

1 - getRegistry

2 - instantiate
- lookup

3 - instantiate
- incrementClk()
- updateClk()
- getCopyClk()

4 - instantiate
- shutdonw()

5 - instantiate
- start()
- join()

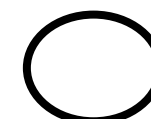
6 - prepareAssaultParty2()
- wakeAll()
- checkThiefNumbers()

7 - getRoomDistance()

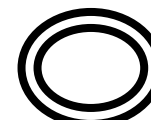
8 - startOperation()
- setDeciding()
- anyTeamAvailable()
- prepareAssaultParty1()
- takeARest()
- printResult()
- anyRoomLeft()

9 - instantiate
- close()
- shutdown()

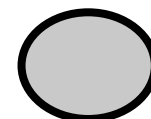
10 - setUpRoom()
- sendAssaultParty()



Tipo de dados instanciado
(entidade passiva)



Tipo de dados não instanciado
(entidade activa)



Tipo de dados instanciado
(entidade activa com fio
de execução)

* Estão omitidos os set's e get's das
zonas de memória para as entidades