

1 - instantiate

2 - instantiate
- start()
- accept()

3 - instantiate
- start()

4 - read()
- write()

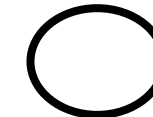
5 - readObject()
- writeObject()

6 - processAndReply()

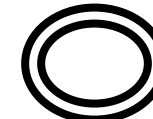
7 - setStateThief()
- setRoomId()

8 - print()
- close()

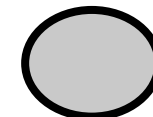
9 - instantiate
- pop()
- push()



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



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



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