

proceedToStartLine

10 - proceedToPaddock, makeAMove

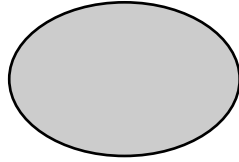
11 - proceedToStartLine, makeAMove

12 - waitForNextRace, goCheckHorses,  
lastToCheckHorses, goWatchTheRace,  
haveIWon, relaxABit

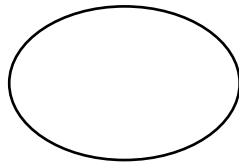
setSpectatorState,  
setSpectatorBetSelection,  
setSpectatorBetAmount

22 - setHorseJockeyState,  
setSpectatorState,

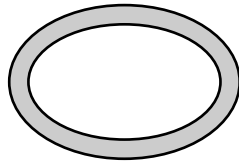
23 - setRaceNumber, setHorseJockeyState,  
setMaxMovingLength



Tipo de dados instanciado,  
Entidade Ativa



Tipo de dados instanciado,  
Entidade Passiva



Tipo de dados não instanciado,  
Entidade Ativa