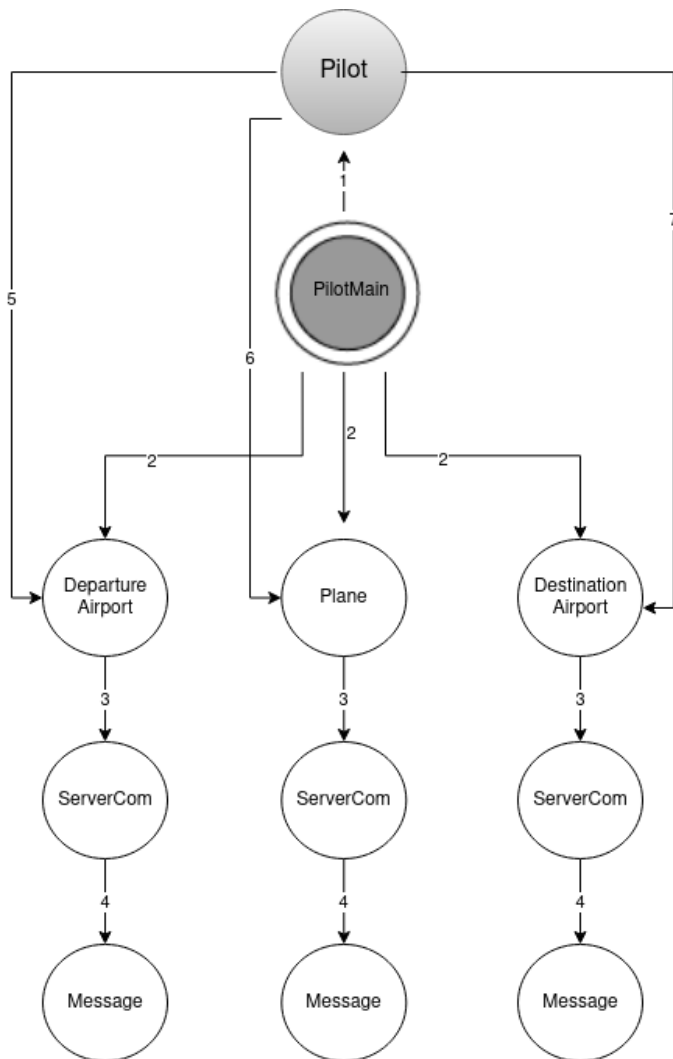
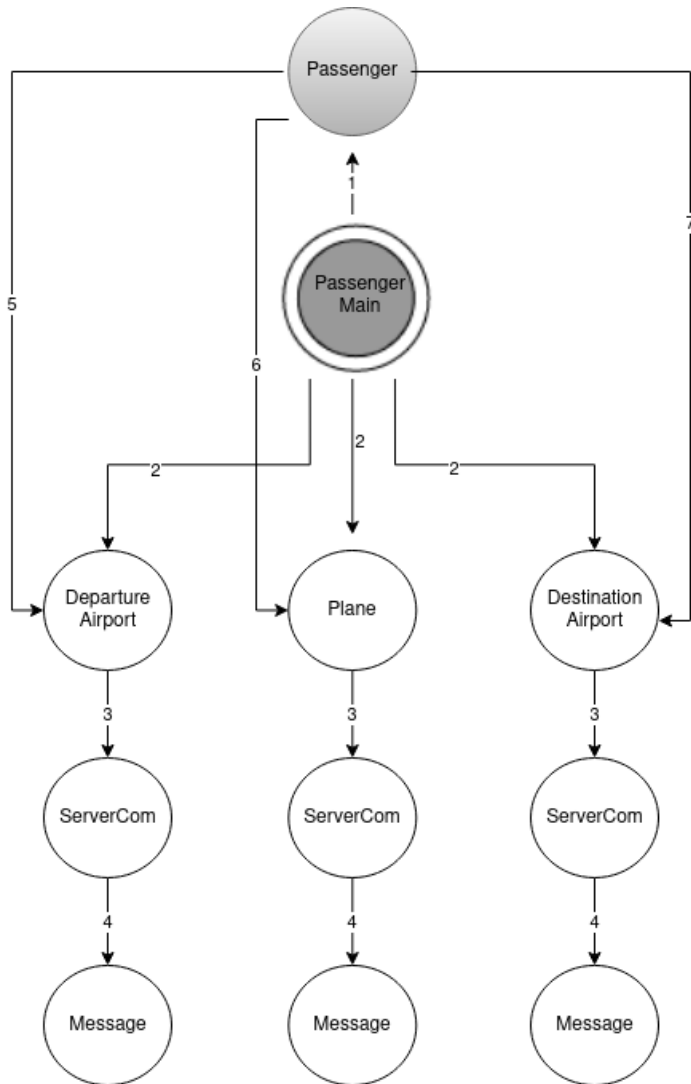


# PilotMain



- 1 - instantiate, start, join
- 2 - instantiate
- 3 - instantiate, open, close, writeObject, readObject
- 4 - instantiate, getPilotState, serPilotState, isBoolResponse, setBoolResponse, isOpDone, isOpDone, MessageType
- 5 - informPlaneReadyForBoarding, waitForAllInBoarding
- 6 - flyToDestinationPoint, announceArrival
- 7 - flyToDeparturePoint

# PassengerMain



1 - instantiate, start, join

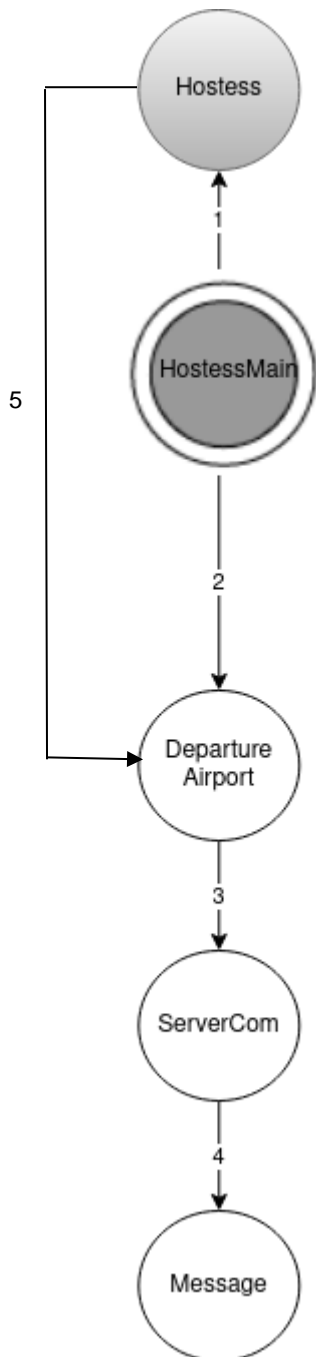
2 - instantiate

3 - instantiate, open, close, writeObject, readObject  
4 - instantiate, getPassengerState, setPassengerState,  
isBoolResponse, setBoolResponse, isOpDone,  
isOpDone, MessageType

5 - travelToAirport, waitInQueue, showDocuments

6 - boardPlane, waitForEndOfFlight, leavePlane

# HostessMain



1 - instantiate, start, join

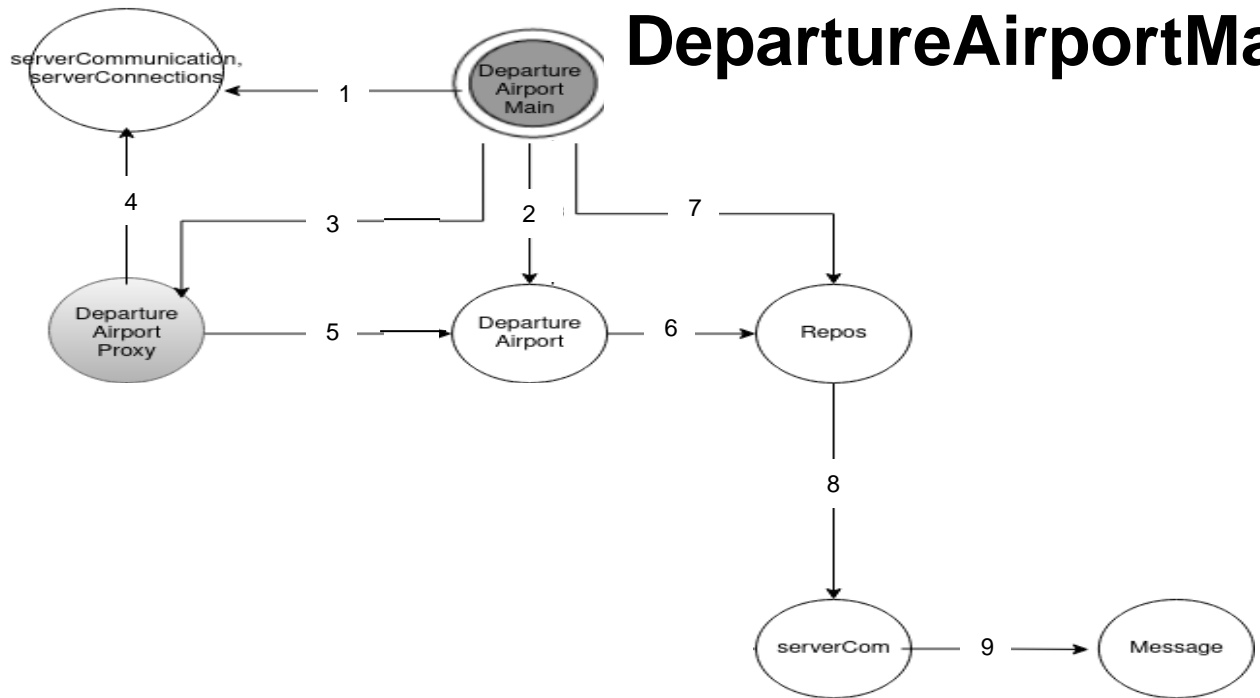
2 - instantiate

3 - instantiate, open, close, writeObject, readObject

4 - instantiate, getHostessState, setHostessState, isBoolResponse, setBoolResponse, isOpDone, isOpDone, MessageType

5 - waitingForNextFlight, prepareForPassBoarding, checkDocuments, waitForNextPassenger, informPlaneReadyToTakeOff

# DepartureAirportMain



1 - instantiate, start, end, accept

2 - instantiate

3 - instantiate, start

4 - readObject, writeObject, close

5 - travelToAirport, waitInQueue, showDocuments, waitingForNextFlight, prepareForPassBoarding, checkDocuments, waitForNextPassenger, informPlaneReadyToTakeOff, informPlaneReadyForBoarding, waitForAllInBoarding, endPilotActivity

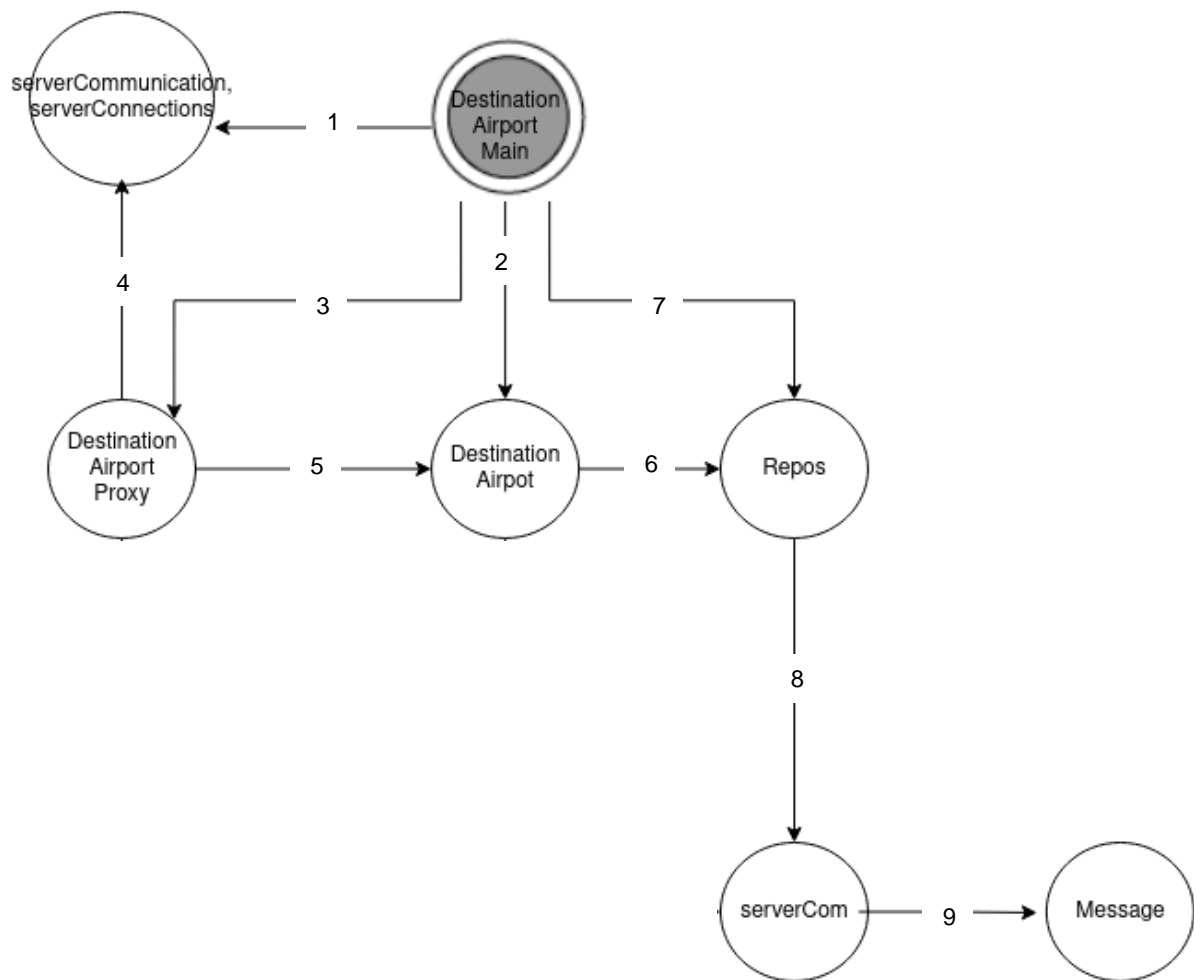
6 - setHostessState, setPassengerState, setInfoVoo

7 - instantiate

8 - instantiate, readObject, writeObject, close, open

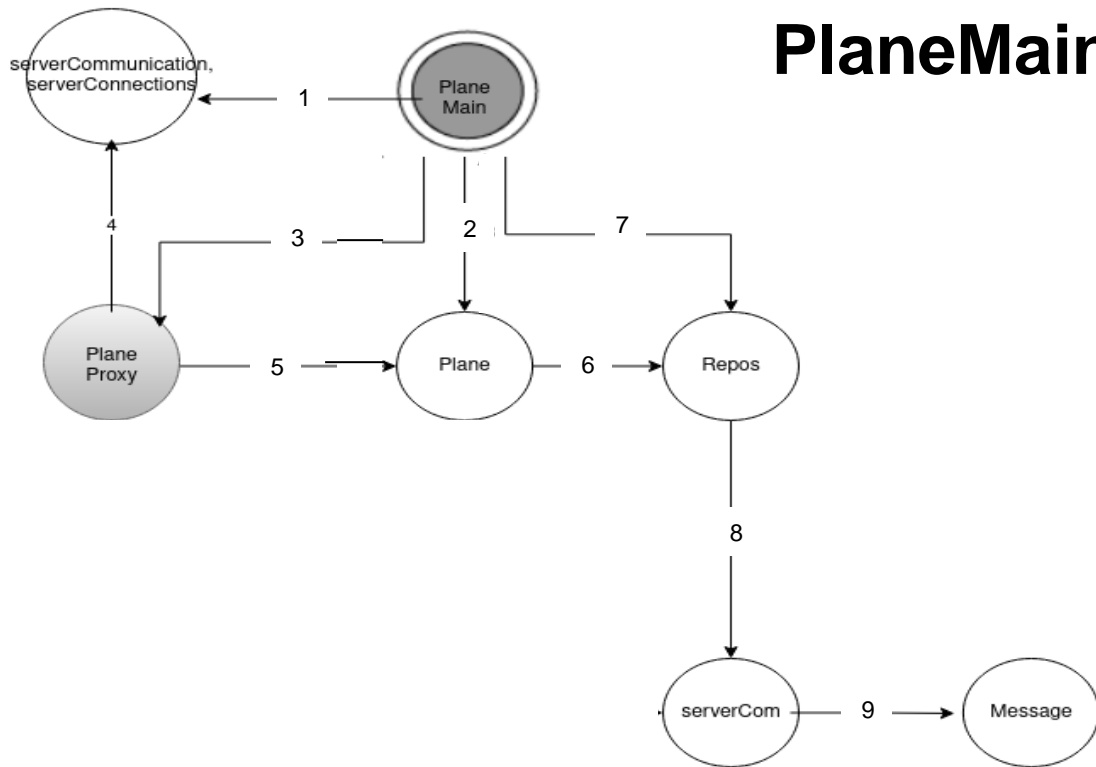
9 - isBoolResponse, setBoolResponse, isOpDone, isOpDOne, MessageType

# DestinationAirportMain



- 1 - instantiate, start, end, accept
- 2 - instantiate
- 3 - instantiate, start
- 4 - readObject, writeObject, close
- 5 - flyToDeparturePoint
- 6 - setPilotState
- 7 - instantiate
- 8 - instantiate, readObject, writeObject, close ,open
- 9 - isBoolResponse, setBoolResponse, isOpDone, isOpDOne, MessageType

# PlaneMain



1 - instantiate, start, end, accept

2 - instantiate

3 - instantiate, start

4 - readObject, writeObject, close

5 - boardPlane, waitForEndOfFlight, leavePlane, flyToDestinationPoint, announceArrival

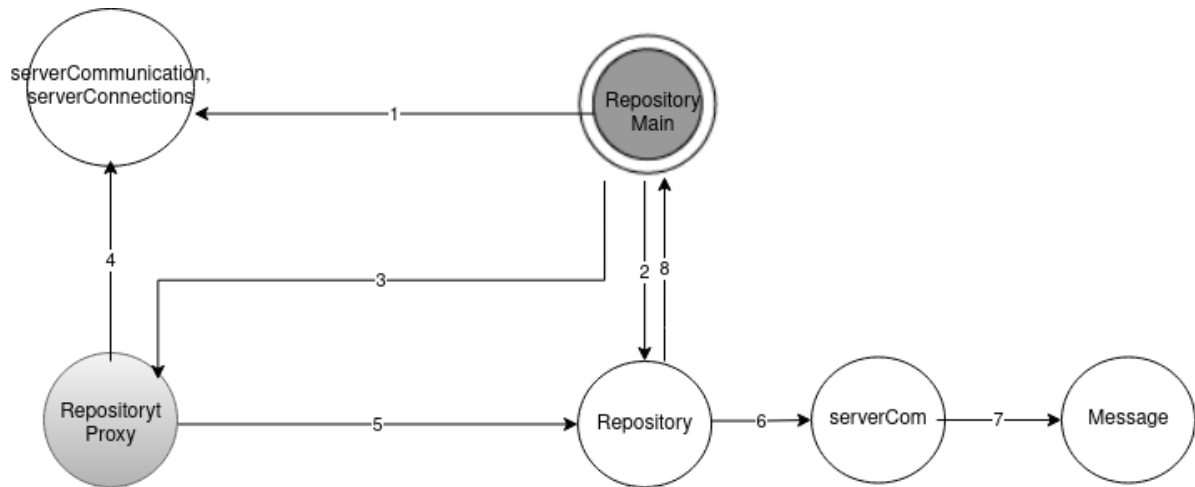
6 - setPilotState, setPassengerState,

7 - instantiate

8 - instantiate, readObject, writeObject, close ,open

9 - isBoolResponse, setBoolResponse, isOpDone, isOpDone, MessageType

# GeneralRepositoryMain



1 – instantiate, start, end ,accept

2 – instantiate

3 – instantiate, start

4 – readObject, writeObject, close

5 – processAndReply

6 – setHostessState, setPilotState, setPassengerState,  
numberVoo, isStopped

7 – instantiate

8 - instantiate