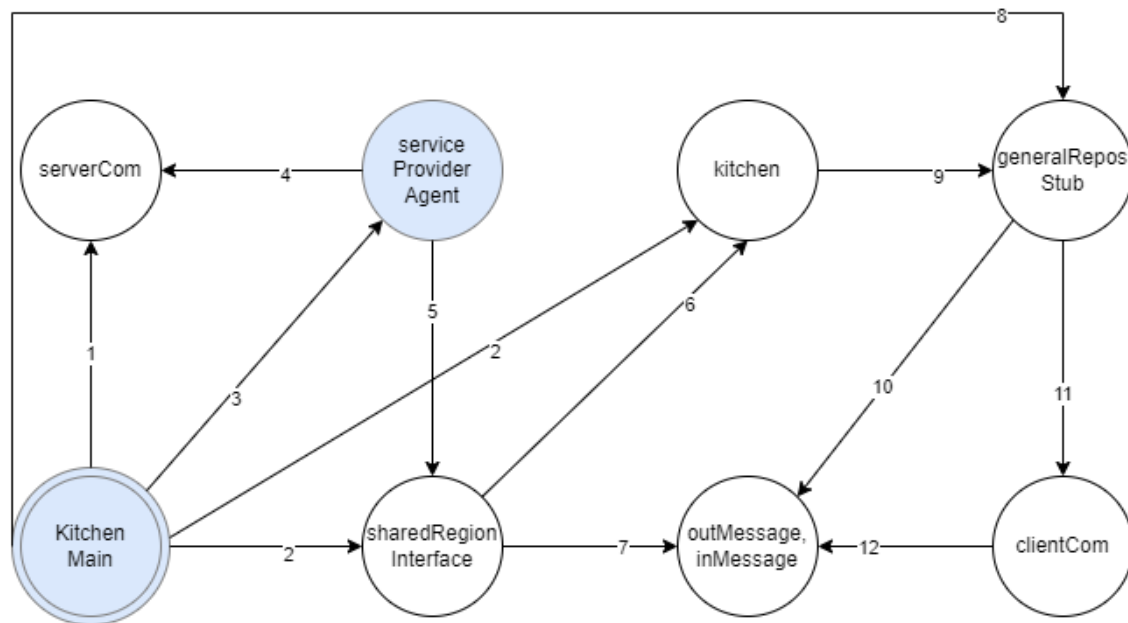6 - instantiate
7- instantiate, getStateFields, getReturnValue

ServerCom General Repository Main

1 - instantiate, start, end, accept, setSoTimeout
2 - instantiate
3 - instantiate, start
4 - readObject, writeObject, close
5 - processAndReply
6 - setWaiterState, setStudentState, setChefState,
setNCourse, setNPortion, reportSpecificStatus

7- instantiate, getStateFields, setStateFields,
setSizeStateFields, setReturnValue
8 - exists
9 - writeInString
10- instantiate, openForWritting,openForAppending,
close, writeInString

ServerCom Kitchen Main

1 - instantiate, start, end, accept, setSoTimeout
2 - instantiate
3 - instantiate, start
4 - readObject, writeObject, close
5 - processAndReply
6 - startPreparation, proceedToPresentation,
haveNextPortionReady, continuePreparation,
cleanUp, hasTheOrderBeenCompleted,
haveAllPortionsBeenDelivered, handNoteToTheChef,
collectPortion, watchTheNews,
haveAllClientsBeenServed

7- instantiate, getStateFields, setStateFields,
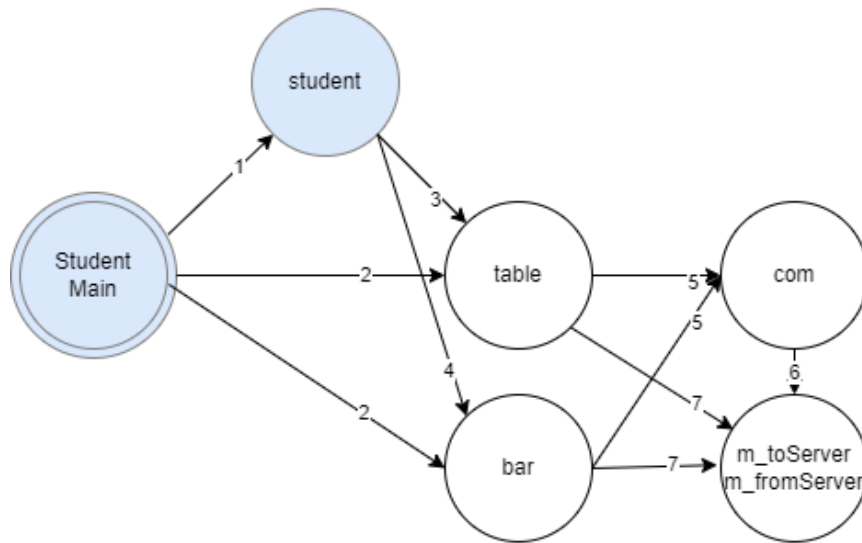setSizeStateFields, setReturnValue
8 - instantiate
9 - setWaiterState, setChefState
10 - instantiate
11 - instantiate, open, close, writeObject, readObject
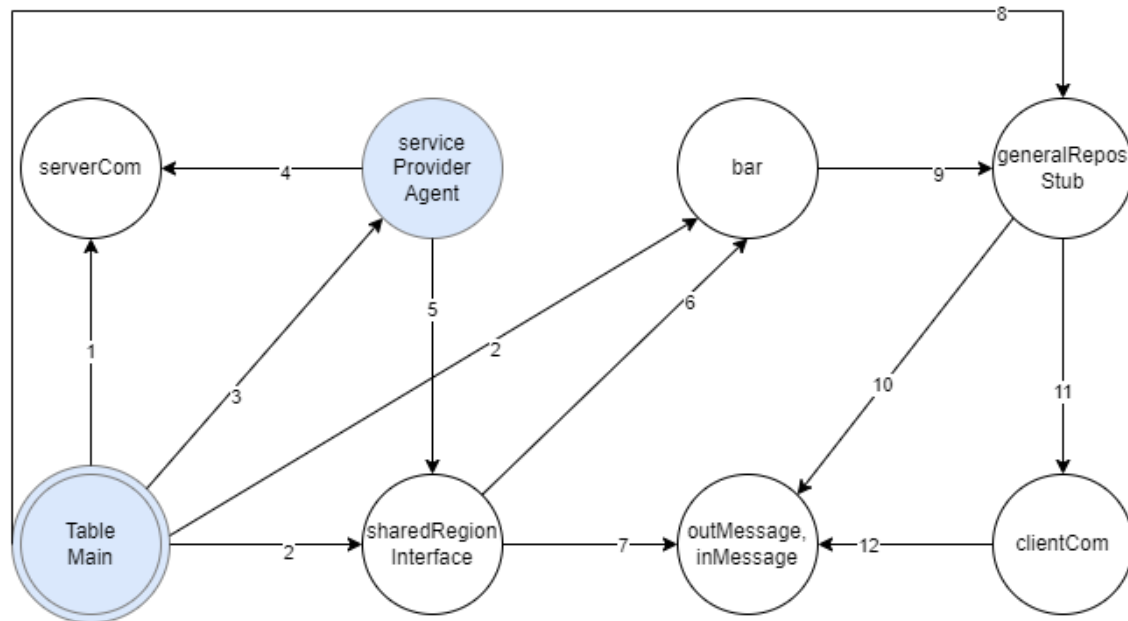12 - instantiate

ClientCom Student Main

1 - instantiate, start, join
2 - instantiate
3 - prepareTheOrder, hasEverybodyChosen, addUpOnesChoice, describeTheOrder, joinTheTalk, informCompanion, waitingToBeServed, startEating,~ endEating, hasEverbodyFinished, honourTheBill

4 - enter, readTheMenu, FirstStudent, callTheWaiter, signalTheWaiter, shouldHaveArrivedEarlier, exit
5 - instantiate, open, close, writeObject, readObject
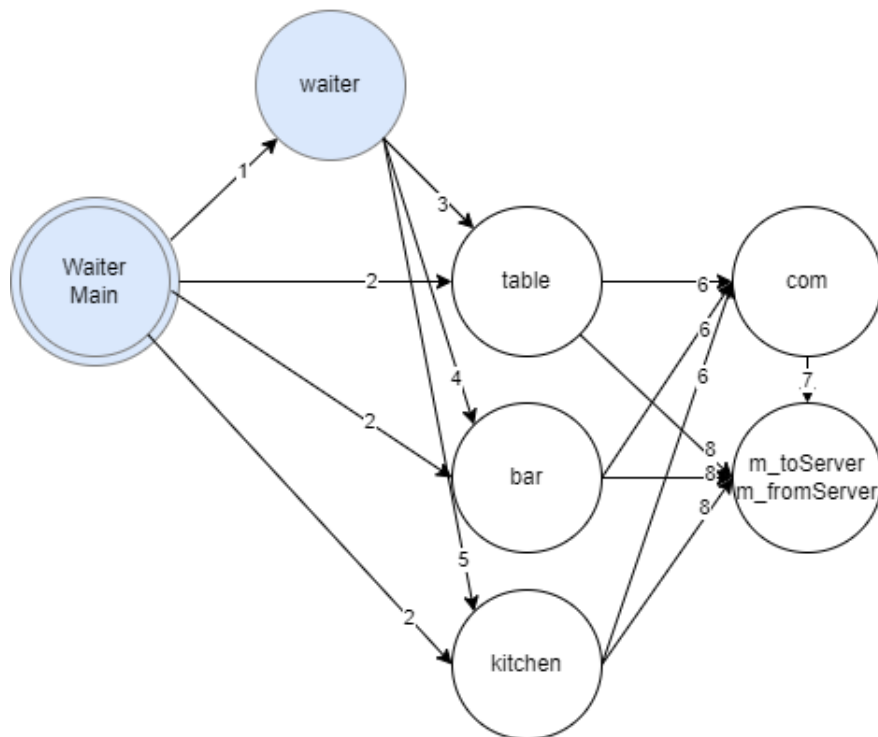6 - instantiate
7- instantiate, getStateFields, getReturnValue

ServerCom Table Main

1 - instantiate, start, end, accept, setSoTimeout
2 - instantiate
3 - instantiate, start
4 - readObject, writeObject, close
5 - processAndReply
6 - getThePad, deliverPortion, presentTheBill,
haveAllClientsBeenServed, informCompanion,
prepareTheOrder, joinTheTalk, startEating,
endEating, hasEverybodyFinished, honourTheBill,
addUpOnesChoice, hasEverybodyChosen,
describeTheOrder, waitingToBeServed

7- instantiate, getStateFields, setStateFields,
setSizeStateFields, setReturnValue
8 - instantiate
9 - setWaiterState, set StudentState
10 - instantiate
11 - instantiate, open, close, writeObject, readObject
12 - instantiate

ClientCom Waiter Main

1 - instantiate, start, join
2 - instantiate
3 - getThePad, deliverPortion, presentTheBill
4 - lookAround, saluteTheClient, returningToTheBar, prepareTheBill, sayGoodbye

5 - handNoteToTheChef, haveAllClientsBeenServed, collectPortion
6 - instantiate, open, close, writeObject, readObject
7 - instantiate
8- instantiate, getStateFields, getReturnValue