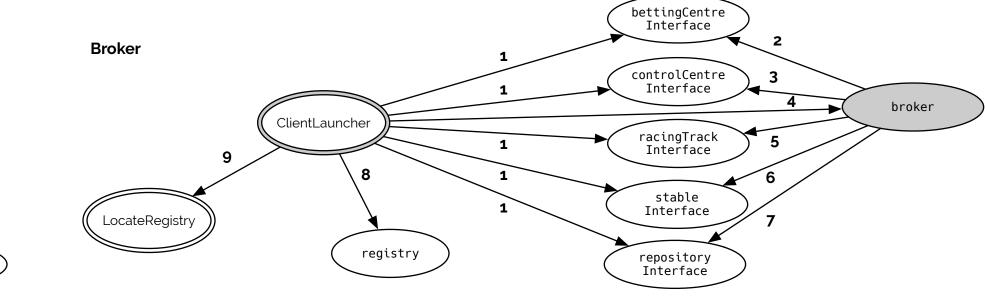
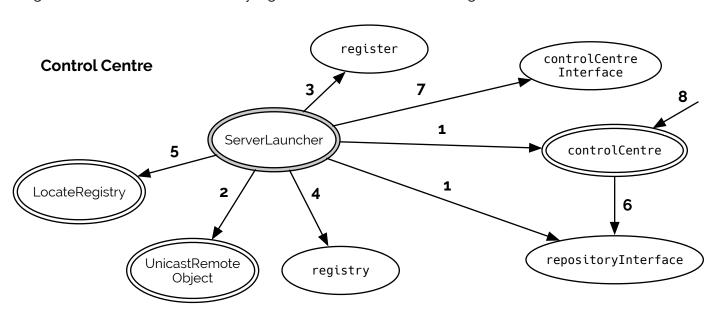
Diagramas de Interação Trabalho número 3 register bettingCentre Interface **Betting Centre** ServerLauncher bettingCentre LocateRegistry repositoryInterface UnicastRemote Object registry

register paddock **Paddock** İnterface ServerLauncher paddock LocateRegistry ${\tt repositoryInterface}$ UnicastRemote Object registry



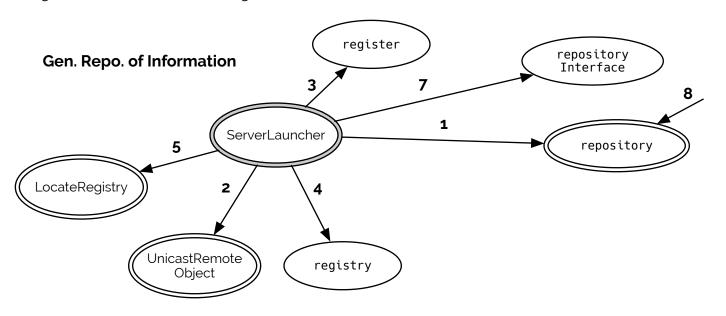
Legenda de Betting Centre

- 1 instanciação
- 2 export(), unexport()
- 3 instanciação, bind(), unbind()
- 4 instanciação, lookup()
- 5 getRegistry()
- 6 setBrokerStatus(), setSpectatorStatus(), setHorseJockeyStatus(), setSpectatorBetAmount(), setSpectatorBetSelection()
- 7 instanciação, getNumberOfEntitiesDeclaringExit()
- 8 acceptTheBets(), honourTheBets(), placeABet(), goCollectTheGains(), haveIWon(), areThereAnyWinners(), getNumberOfHorses(), setAbility(), getNumberOfEntitiesDeclaringExit()



Legenda de Control Centre

- 1 instanciação
- 2 export(), unexport()
- 3 instanciação, bind(), unbind()
- 4 instanciação, lookup()
- 5 getRegistry()
- 6 setBrokerStatus(), setSpectatorStatus(), setHorseJockeyStatus()
- 7 instanciação, getNumberOfEntitiesDeclaringExit()
- 8 startTheRace(), entertainTheGuests(), waitForTheNextRace(), goWatchTheRace(), relaxABit(), reportResults(), summonHorsesToPaddock(), proceedToPaddock(), goCheckHorses(), makeAMove(), getNumberOfEntitiesDeclaringExit()

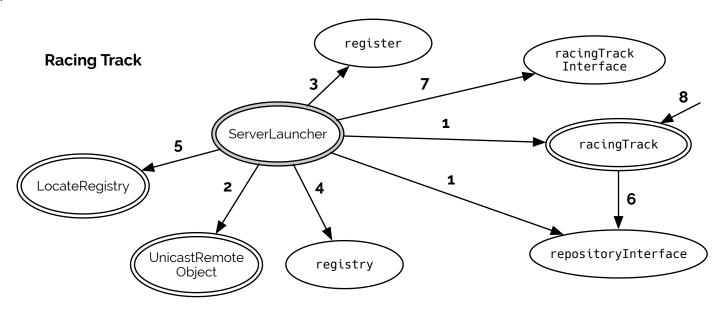


Legenda de General Repository of Information

- 1 instanciação
- 2 export(), unexport()
- 3 instanciação, bind(), unbind()
- 4 instanciação, lookup()
- 5 getRegistry()
- 6 setBrokerStatus(), setSpectatorStatus(), setHorseJockeyStatus()
- 7 instanciação, getNumberOfEntitiesDeclaringExit()
- 8 newSnapshot(), isBrokerReadyToDie(), setRaceNumber(), setRaceDistance(), setBrokerStatus(), setSpectatorStatus(), setSpectatorAmountOfMoney(), setSpectatorBetSelection(), setSpectatorBetAmount(),
- setHorseJockeyStatus(), setHorseJockeyAbility(), setHorseJockeyProbabilityToWin(), setHorseJockeyNumberOfIncrementsDid(), getHorseJockeyNumberOfIncrementsDid(),
- setHorseJockeyPositionOnTrack(), setHorseJockeyFinalStandPosition(), setWereWaitingTheHorses(), getRaceNumber(), getCurrentRaceDistance(), racelsOver()

Legenda de Paddock

- 1 instanciação
- 2 export(), unexport()
- 3 instanciação, bind(), unbind()
- 4 instanciação, lookup()
- 5 getRegistry()
- 6 setSpectatorStatus(), setHorseJockeyStatus()
- 7 instanciação, getNumberOfEntitiesDeclaringExit()
- 8 proceedToPaddock(), goCheckHorses(), proceedToStartLine(), goCheckHorses()

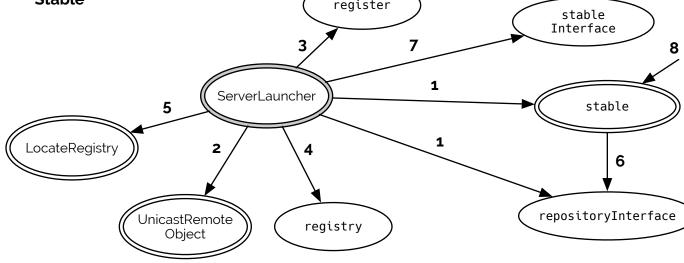


Legenda de Racing Track

- 1 instanciação
- 2 export(), unexport()
- 3 instanciação, bind(), unbind()
- 4 instanciação, lookup()

getWinner(), getOut()

- 5 getRegistry()
- 6 setBrokerStatus(), setSpectatorStatus(), setHorseJockeyStatus()
- 7 instanciação, getNumberOfEntitiesDeclaringExit()
- 8 proceedToStartLine(), makeAMove(), hasFinishLineBeenCrossed(), startTheRace(), getRace(),
- Stable register

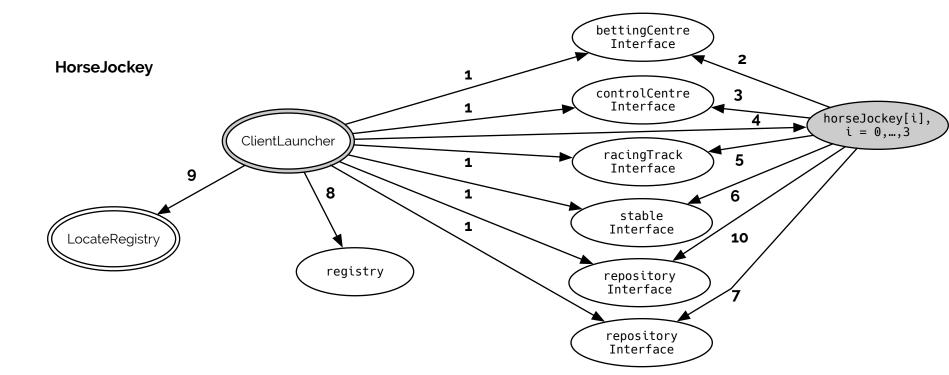


Legenda de Stable

- 1 instanciação
- 2 export(), unexport()
- 3 instanciação, bind(), unbind()
- 4 instanciação, lookup()
- 5 getRegistry()
- 6 setHorseJockeyStatus()
- 7 instanciação, getNumberOfEntitiesDeclaringExit()
- 8 proceedToStable(), summonHorsesToPaddock(), getOut()

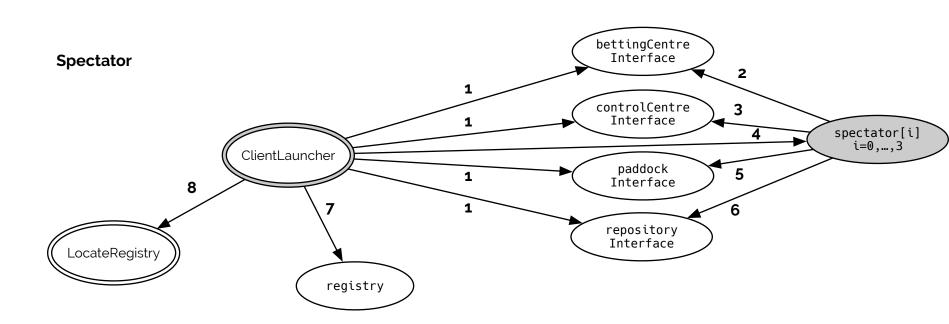
Legenda de Broker

- 1 instanciação
- 2 acceptTheBets(), areThereAnyWinners(), honourTheBets()
- 3 summonHorsesToPaddock(), startTheRace(), reportResults(), entertainTheGuests()
- 4 instanciação, start(), join()
- 5 startTheRace(), getOut()
- 6 summonHorsesToPaddock(), getOut()
- 7 setBrokerStatus(), raceIsOver(), newSnapshot()
- 8 instanciação, lookup()
- 9 getRegistry()



Legenda de HorseJockey

- 1 instanciação
- 2 areThereAnyWinners()
- 3 proceedToPaddock(), makeAMove()
- 4 instanciação, start(), join()
- 5 proceedToStartLine(), hasFinishLineBeenCrossed(), makeAMove()
- 6 proceedToStable()
- 7 setHorseJockeyStatus(), setHorseJockeyAbility()
- 8 instanciação, lookup()
- 9 getRegistry()
- 10 proceedToPaddock(), proceedToStartLine()



Legenda de Spectator

- 1 instanciação
- 2 placeAbet(), haveIWon(), goCollectTheGains()
- 3 goCheckHorses(), waitForNextRace(), relaxABit()
- 4 instanciação, start(), join()
- 5 goCheckHorses()
- 6 setSpectatorStatus(), setSpectatorAmountOfMoney()
- 7 instanciação, lookup()
- 8 getRegistry()