

1 - writeInString

2 - Instantiate

3 - Instantiate, start, accept

4 - Instantiate, start

5 - readObject, writeObject, close

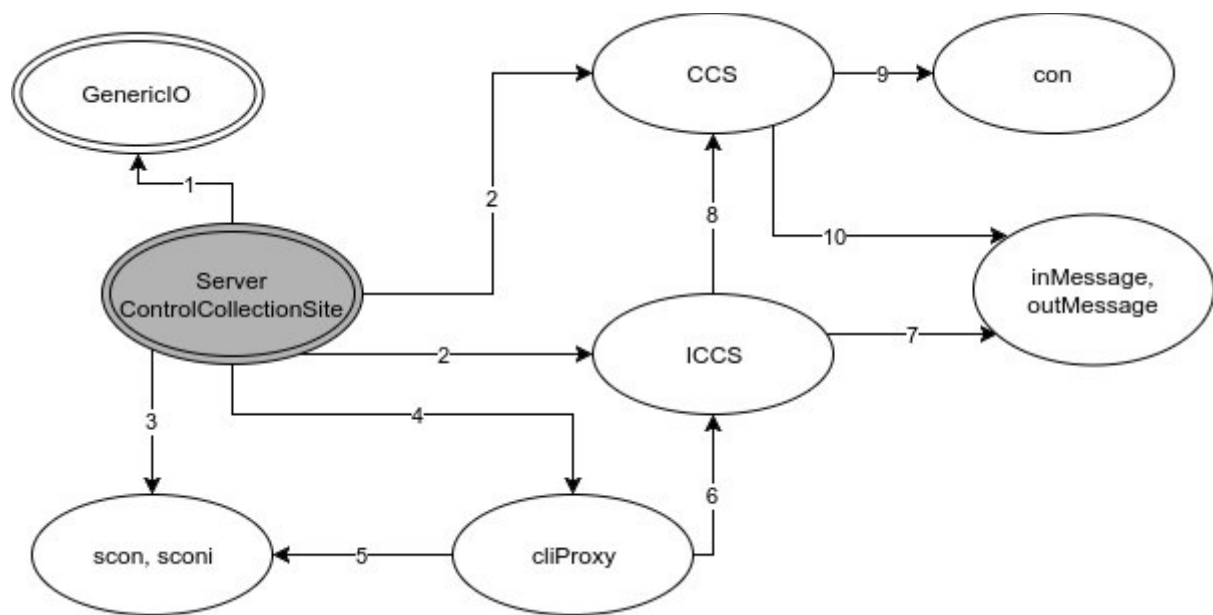
6 - processAndReply

7 - Instantiate, getType, getInteger0, getInteger1, getInteger2, getInteger3, getInteger4

8 - getNextRoom, isReady, appraiseSit, getNextParty, sendAssaultParty, prepareExcursion, handCanvas, takeARest, collectCanvas, sumUpResults, nextEmptyRoom

9 - Instantiate, open, writeObject, readObject, close

10 - Instantiate, getType, getInteger0, getPartyThieves, getMap



1 - writeInString

2 - Instantiate

3 - Instantiate, start, accept

4 - Instantiate, start

5 - readObject, writeObject, close

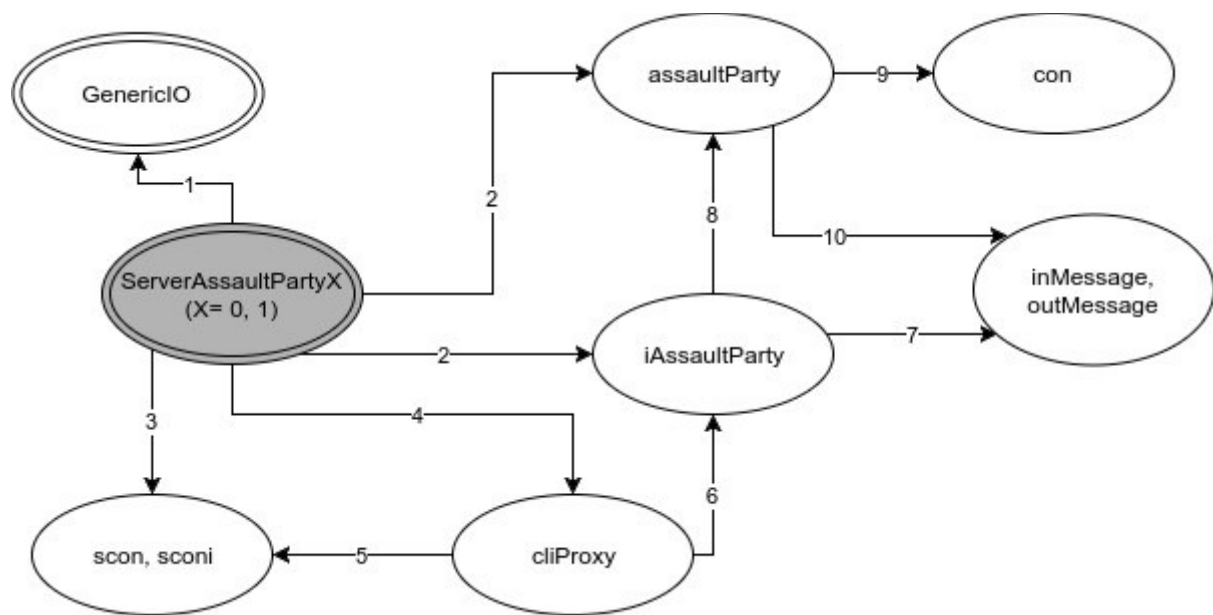
6 - processAndReply

7 - Instantiate, getType, getInteger0, getInteger1, getInteger2, getInteger3, getInteger4

8 - amINeeded, startOfOperations, prepareAssaultParty, getnAssaultThievesCS

9 - Instantiate, open, writeObject, readObject, close

10 - Instantiate, isB, getInteger0, getPartyThieves, getType, getMap



1 - writeInString

2 - Instantiate

3 - Instantiate, start, accept

4 - Instantiate, start

5 - readObject, writeObject, close

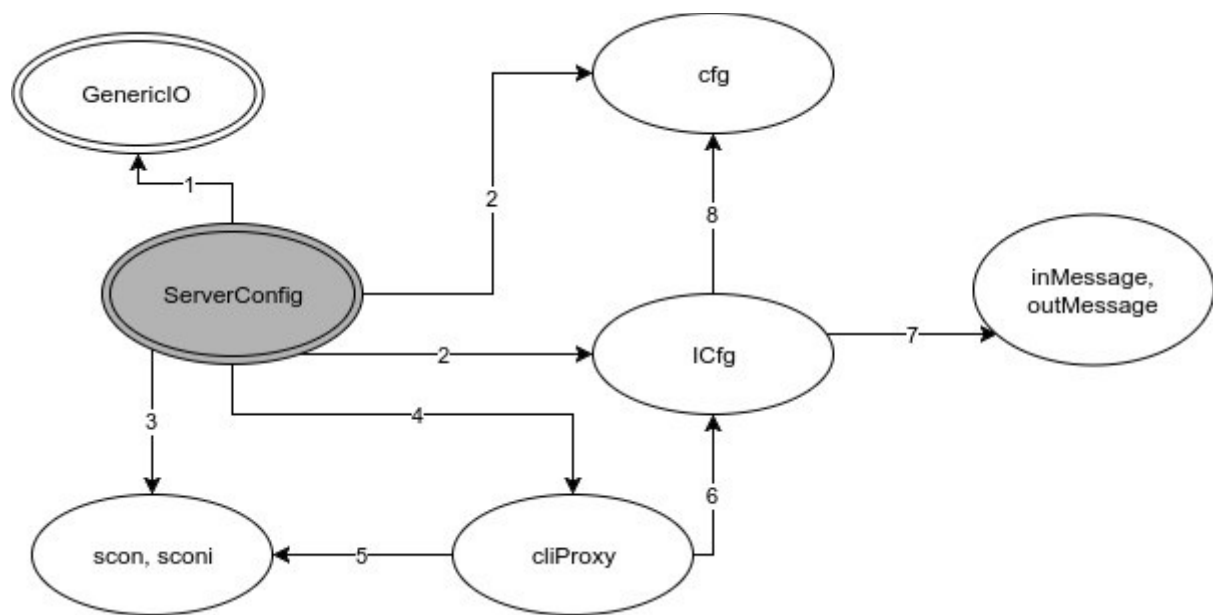
6 - processAndReply

7 - Instantiate, getType, getInteger0, getInteger1, getInteger2, getInteger3, getInteger4

8 - isEmptyAP, addThief, getPartyThieves, getDistOutsideRoom, setRoom, crawlIn, setFirst, getRoomID, reverseDirection, crawlOut, setPartyThieves,

9 - Instantiate, open, writeObject, readObject, close

10 - Instantiate, getType, getInteger0, getMap



1 - writeInString

2 - Instantiate

3 - Instantiate, start, accept

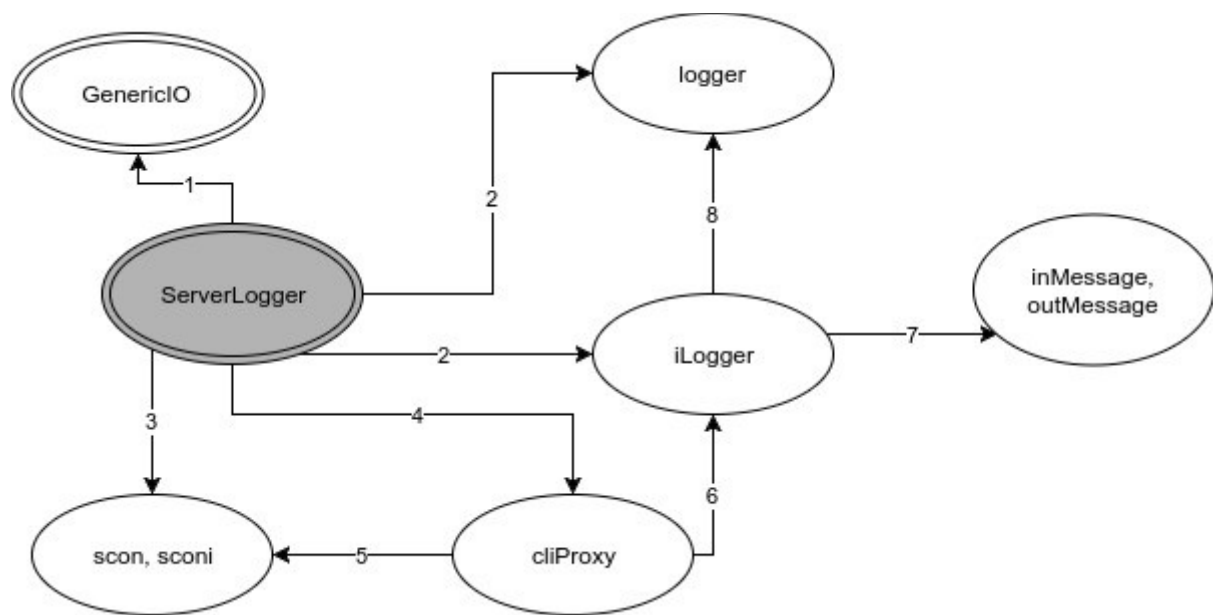
4 - Instantiate, start

5 - readObject, writeObject, close

6 - processAndReply

7 - Instantiate, getType

8 - getMap



1 - writeInString

2 - Instantiate

3 - Instantiate, start, accept

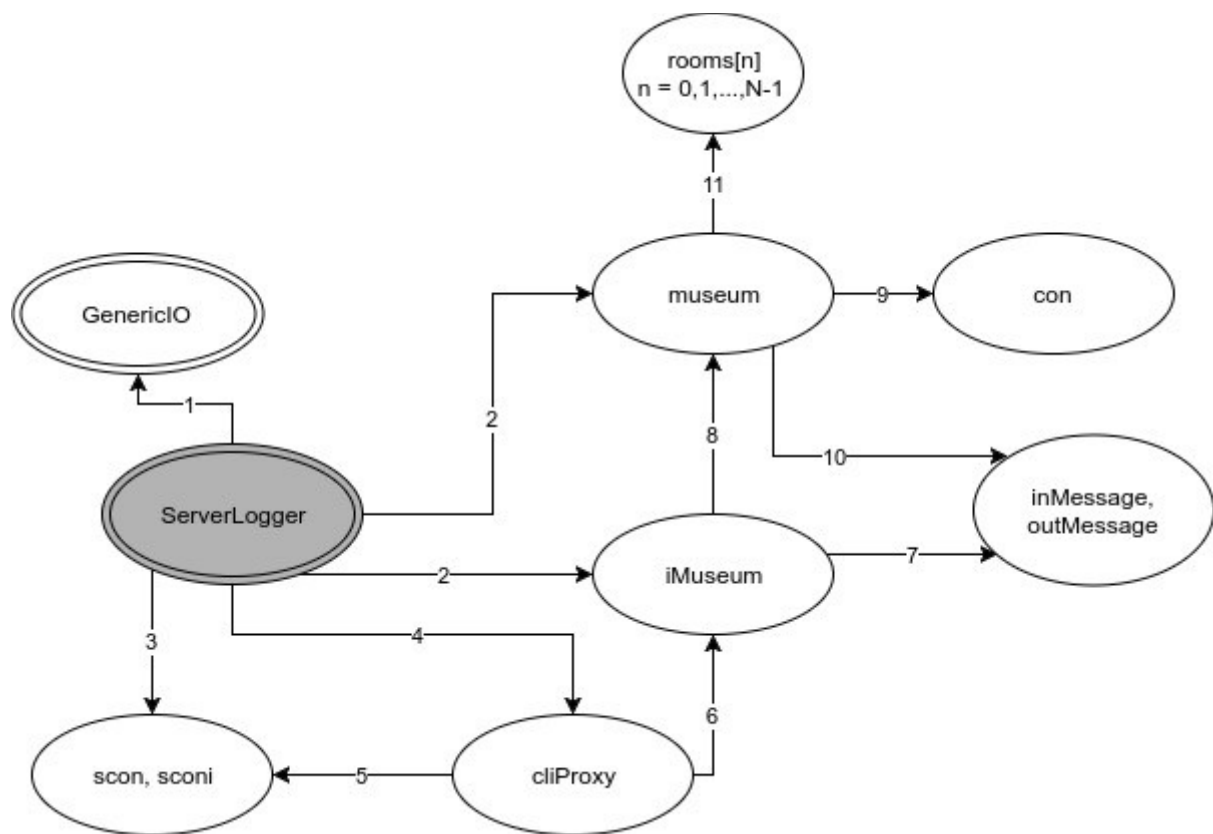
4 - Instantiate, start

5 - readObject, writeObject, close

6 - processAndReply

7 - Instantiate, getType, getNlter, getFName, getRooms, getInteger0, getInteger1, getInteger2, getInteger3, getInteger4, getPartyThievesPos, getPartyThieves

8 - setFileName, reportInitialStatus, setMuseum, setAssaultThief, reportStatus, setMasterThief, setAssaultParty, reportFinalStatus



1 - writeInString

2 - Instantiate

3 - Instantiate, start, accept

4 - Instantiate, start

5 - readObject, writeObject, close

6 - processAndReply

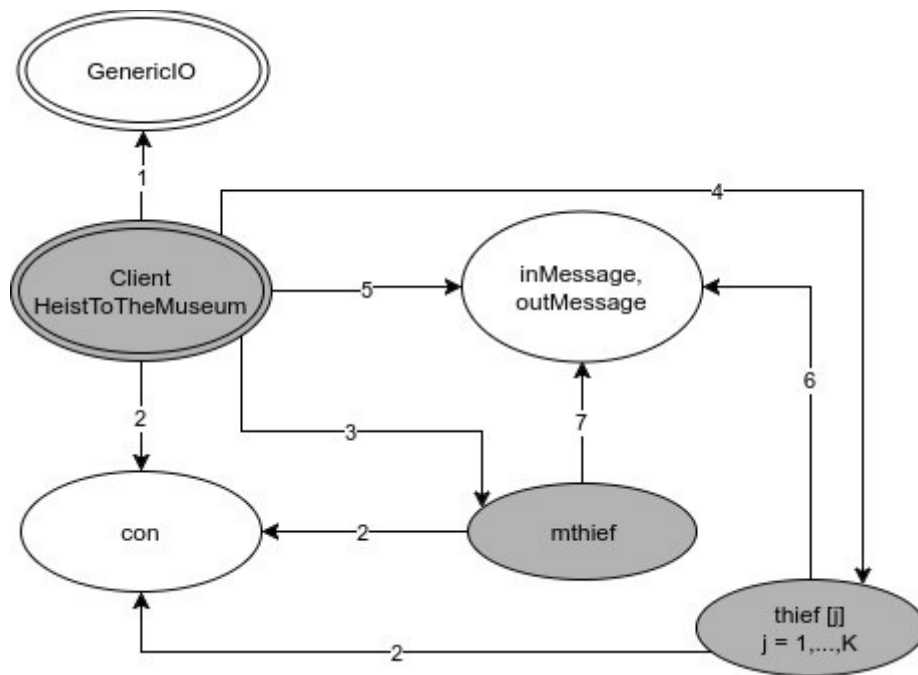
7 - Instantiate, getType, getInteger0, getInteger1, getInteger2, getInteger3, getInteger4, getInteger5

8 - getRoom, rollACanvas

9 - Instantiate, open, writeObject, readObject, close

10 - Instantiate, getMap, getType

11 - nPaintings, getNPaintings, setnPaintings,



- 1 - writelnString, writeString
- 2 - Instantiate, open, readObject, writeObject, close
- 3 - Instantiate, start, join, isAlive
- 4 - Instantiate, start, join
- 5 - getMap
- 6 - processAndReply
- 7 - getType, toString, getInteger0