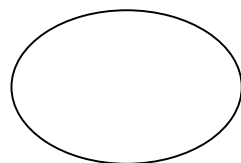
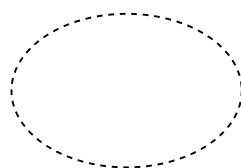


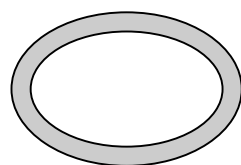
Tipo de dados instanciado,
Entidade Ativa



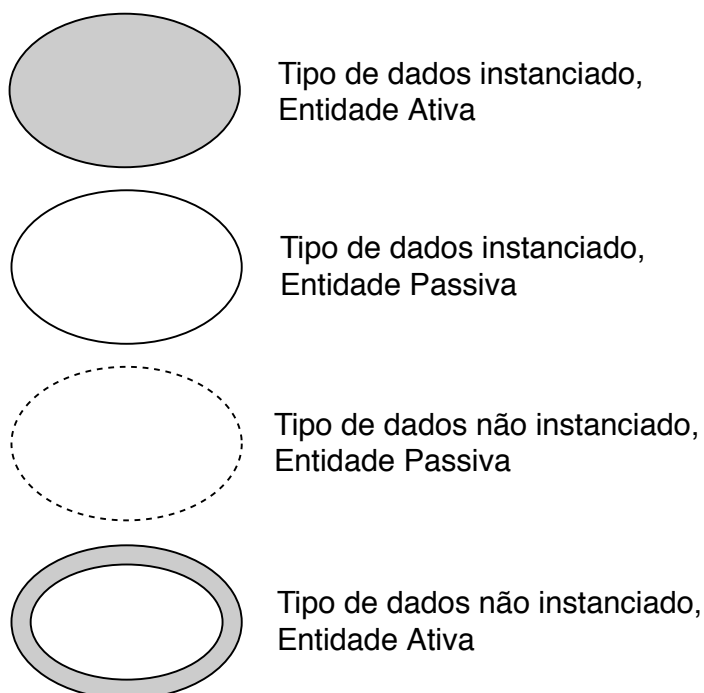
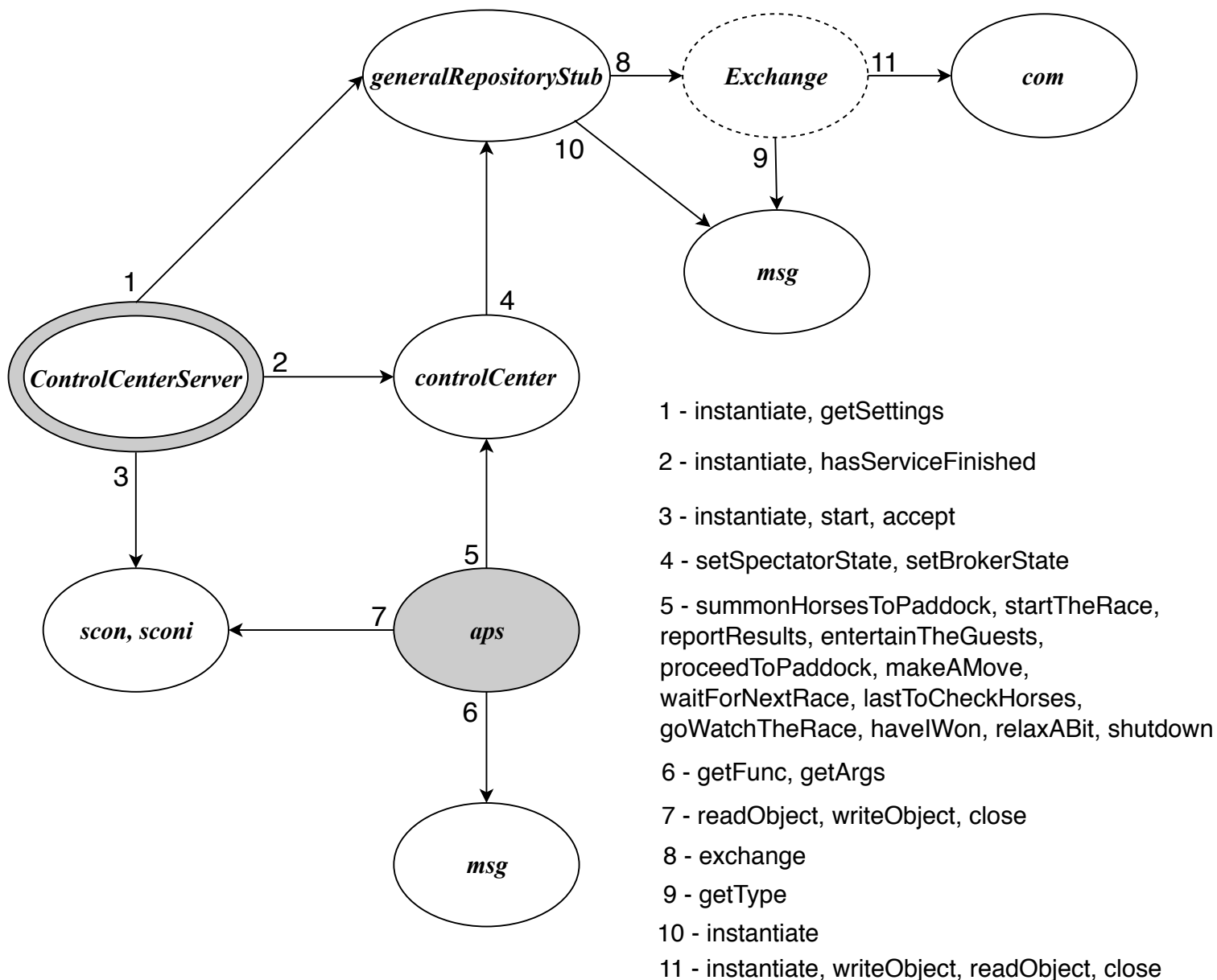
Tipo de dados instanciado,
Entidade Passiva

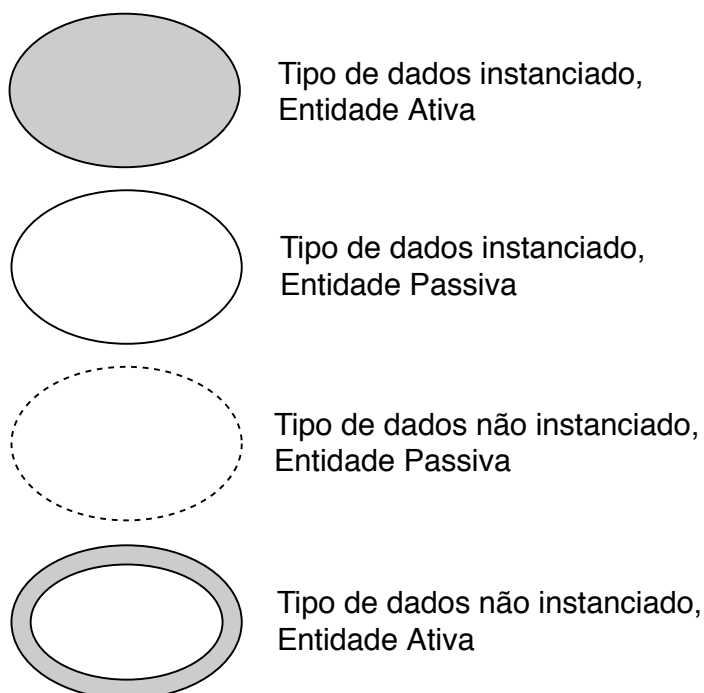
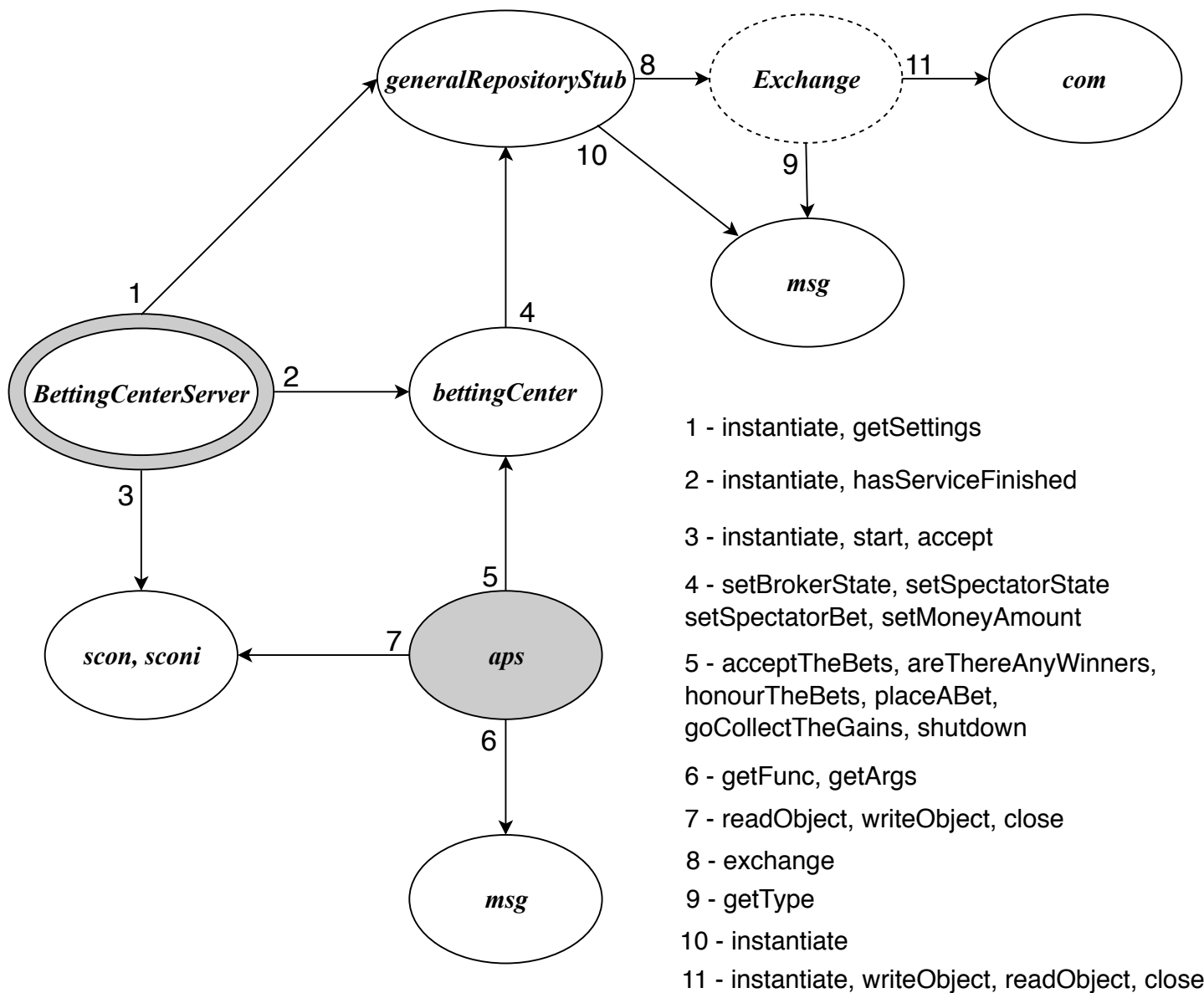


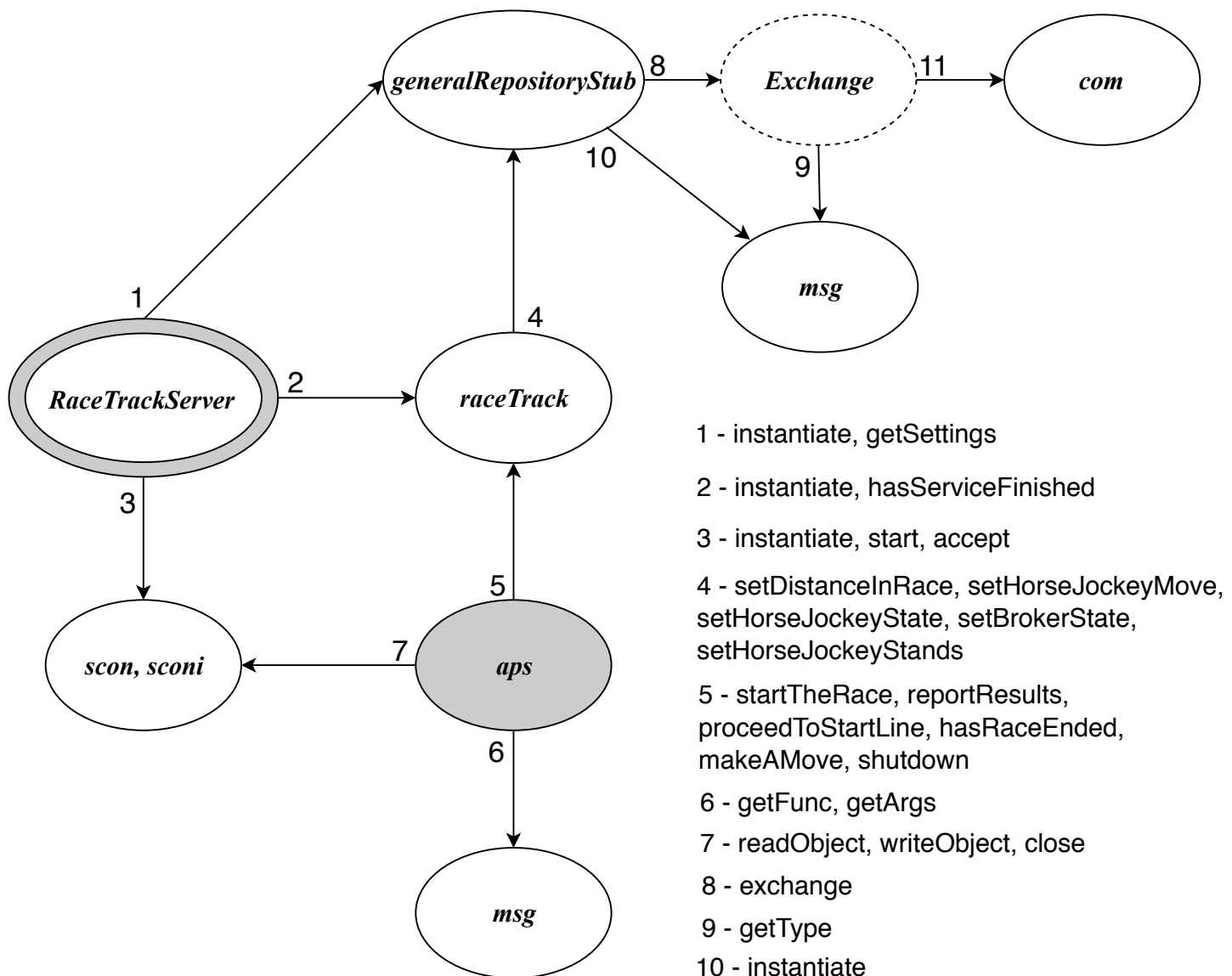
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Entidade Passiva



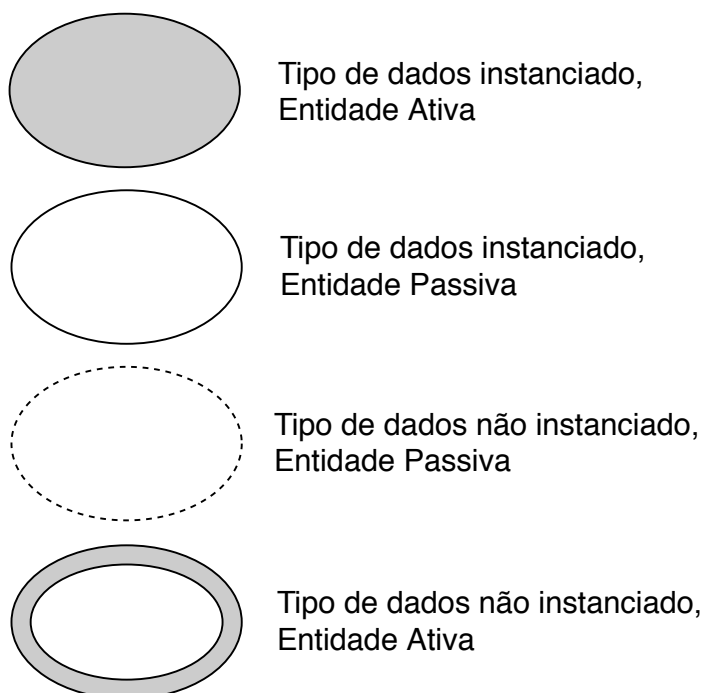
Tipo de dados não instanciado,
Entidade Ativa

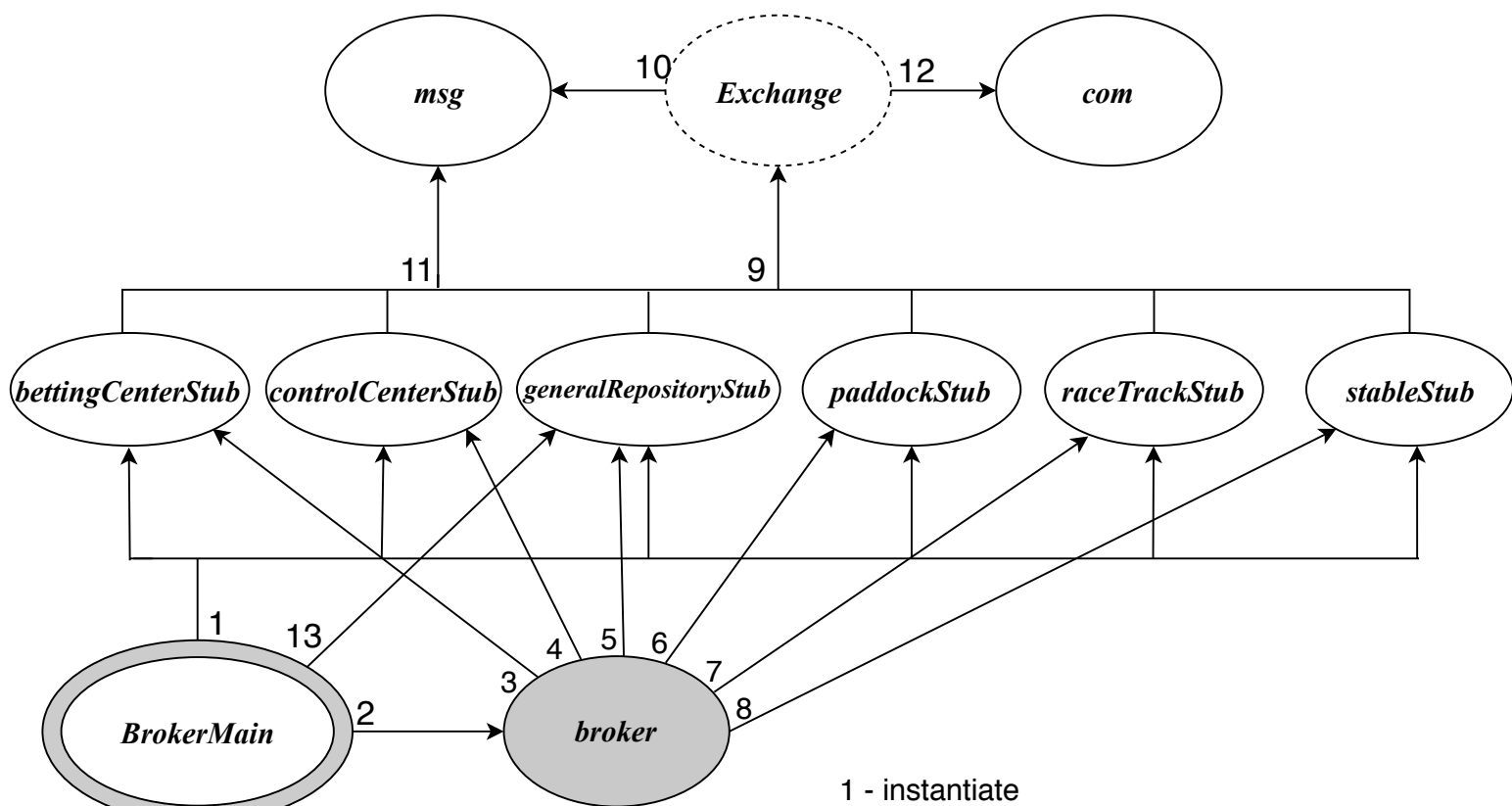




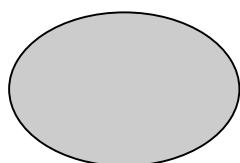


- 1 - instantiate, getSettings
- 2 - instantiate, hasServiceFinished
- 3 - instantiate, start, accept
- 4 - setDistanceInRace, setHorseJockeyMove, setHorseJockeyState, setBrokerState, setHorseJockeyStands
- 5 - startTheRace, reportResults, proceedToStartLine, hasRaceEnded, makeAMove, shutdown
- 6 - getFunc, getArgs
- 7 - readObject, writeObject, close
- 8 - exchange
- 9 - getType
- 10 - instantiate
- 11 - instantiate, writeObject, readObject, close

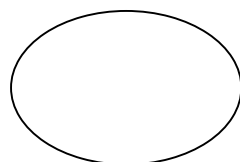




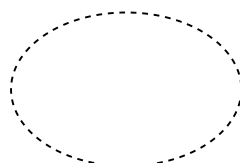
- 1 - instantiate
- 2 - instantiate, start, join
- 3 - acceptTheBets, areThereAnyWinners, honourTheBets
- 4 - summonHorsesToPaddock, startTheRace, reportResults, entertainTheGuests
- 5 - setBrokerState
- 6 - learnTheOdds
- 7 - startTheRace, reportResults
- 8 - summonHorsesToPaddock
- 9 - exchange
- 10 - getType
- 11 - instantiate
- 12 - instantiate, writeObject, readObject, close
- 13 - getSettings, shutdown



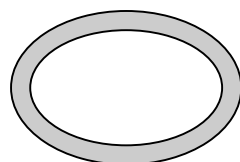
Tipo de dados instanciado,
Entidade Ativa



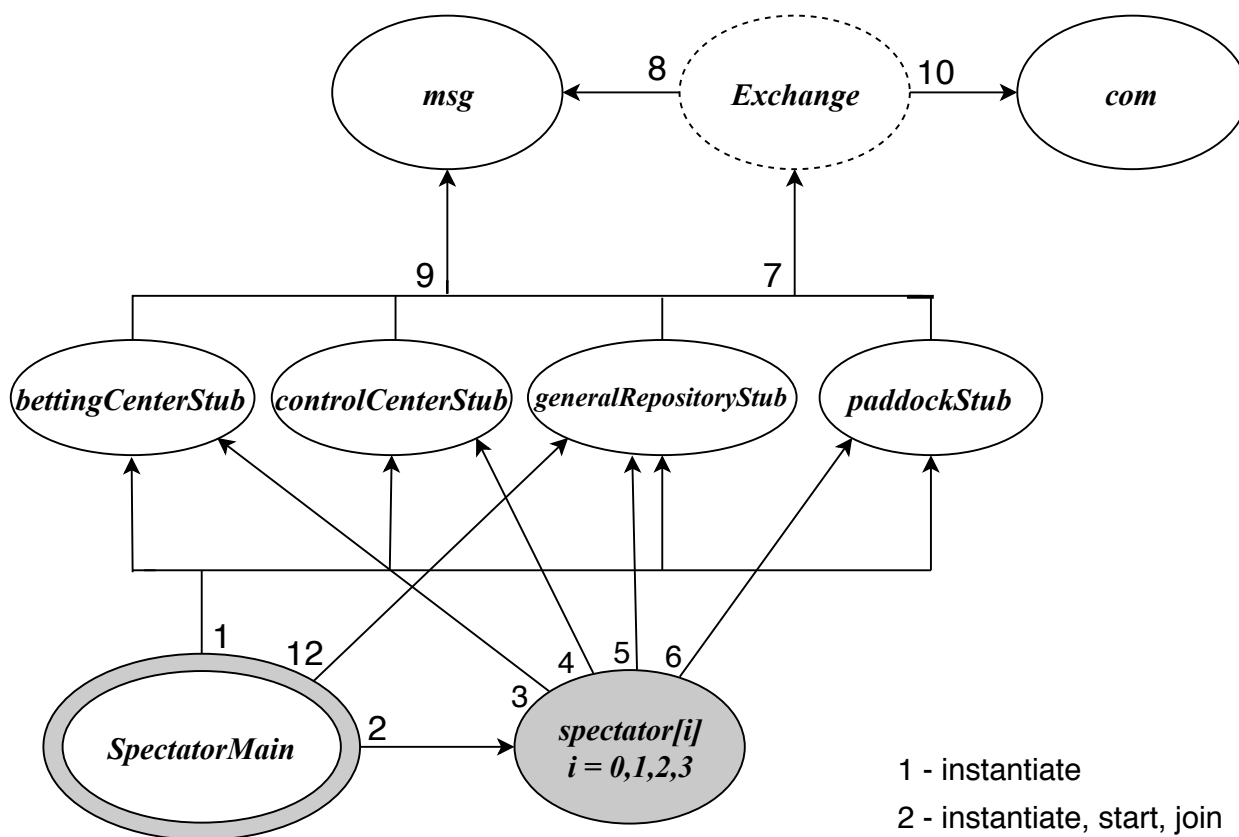
Tipo de dados instanciado,
Entidade Passiva



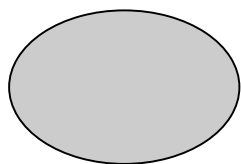
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Entidade Passiva



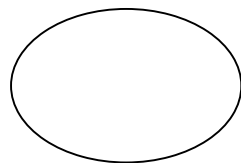
Tipo de dados não instanciado,
Entidade Ativa



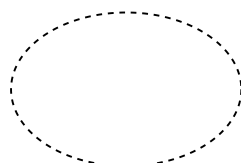
- 1 - instantiate
- 2 - instantiate, start, join
- 3 - placeABet, goCollectTheGains
- 4 - waitForNextRace, lastToCheckHorses, goWatchTheRace, haveIWon, relaxABit
- 5 - setSpectatorInitialState
- 6 - goCheckHorses, appraisingHorses,
- 7 - exchange
- 8 - getType
- 9 - instantiate
- 10 - instantiate, writeObject, readObject, close
- 11 - getSettings, shutdown



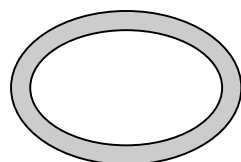
Tipo de dados instanciado,
Entidade Ativa



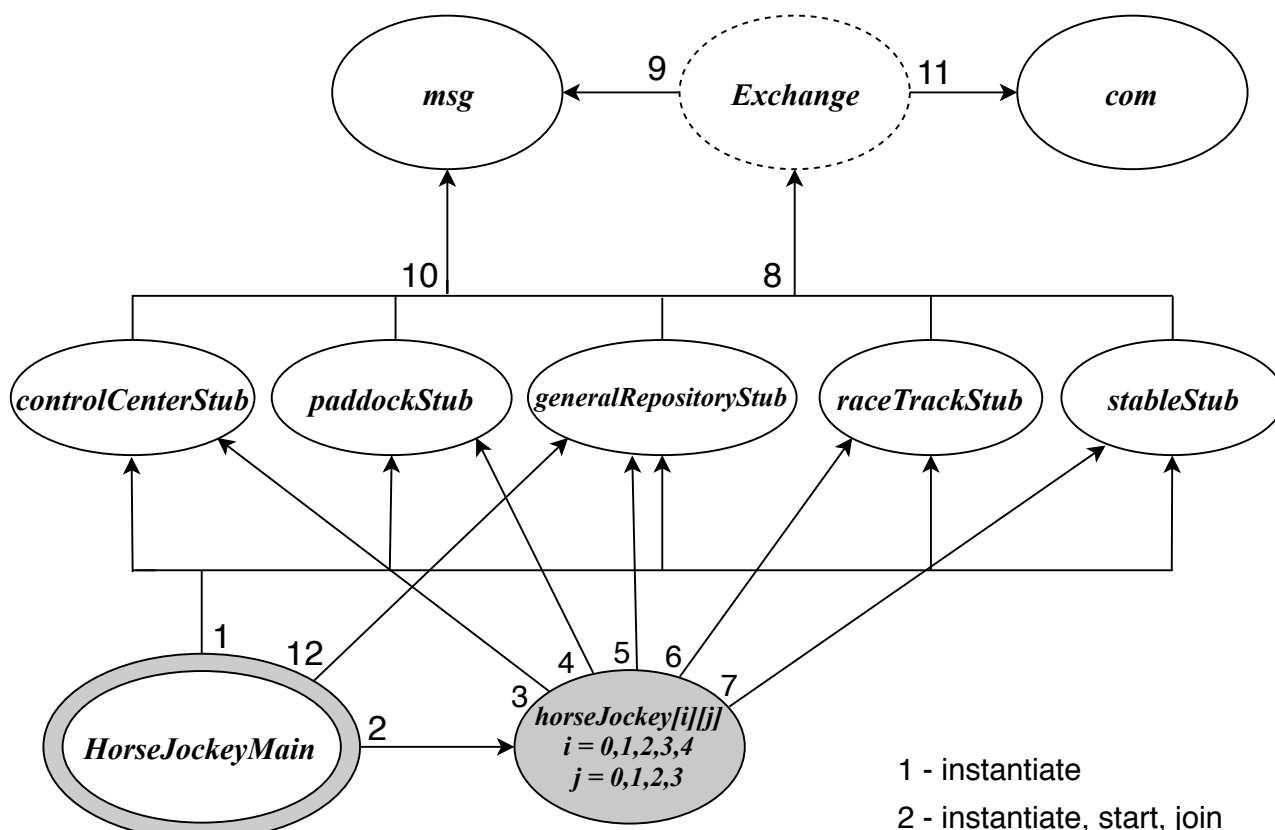
Tipo de dados instanciado,
Entidade Passiva



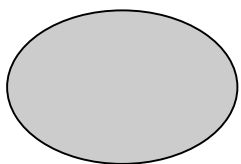
Tipo de dados não instanciado,
Entidade Passiva



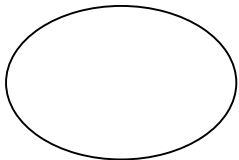
Tipo de dados não instanciado,
Entidade Ativa



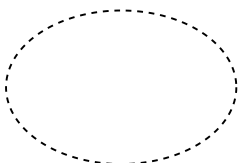
- 1 - instantiate
- 2 - instantiate, start, join
- 3 - proceedToPaddock, makeAMove
- 4 - proceedToPaddock, sleepAtThePaddock, proceedToStartLine
- 5 - setHorseJockeyInitialState
- 6 - proceedToStartLine, makeAMove, hasRaceEnded
- 7 - proceedToStable, proceedToStableFinal
- 8 - exchange
- 9 - getType
- 10 - instantiate
- 11 - instantiate, writeObject, readObject, close
- 12 - getSettings, shutdown



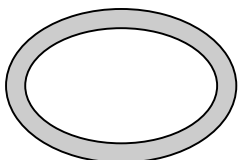
Tipo de dados instanciado,
Entidade Ativa



Tipo de dados instanciado,
Entidade Passiva



Tipo de dados não instanciado,
Entidade Passiva



Tipo de dados não instanciado,
Entidade Ativa