

1 - instantiate

- start()
- join()

2 - goCollectMaster()
- handACanvas()

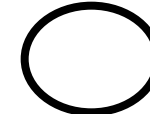
3 - teamReady()
- setDeadState()
- addThief()
- waitForCall()

4 - addToSquad()
- waitToStartRobbing()
- crawlIn()
- crawlOut()
- addCrookCanvas()

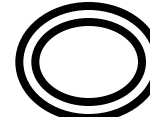
5 - rollACanvas()

6 - instantiate
- open()
- writeObject()
- readObject()
- close()

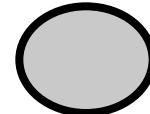
7 - instantiate



Tipo de dados instanciado
(**entidade passiva**)



Tipo de dados não instanciado
(**entidade ativa**)



Tipo de dados instanciado
(**entidade ativa com fio de execução**)