



1 – readInt, readString, writeString,  
writeString  
2 – getSecurityManager,  
setSecurityManager  
3 – exportObject

4 – getRegistry  
5 – instantiate, bind  
6 – instantiate  
7 - instantiate, locate  
8- update, increment, instantiate, clone  
9 - setThiefSituation, setMasterThiefState, setThiefState  
10 - getThiefGroup, imReady, getNumberOfThieves,  
getThiefState, amINeeded, callThief, getbusyThief  
prepareExcursion, reverseDirection, atARoom,  
flagArrival, getAgility, waitForThieves, waitForThievesEnd,  
signalShutdown