



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

4 – getRegistry
5 – instantiate, bind
6 - instantiate
7 - instantiate, locate
8- update, increment, clone, instantiate
9 - setNumberOfRoomPaintings, setRoomDistance
10 - rollACanvas, getMuseumRoomDistance,
signalShutdown