



1 – readInInt, readInString, writeString,  
 writeInString  
 2 – getRegistry  
 3 – instantiate, lookup  
 4 - instantiate, start, join  
 5 - 7 - instantiate  
 8 - startLog, setMasterThiefState,  
 endReport  
 9 - waitForThievesEnd, callThief,  
 getNumberOfThieves  
 10 - getNumberOfStolenPaintings,  
 joinAssaultParty, takeARest,  
 sumUpResults, checkEmptyRooms,  
 checkEmptyMuseum, checkGroups,  
 startOperations, getMasterThiefState,