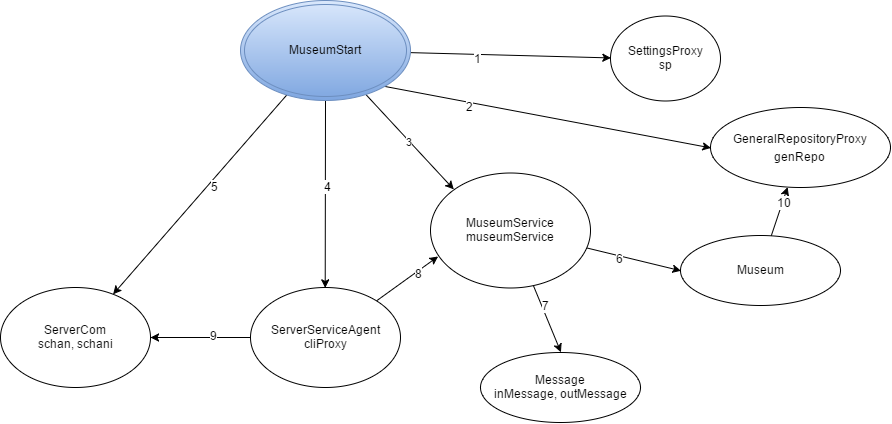
Legenda:

1. instantiate, getN\_ROOMS, getMAX\_ROOM\_DISTANCE, getMIN\_ROOM\_DISTANCE, getMAX\_PAITING\_PER\_ROOM, getMIN\_PAITING\_PER\_ROOM
2. Instantiate
3. Instantiate
4. Instantiate, start
5. Instantiate, start, accept,
6. rollACanvas, getRoomDistance
7. Instantiate, getType, getArgs
8. processRequest
9. readObject, writeObject, close
10. setRoomAtributes, setRoomCanvas