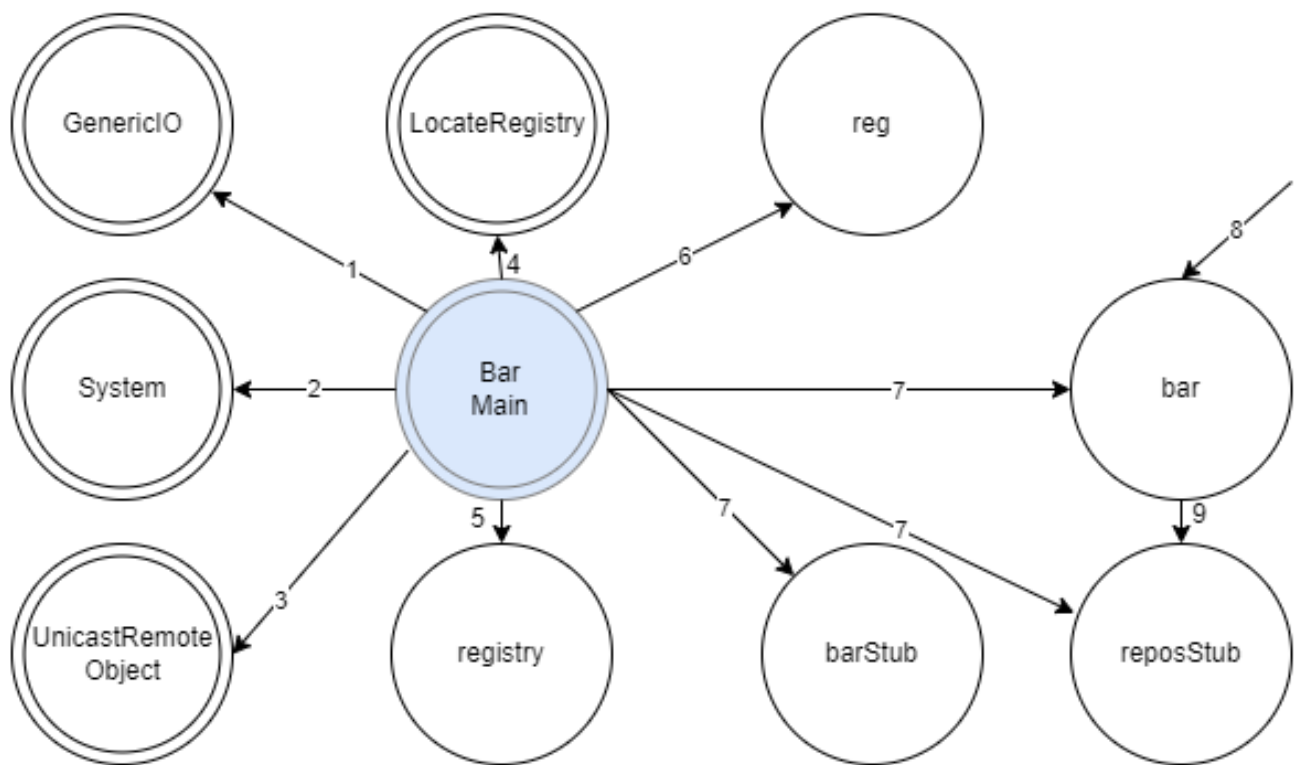


Bar Main



1 - writeInString

2 - getSecurityManager, setSecurityManager

3 - exportObject

4 - getRegistry

5 - instantiate, lookup

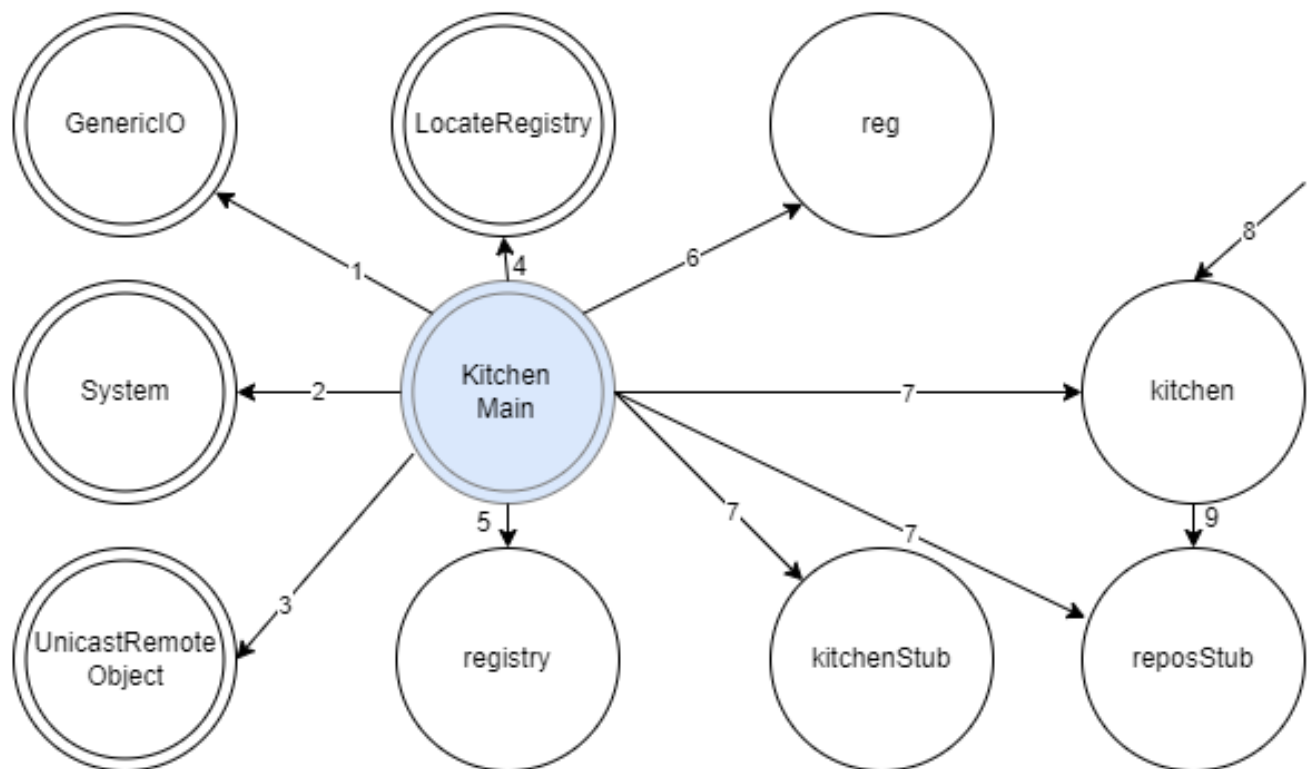
6 - instantiate, bind

7 - instantiate

8 - saluteTheClient, alertTheWaiter, returningToTheBar, prepareTheBill, lookAround, sayGoodbye, signalTheWaiter, callTheWaiter, enter, FirstStudent, exit, shouldHaveArrivedEarlier, readTheMenu

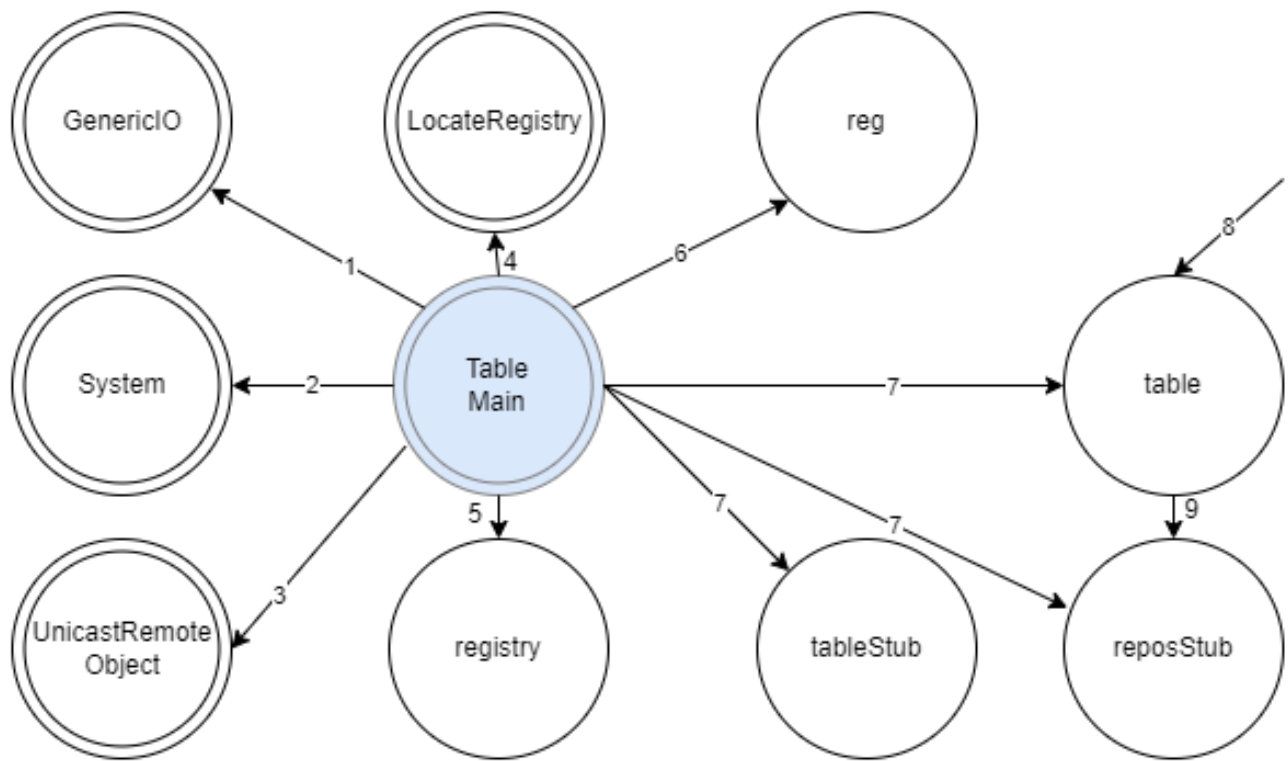
9 - setChefState, setWaiterState, setStudentState, setNPortion, shutdown

Kitchen Main



- 1 - writeInString
- 2 - getSecurityManager, setSecurityManager
- 3 - exportObject
- 4 - getRegistry
- 5 - instantiate, lookup
- 6 - instantiate, bind
- 7 - instantiate
- 8 - startPreparation, proceedToPresentation, haveNextPortionReady, continuePreparation, cleanUp, hasTheOrderBeenCompleted, haveAllPortionsBeenDelivered, handNoteToTheChef, collectPortion, watchTheNews, haveAllClientsBeenServed, shutdown
- 9 - setChefState, setWaiterState, shutdown

Table Main



1 - writeInString

2 - getSecurityManager, setSecurityManager

3 - exportObject

4 - getRegistry

5 - instantiate, lookup

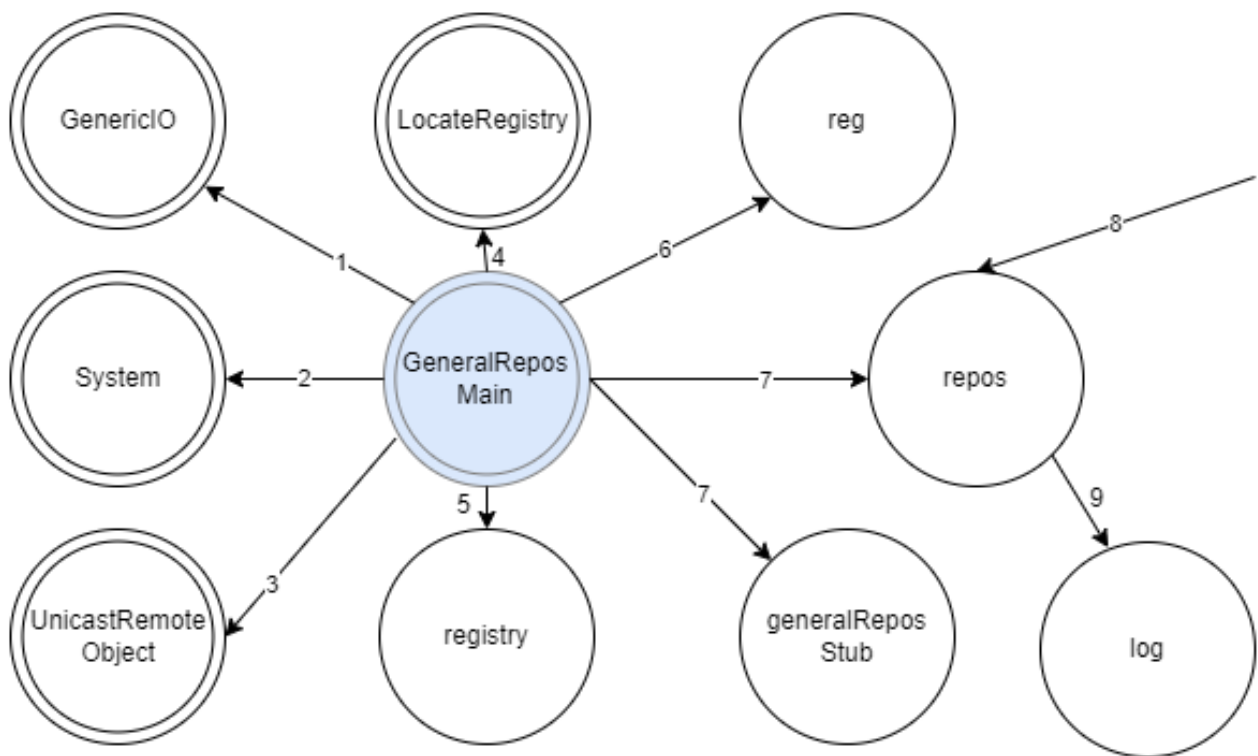
6 - instantiate, bind

7 - instantiate

8 - getThePad, deliverPortion, haveAllClientsBeenServed, presentTheBill, informCompanion, prepareTheOrder, joinTheTalk, hasEverybodyFinished, startEating, endEating, honourTheBill, addUpOnesChoice, hasEverybodyChosen, describeTheOrder, waitingToBeServed, shutdown

9 - setWaiterState, setStudentState, shutdown

General Repository Main



1 - writeInString

2 - getSecurityManager, setSecurityManager

3 - exportObject

4 - getRegistry

5 - instantiate, lookup

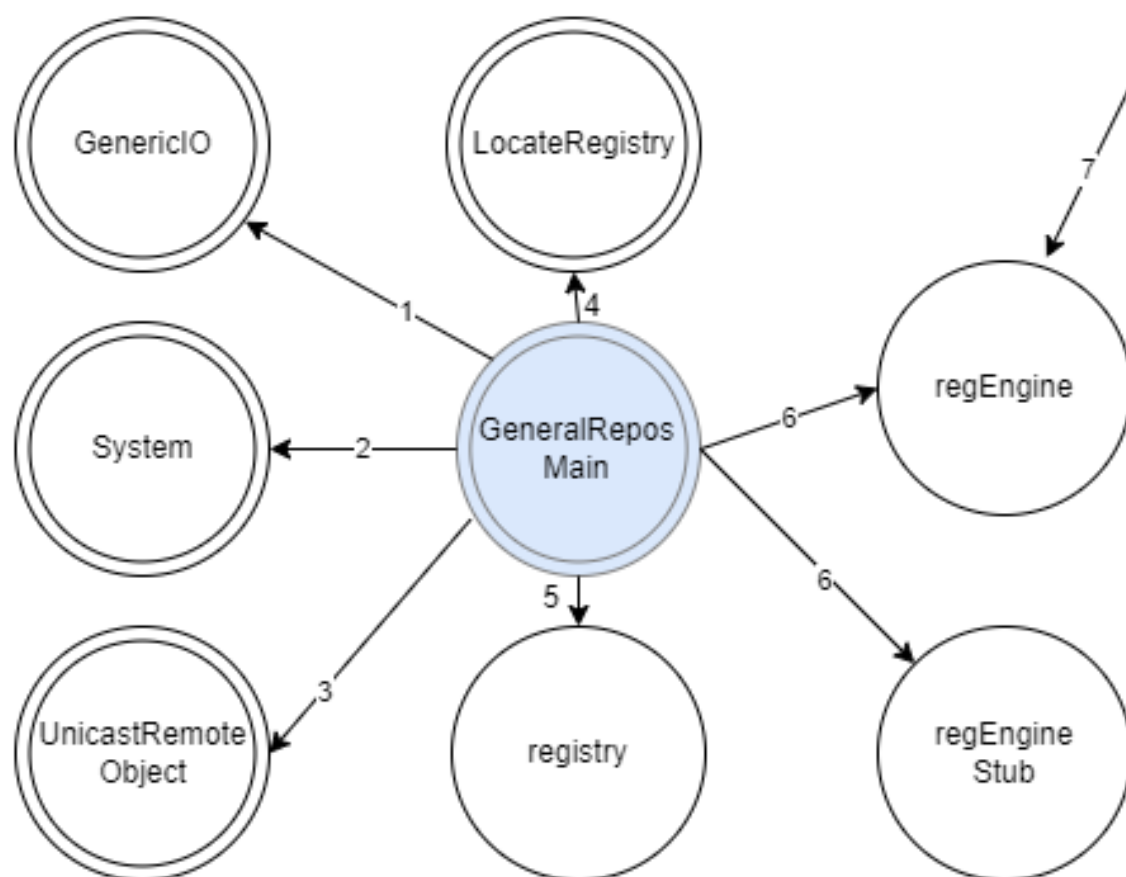
6 - instantiate, bind

7 - instantiate

8 - setChefState, setStudentState, setWaiterState, setNPortion, setNCourse, setStudentsOrder reportSpecificStatus, shutdown

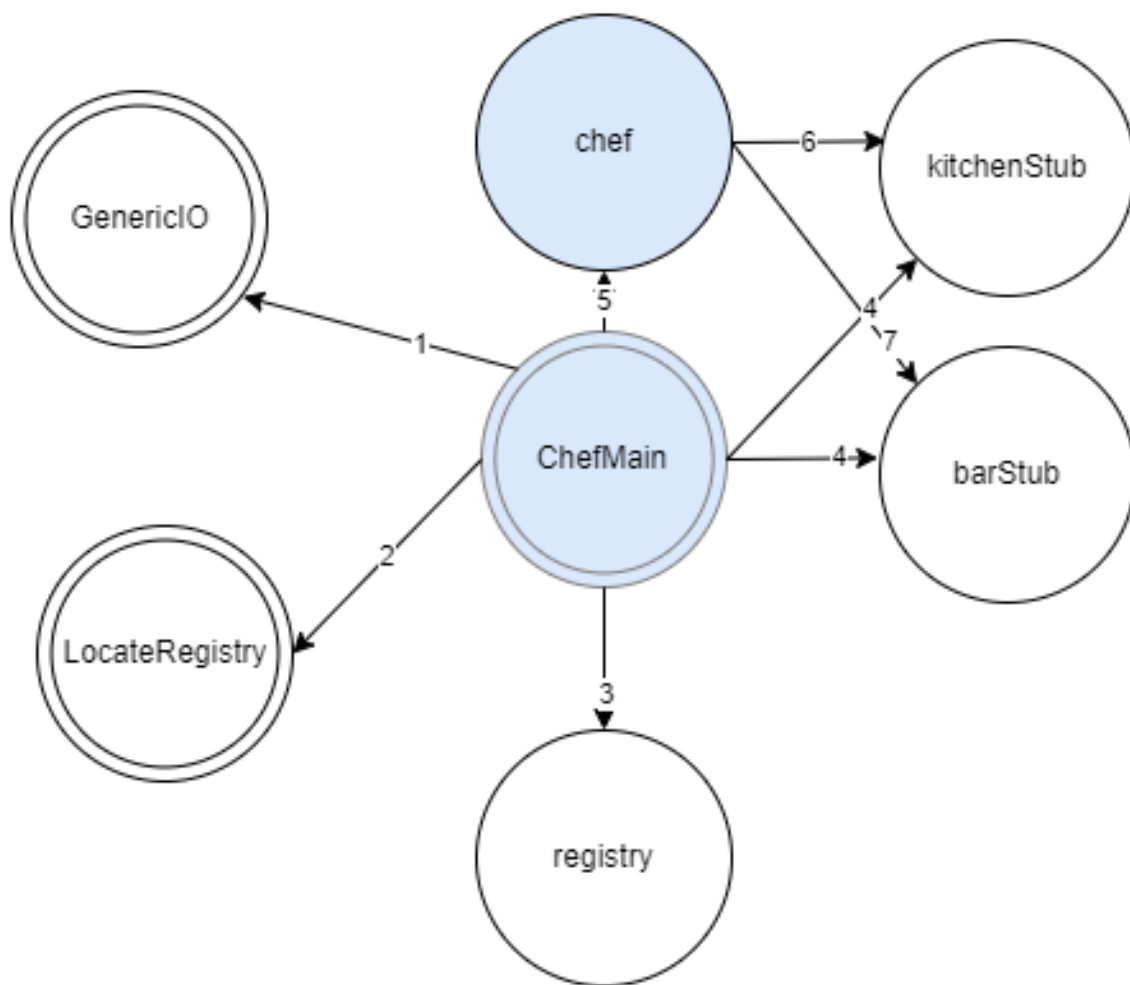
9 - instantiate, openForWriting, openForAppending, close, writeInString

Register Remote Object Main



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

Chef Main



1 - writeInString

2 - getRegistry

3 - instantiate, lookup

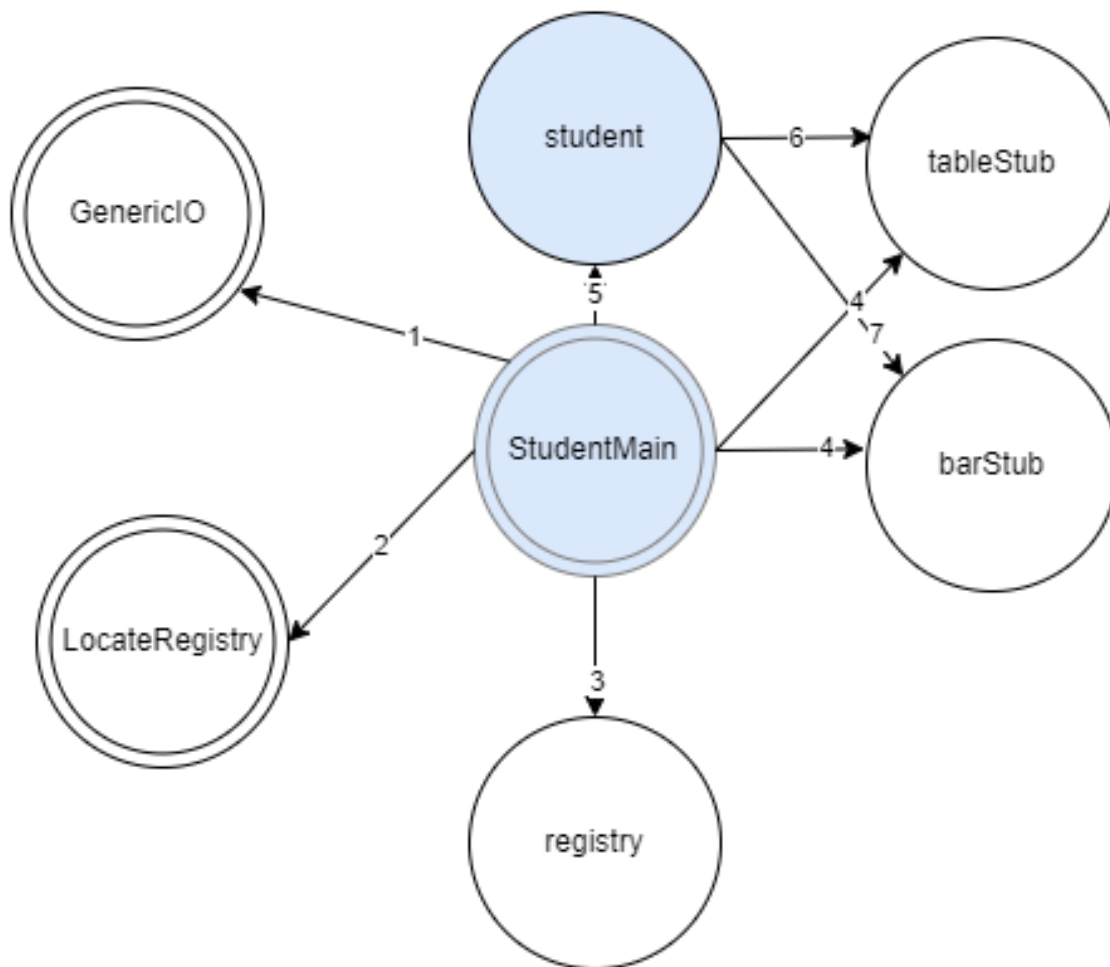
4 - instantiate

5 - instantiate, start, join

6 - watchTheNews, startPreparation, continuePreparation, proceedToPresentation, haveAllPortionsBeenDelivered, haveNextPortionReady, hasTheOrderBeenCompleted, cleanUp, shutdown

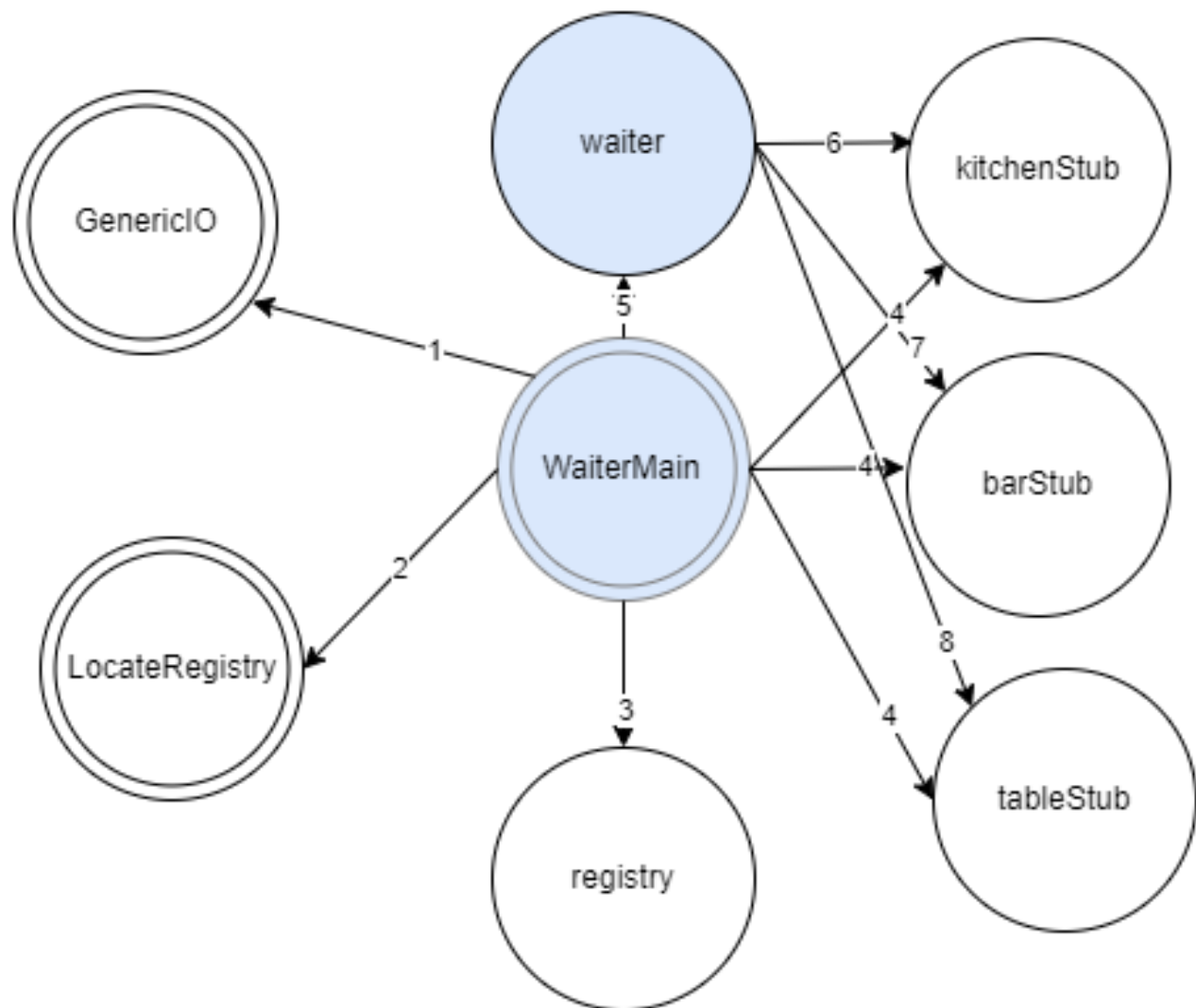
7 - alertTheWaiter ,shutdown

Student Main



- 1 - writeInString
- 2 - getRegistry
- 3 - instantiate, lookup
- 4 - instantiate
- 5 - instantiate, start, join
- 6 - prepareTheOrder, hasEverybodyChosen, addUpOnesChoice, describeTheOrder, joinTheTalk, informCompanion, waitingToBeServed, startEating, endEating, hasEverybodyFinished, honourTheBill, shutdown
- 7 - enter, readTheMenu, FirstStudent, callTheWaiter, signalTheWaiter, shouldHaveArrivedEarlier, exit, shutdown

Waiter Main



- 1 - `writelnString`
- 2 - `getRegistry`
- 3 - `instantiate, lookup`
- 4 - `instantiate`
- 5 - `instantiate, start, join`
- 6 - `handNoteToTheChef, haveAllClientsBeenServed, collectPortion, shutdown`
- 7 - `lookAround, saluteTheClient, returningToTheBar, prepareTheBill, sayGoodbye, shutdown`
- 8 - `getThePad, deliverPortion, presentTheBill, shutdown`