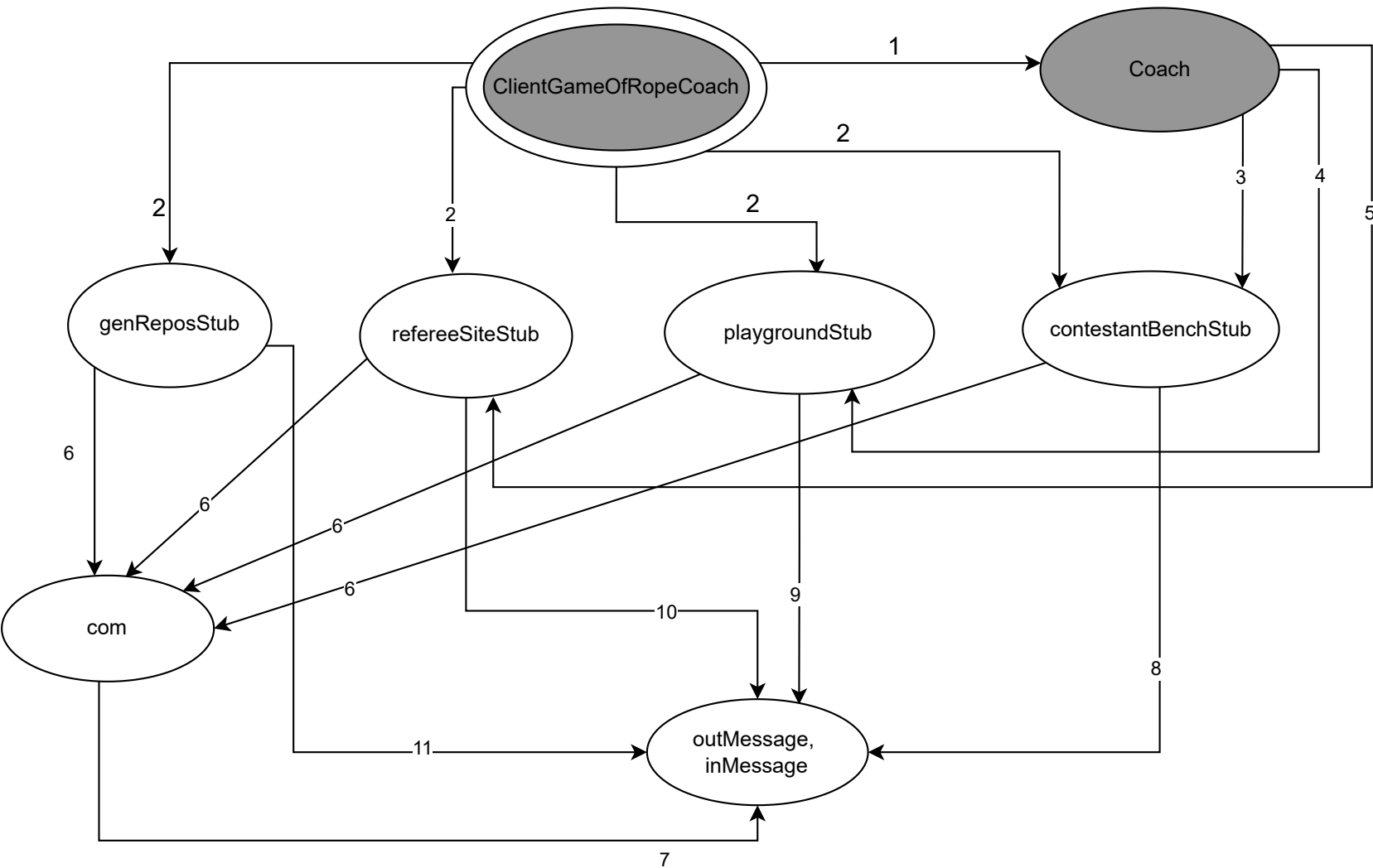
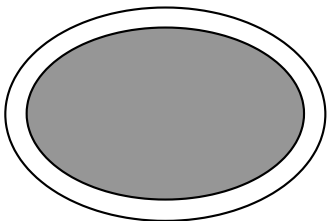


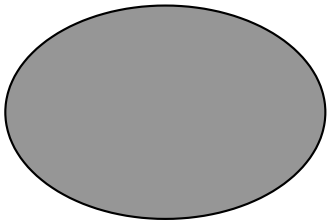
# Coach



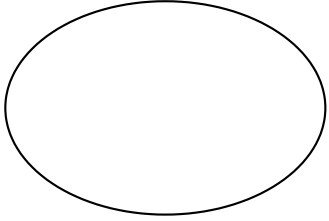
## Diagram Label



Non-instantiated data type  
**Active Entity**



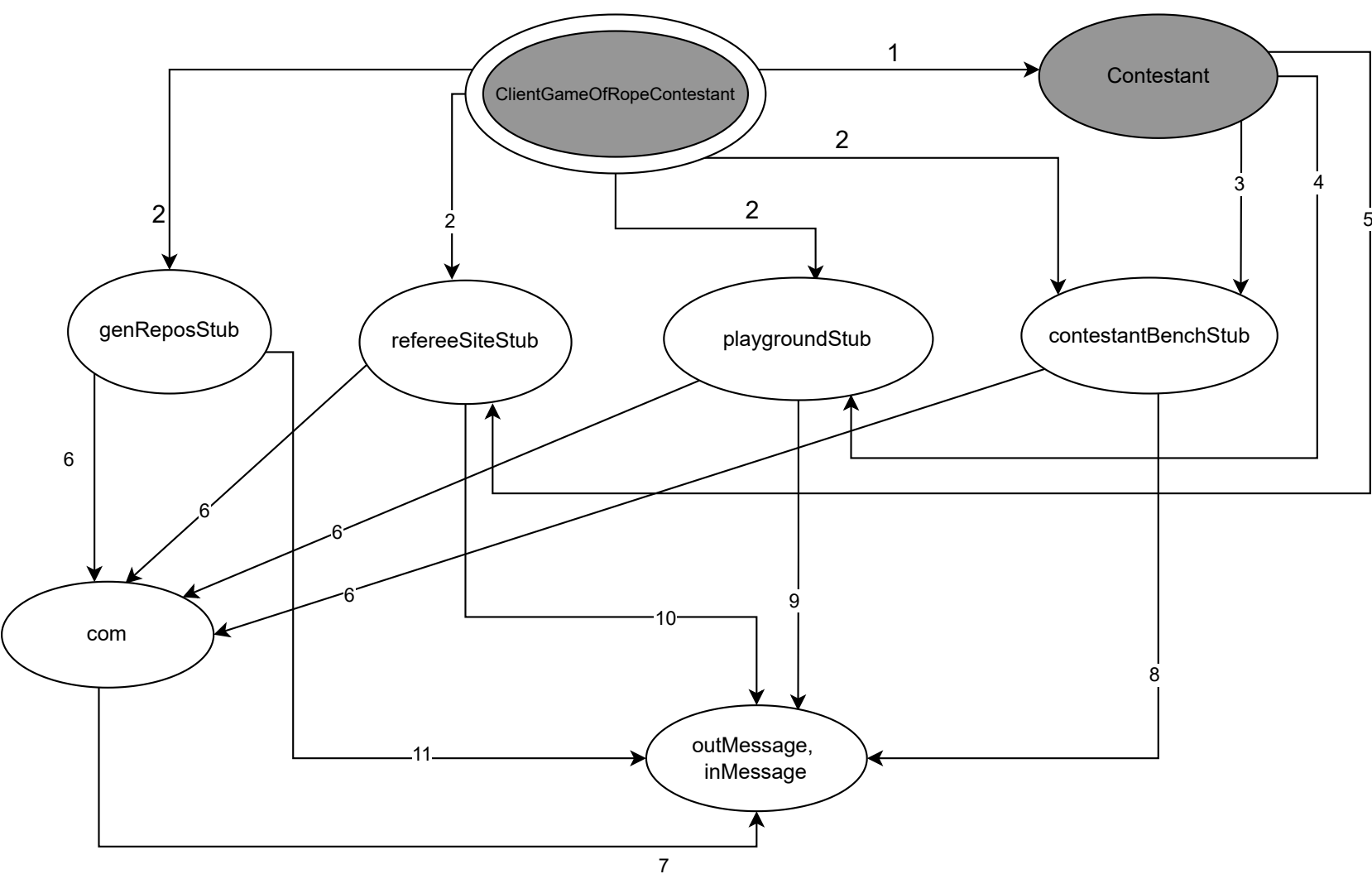
Instantiated data type  
**Active Entity (it is a thread)**



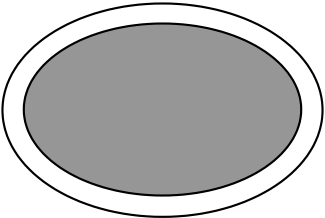
Instantiated data type  
**Passive Entity**

- 1 - instantiate, start, join
- 2 - instantiate, shutdown
- 3 - callContestants
- 4 - waitContestants, watchTrial, isMatchFinished
- 5 - informReferee, reviewNotes, waitNewGame
- 6 - instantiate, open, close, writeObject, readObject
- 7 - instantiate
- 8 - getMsgType, toString,
- 9 - getMsgType, toString, getRefereeID,
- 10 -getMsgType, toString,
- 11 - getMsgType, toString

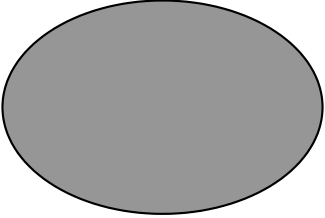
# Contestant



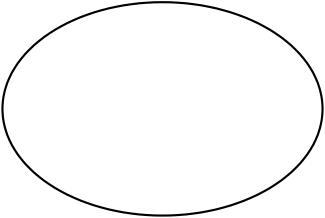
## Diagram Label



Non-instantiated data type  
**Active Entity**



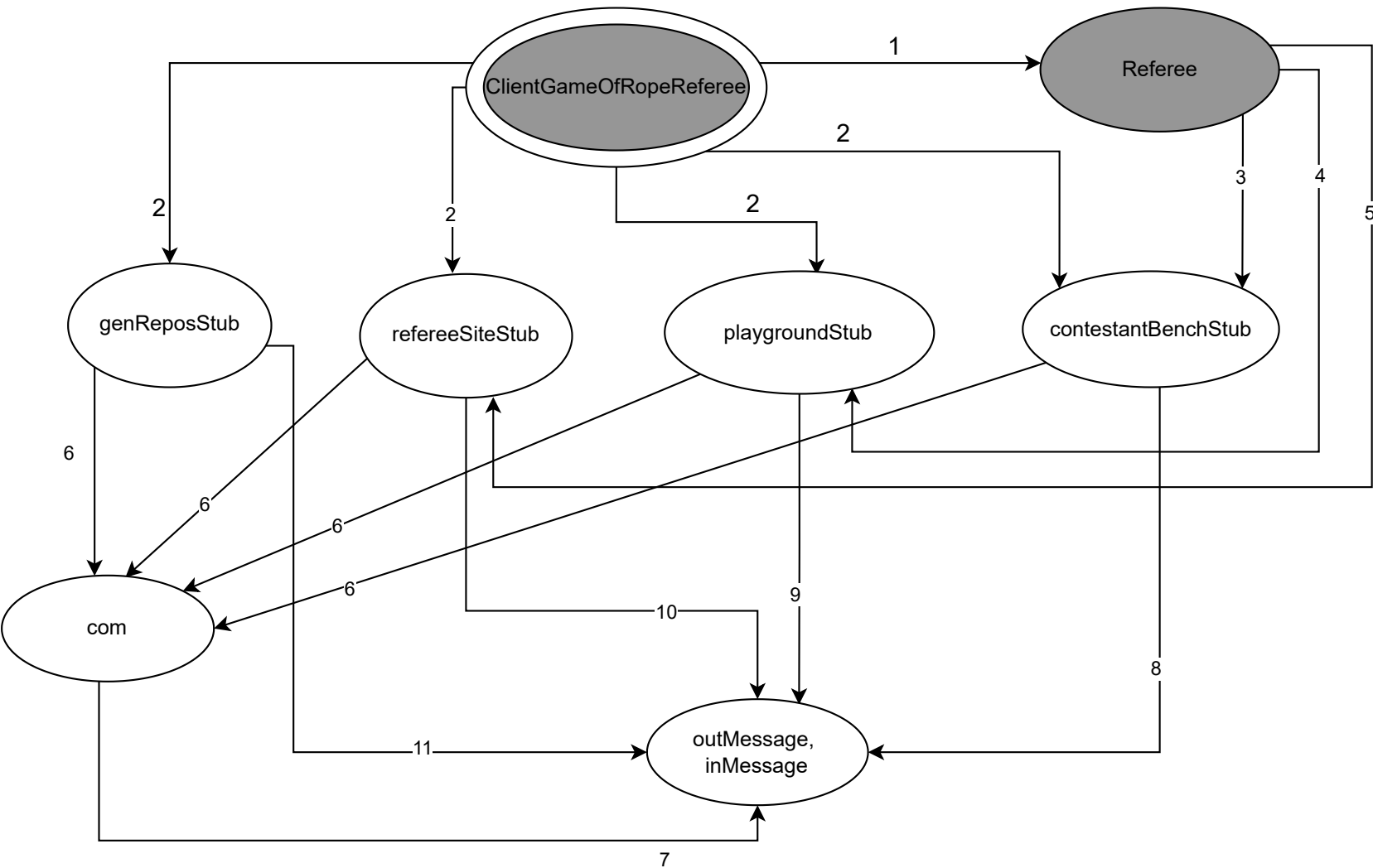
Instantiated data type  
**Active Entity (it is a thread)**



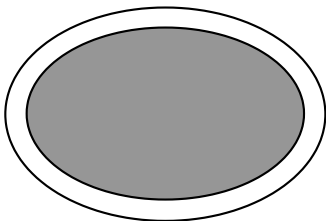
Instantiated data type  
**Passive Entity**

- 1 - instantiate, start, join
- 2 - instantiate, shutdown
- 3 - sitDown
- 4 - verifyInMatch, amDone, pullTheRope, getReady, followCoachAdvice
- 5 -
- 6 - instantiate, open, close, writeObject, readObject
- 7 - instantiate
- 8 - getMsgType, toString, getContestantID , getRopePosition
- 9 - getMsgType, toString, getCoachID , get ContestantID, get RopePosition
- 10 -getMsgType, toString, getRereelID, getContestantID
- 11 - getMsgType, toString

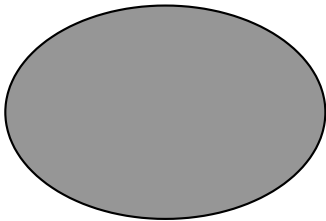
# Referee



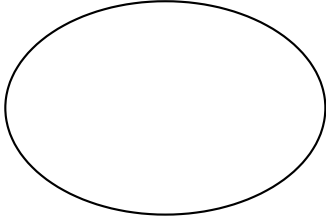
## Diagram Label



Non-instantiated data type  
**Active Entity**



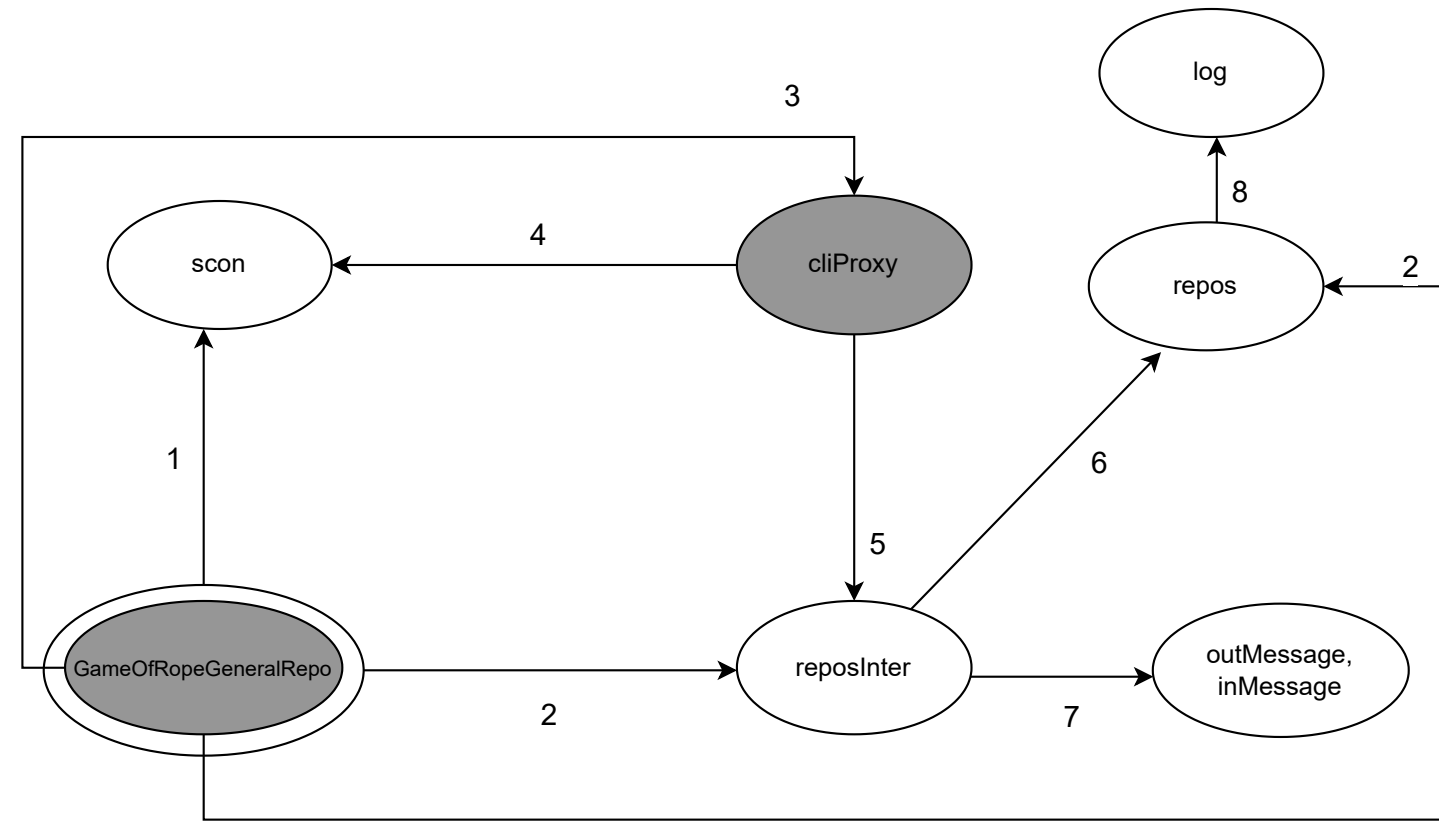
Instantiated data type  
**Active Entity (it is a thread)**



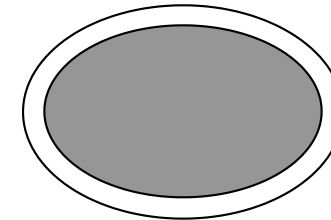
Instantiated data type  
**Passive Entity**

- 1 - instantiate, start, join
- 2 - instantiate, shutdown
- 3 -
- 4 - announceNewGame , callTrial, declareGameWinner, declareMatchWinner
- 5 - informReferee, reviewNotes, waitNewGame
- 6 - instantiate, open, close, writeObject, readObject
- 7 - instantiate
- 8 - getMsgType, toString,
- 9 - getMsgType, toString, getRefereelD,
- 10 -getMsgType, toString,
- 11 - getMsgType, toString

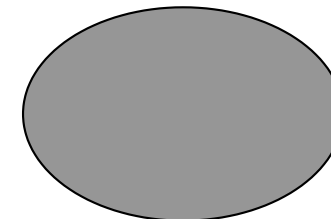
# General Repository



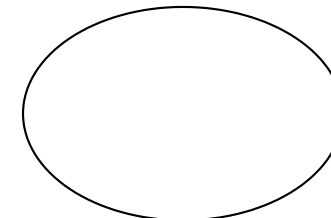
## Diagram Label



Non-instantiated data type  
**Active Entity**



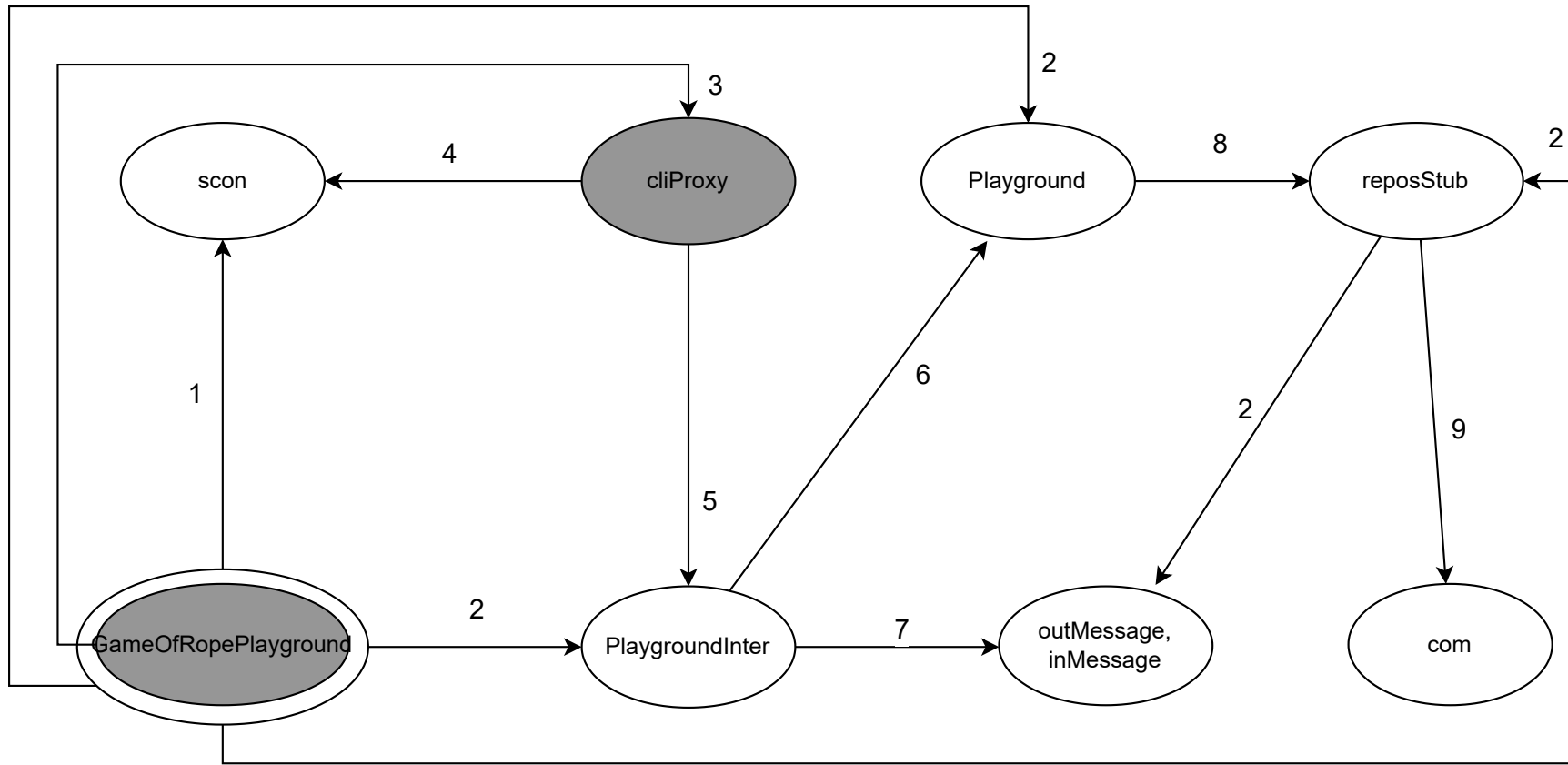
Instantiated data type  
**Active Entity (it is a thread)**



Instantiated data type  
**Passive Entity**

- 1 - instantiate, start, accept, end
- 2 - instantiate
- 3 - instantiate, start
- 4 - readObject, writeObject, close
- 5 - processAndReply
- 6 - initSimul, setRefereeID, setContestantID, setCoachID, setRefereeState, setContestantState, setCoachState
- 7 - getMsgType, getLogFName, getRefereeID, getContestantID, getCoachID, getRefereeState, getContestantState, getCoachState
- 8 - instantiate, openForWriting, writelnStrign, close, openForAppending

# Playground



## Diagram Label

1 - instantiate, start, accept, end

2 - instantiate

3 - instantiate, start

4 - readObject, writeObject, close

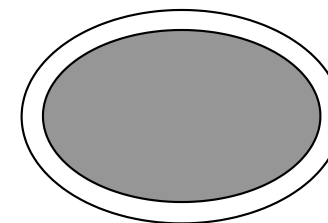
5 - processAndReply

6 - startTrial, isMatchStillGoing, assertTrialDecision, verifyInMatch, amDone, pullTheRope, getReady, followCoachAdvice, waitContestants, watchTrial,

7 - getMsgType, getRefereeID, getCoachID, getContestantID,

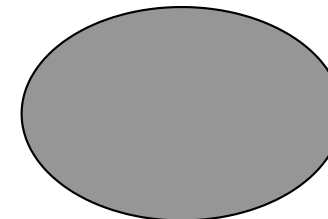
8 - setRefereeID, setCoachID, setContestantID

9 - instantiate, open, writeObject, readObject, close



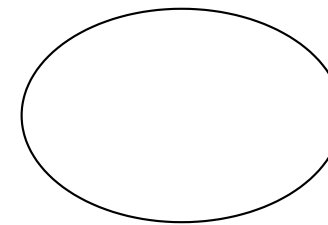
Non-instantiated data type

**Active Entity**



Instantiated data type

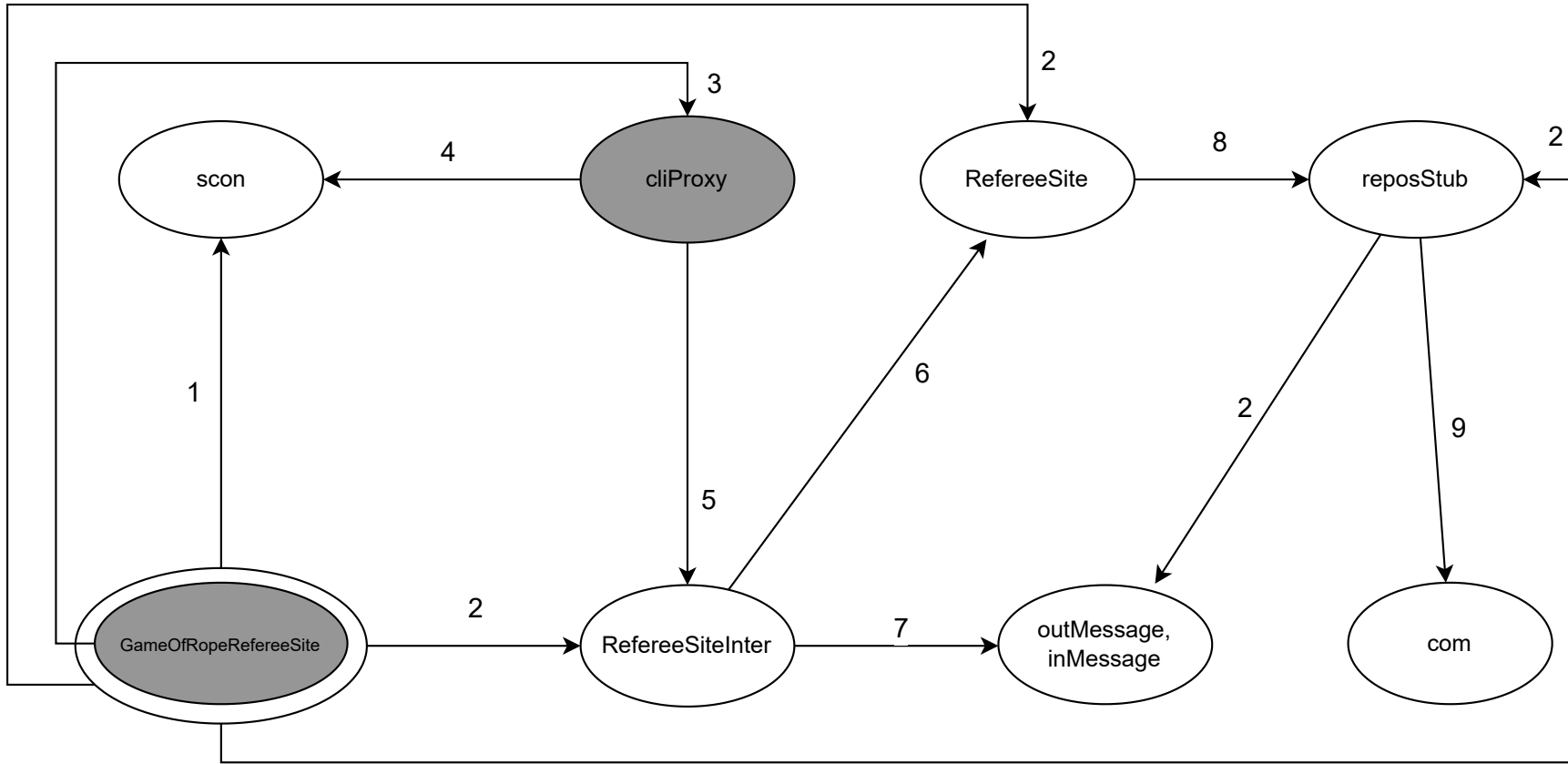
**Active Entity (it is a thread)**



Instantiated data type

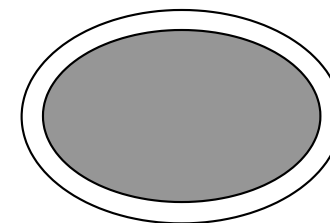
**Passive Entity**

# Referee Site



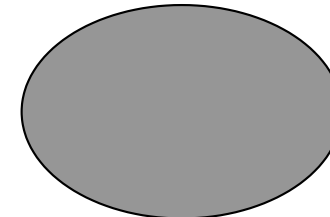
## Diagram Label

- 1 - instantiate, start, accept, end
- 2 - instantiate
- 3 - instantiate, start
- 4 - readObject, writeObject, close
- 5 - processAndReply
- 6 - informReferee, reviewNotes, waitNewGame , announceNewGame , callTrial, declareGameWinner, declareMatchWinner
- 7 - getMsgType, getRefereeID, getCoachID , getRopePosition, getGameWinner
- 8 - setRefereeID, setCoachID , getRopePosition
- 9 - instantiate, open, writeObject, readObject, close



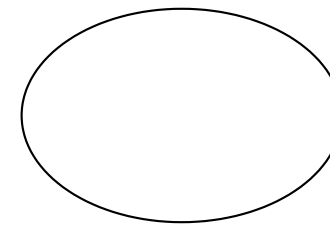
Non-instantiated data type

**Active Entity**



Instantiated data type

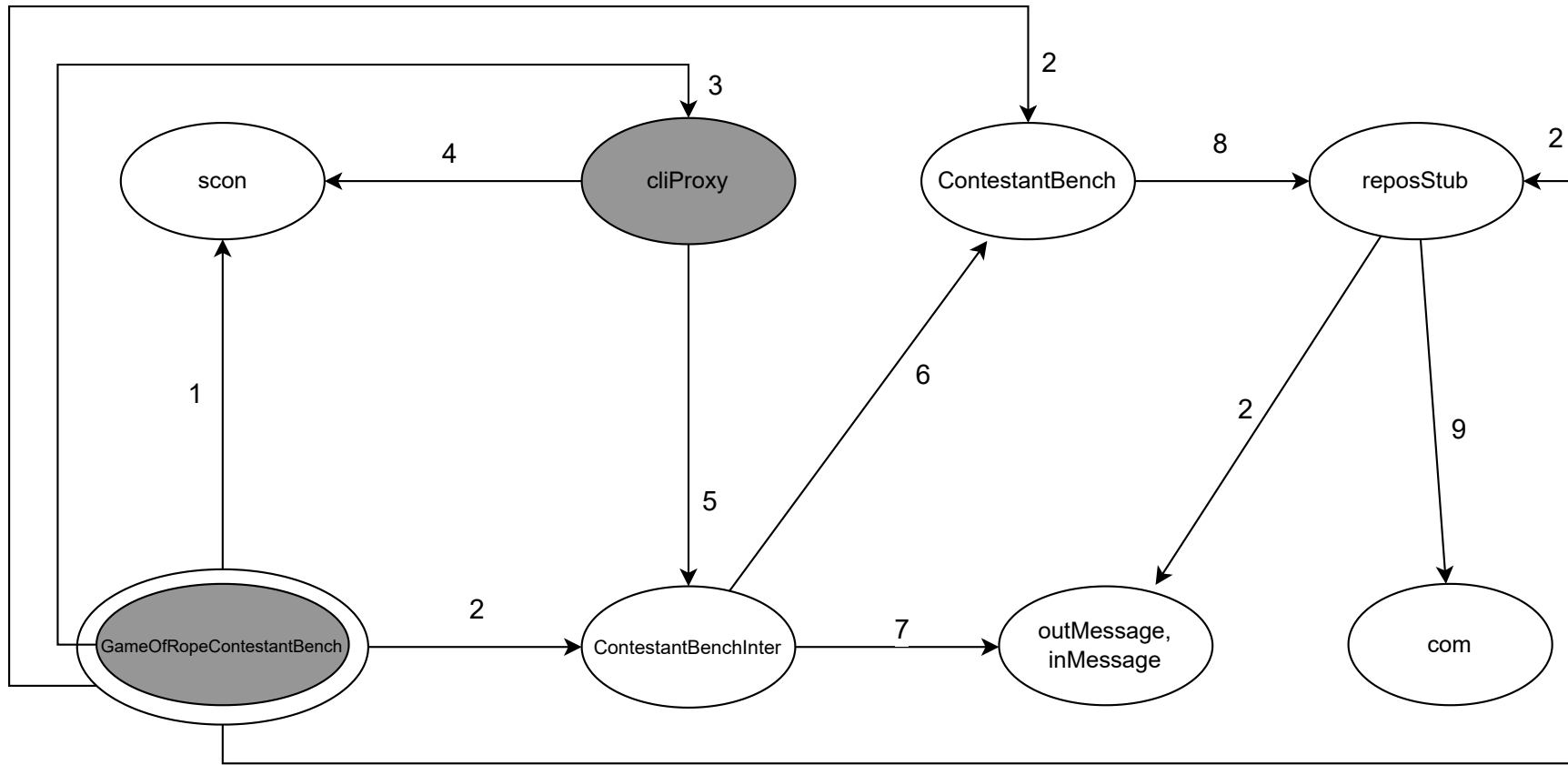
**Active Entity (it is a thread)**



Instantiated data type

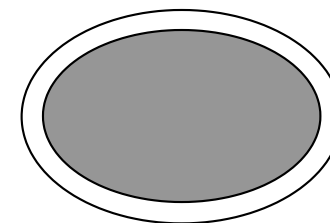
**Passive Entity**

# Contestant Bench



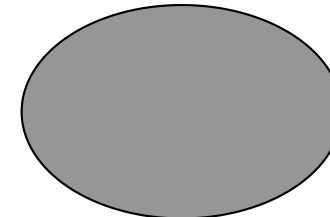
## Diagram Label

- 1 - instantiate, start, accept, end
- 2 - instantiate
- 3 - instantiate, start
- 4 - readObject, writeObject, close
- 5 - processAndReply
- 6 - callContestants, sitDown, startTrial , isMatchStillGoing , assertTrialDecision
- 7 - getMsgType,getContestantID,getCoachID
- 8 - setContestantID,setCoachID
- 9 - instantiate, open, writeObject, readObject, close



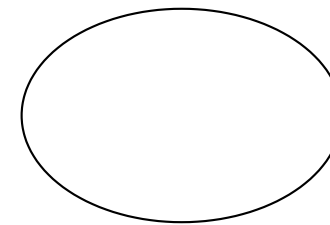
Non-instantiated data type

**Active Entity**



Instantiated data type

**Active Entity (it is a thread)**



Instantiated data type

**Passive Entity**