1 – readInInt, readInString, writeString,
writeInString
2 – getSecurityManager,
setSecurityManager
3 – exportObject

4 – getRegistry
5 – instantiate, bind
6 – instantiate
7 - instantiate, locate
8- instantiate
9 - update, increment, instantiate, clone
10 - joinAssaultParty, createAssaultParty,
destroyAssaultParty
11 - setAP1_reset, setAP2_reset, setAssaultParty1_room,
setAssaultParty2_room, setMasterThiefState,
12 - getNumberOffThieves
13 - checkGroups, joinAssaultParty, getMasterThiefState,
startOperations, prepareAssaultParty, takeARest,
getNumberofElementsGroup, handACanvas, flagemptyroom,
checkEmptyMuseum, sumUpResults, getNumberofStolenPainting,
checkEmptyRooms, getAssaultRoom, signalShutDown.