

1 – readInString, writeString, writelnString, readlnInt

2 – getSecurityManager, setSecurityManager

3 – exportObject

4 – getRegistry

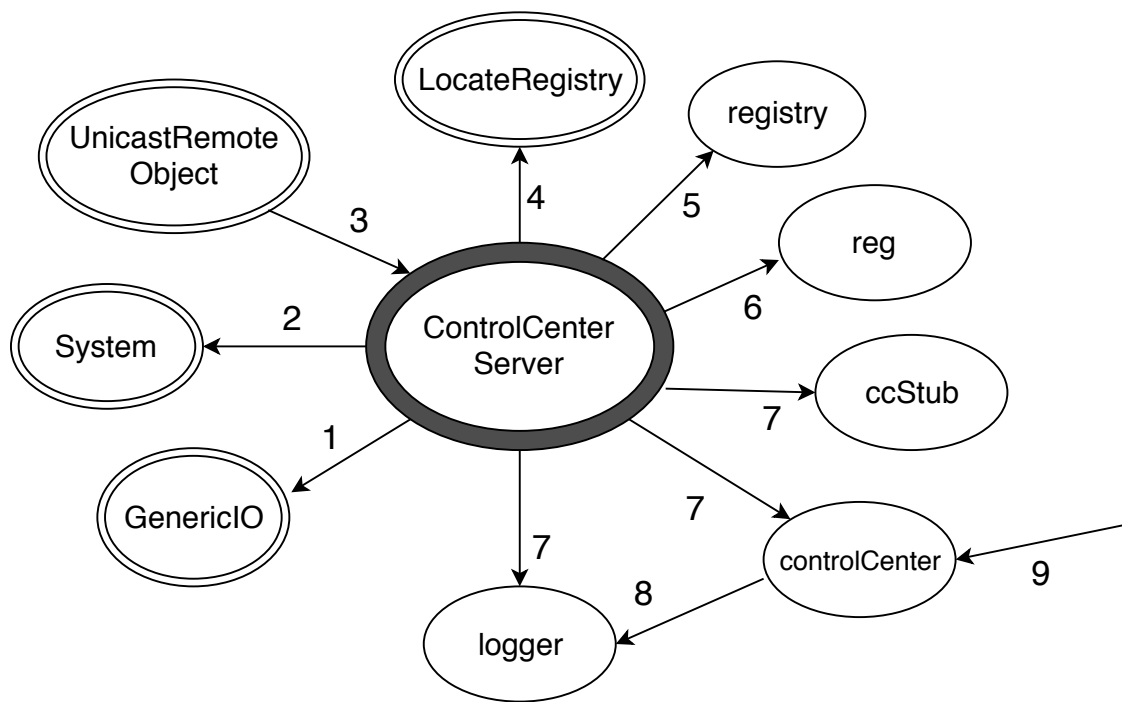
5 – instantiate, locate

6 – instantiate, bind

7 – instantiate

8 – setBrokerState, setSpectatorState setSpectatorBet, setMoneyAmount

9 – acceptTheBets, areThereAnyWinners, honourTheBets, placeABet, goCollectTheGains, hasServiceFinished, shutdown



1 – readInString, writeString, writeInString, readInInt

2 – getSecurityManager, setSecurityManager

3 – exportObject

4 – getRegistry

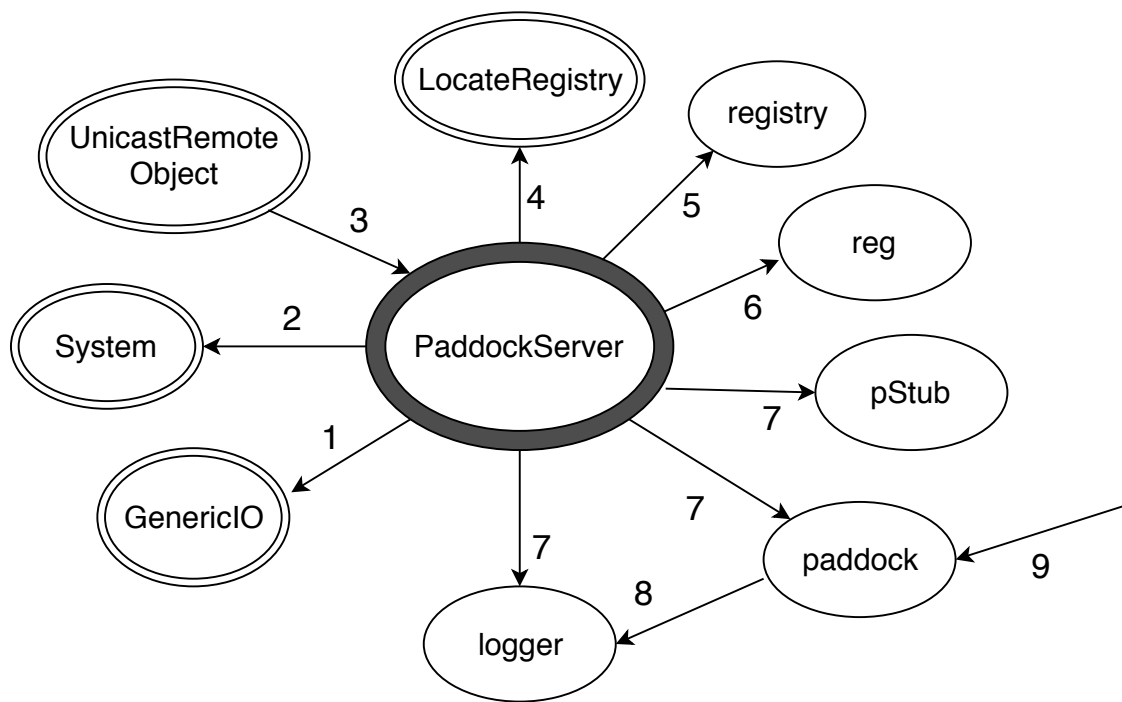
5 – instantiate, locate

6 – instantiate, bind

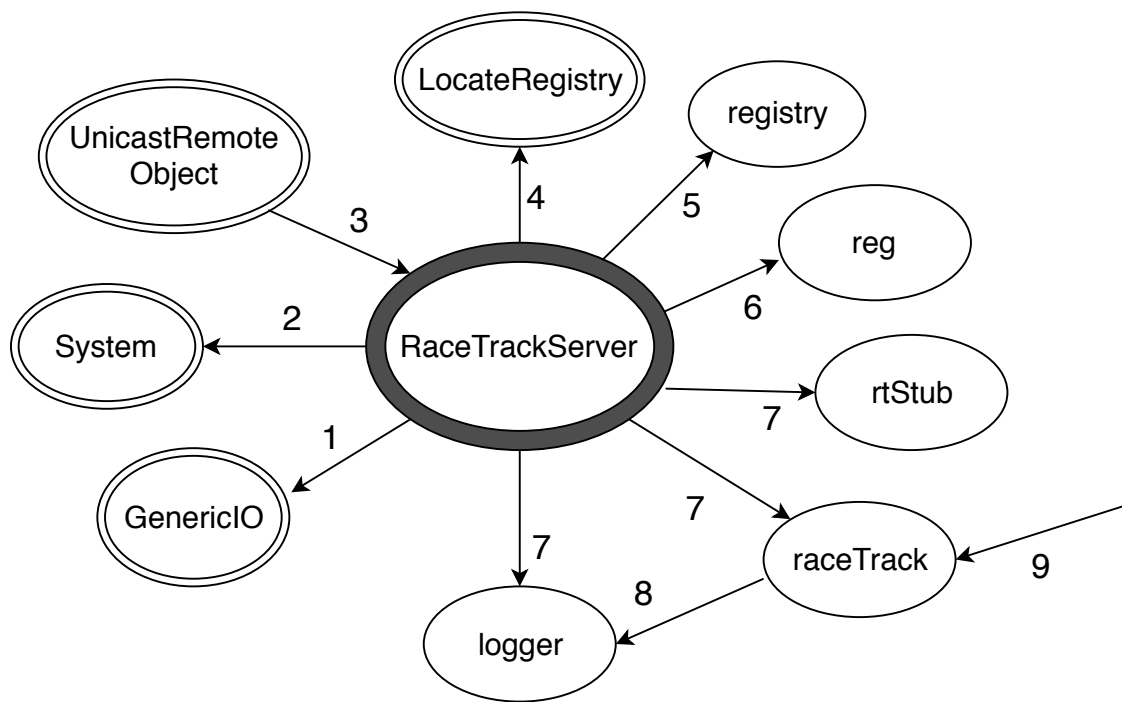
7 – instantiate

8 – setSpectatorState, setBrokerState

9 – summonHorsesToPaddock, startTheRace, reportResults, entertainTheGuests, proceedToPaddock, makeAMove, waitForNextRace, lastToCheckHorses, goWatchTheRace, haveIWon, relaxABit, shutdown



- 1 – readInString, writeString, writeInString, readInInt
- 2 – getSecurityManager, setSecurityManager
- 3 – exportObject
- 4 – getRegistry
- 5 – instantiate, locate
- 6 – instantiate, bind
- 7 – instantiate
- 8 – setHorseJockeyState, setSpectatorState
- 9 – acceptTheBets, proceedToPaddock, sleepAtThePaddock, proceedToStartLine, goCheckHorses, appraisingTheHorses, shutdown



1 – readInString, writeString, writeInString, readInInt

2 – getSecurityManager, setSecurityManager

3 – exportObject

4 – getRegistry

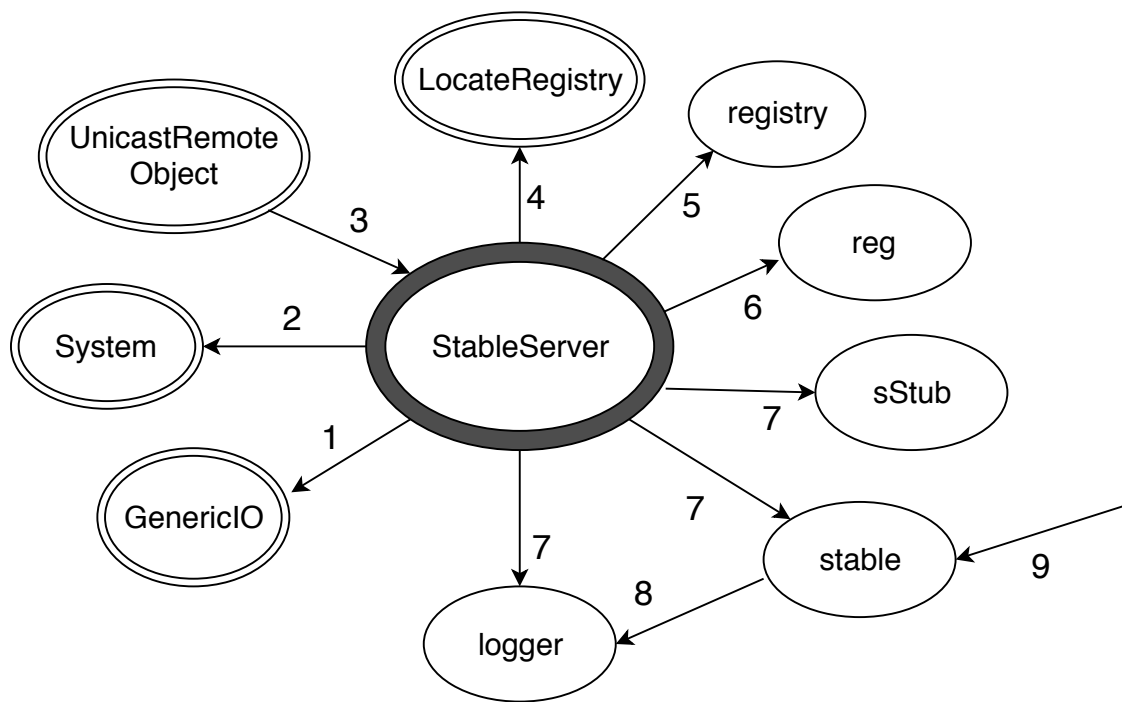
5 – instantiate, locate

6 – instantiate, bind

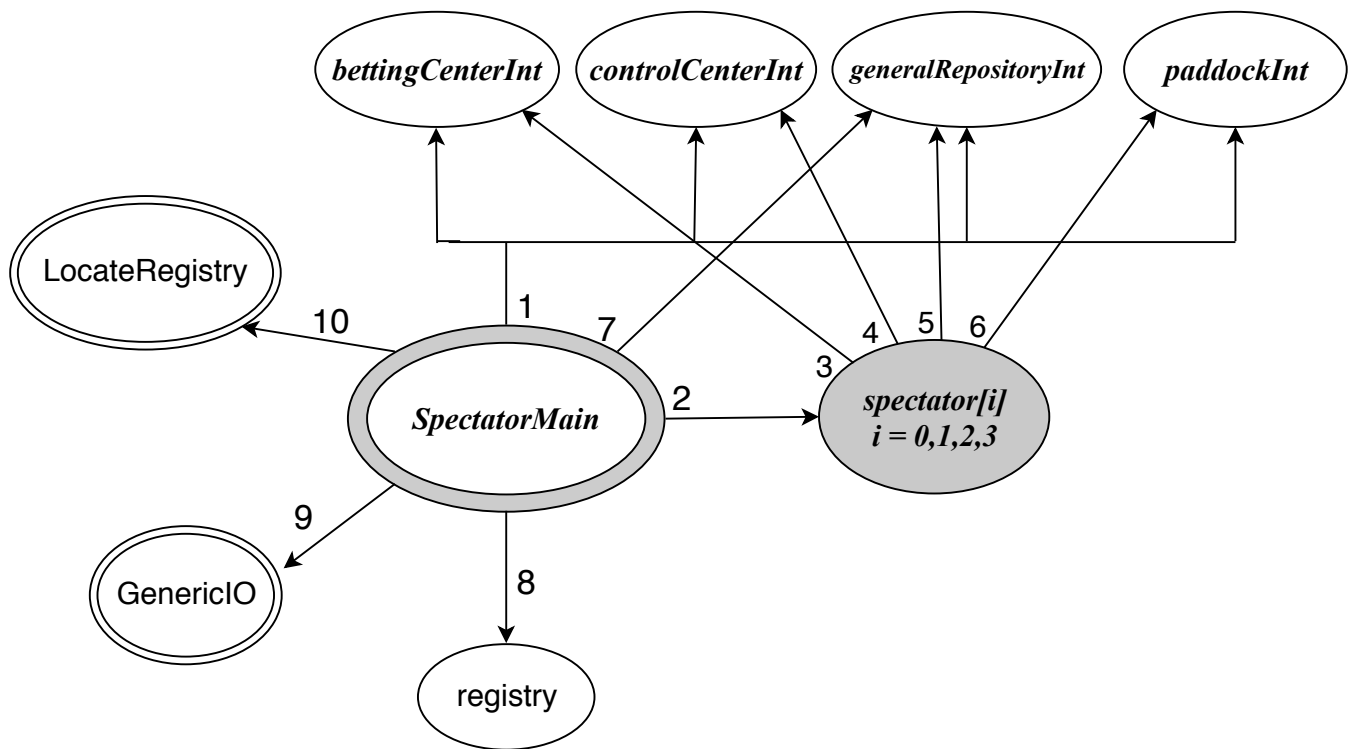
7 – instantiate

8 – setDistanceInRace, setHorseJockeyMove, setHorseJockeyState, setBrokerState, setHorseJockeyStands

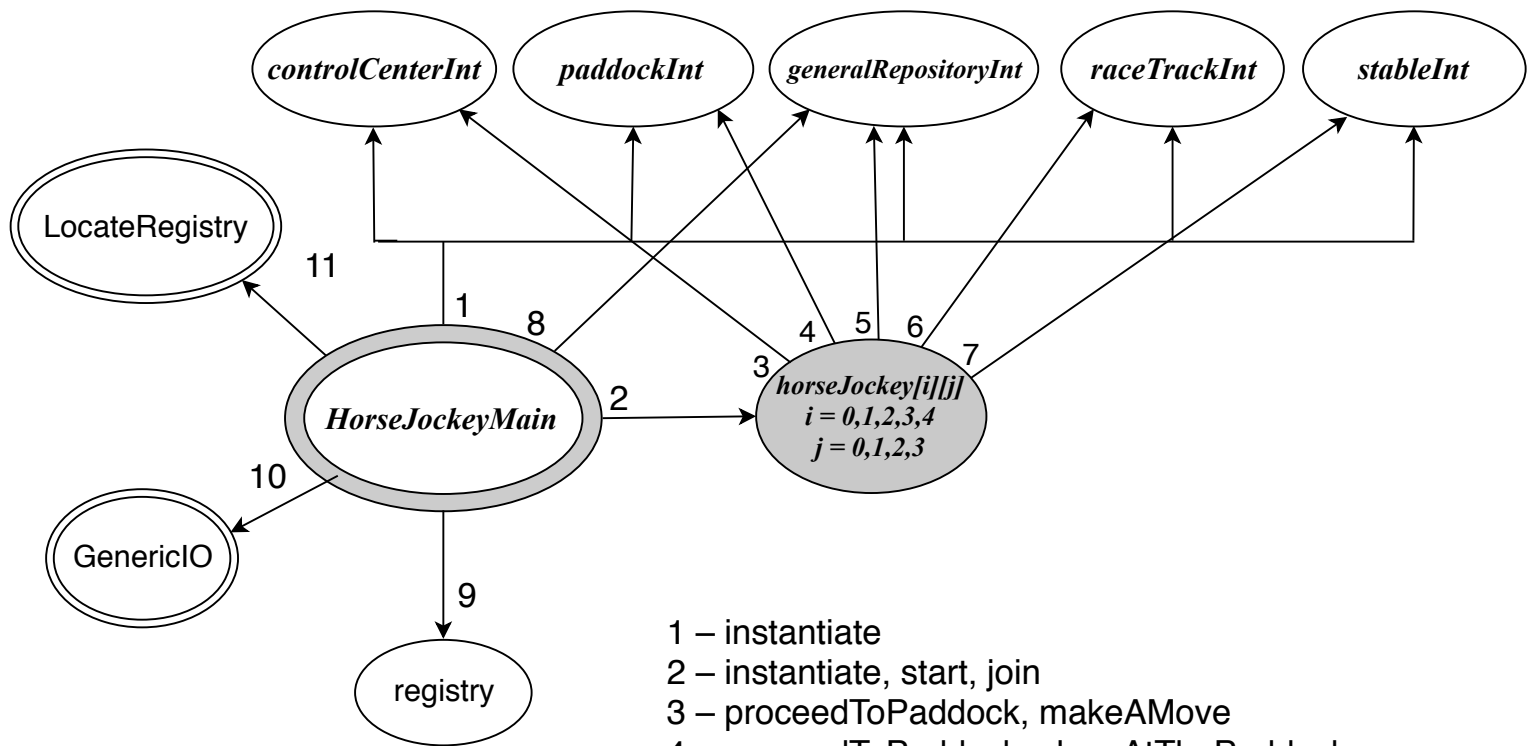
9 – acceptTheBets, areThereAnyWinners, honourTheBets, placeABet, goCollectTheGains, hasServiceFinished, shutdown



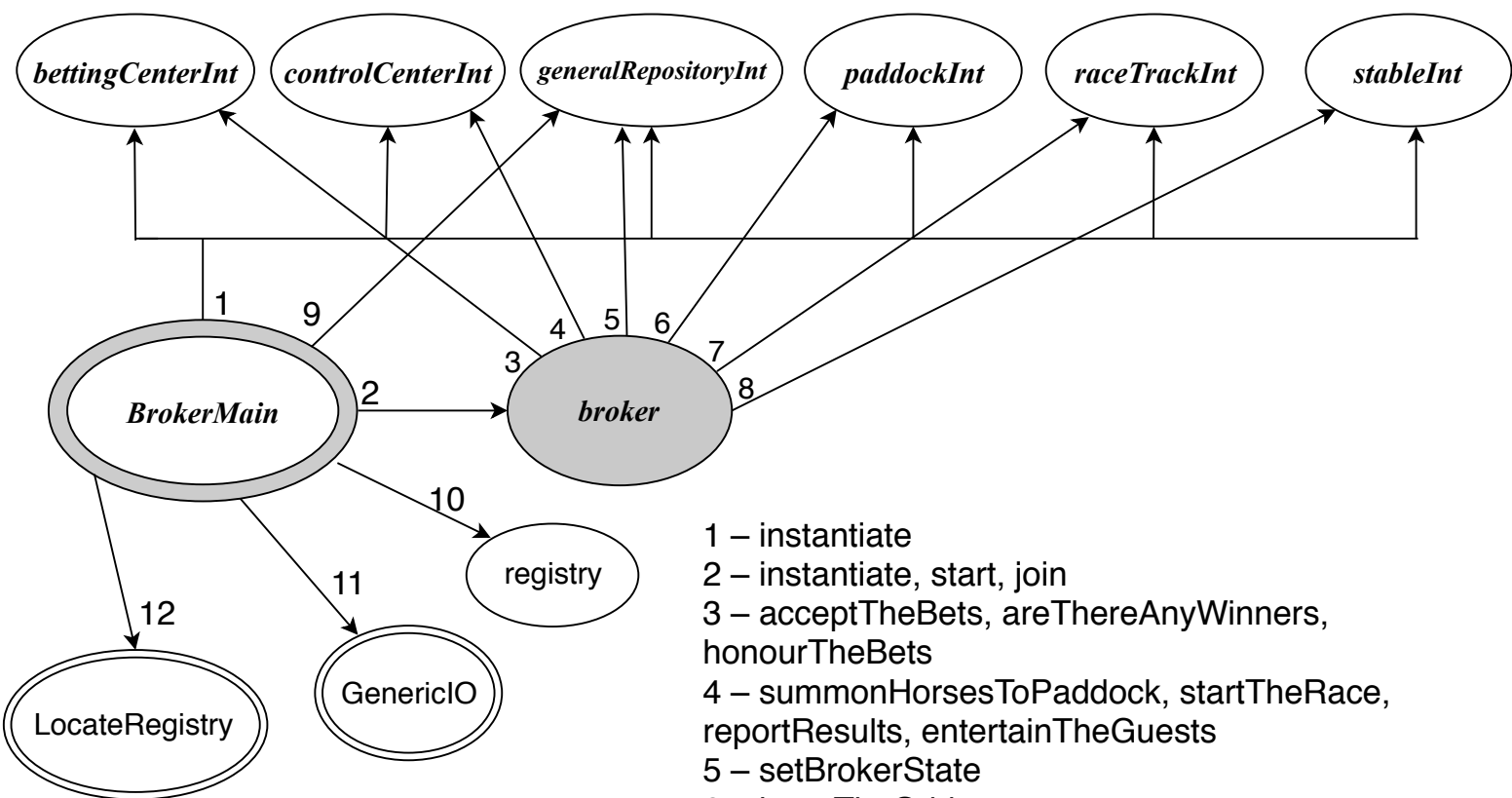
- 1 – readInString, writeString, writeInString, readInInt
- 2 – getSecurityManager, setSecurityManager
- 3 – exportObject
- 4 – getRegistry
- 5 – instantiate, locate
- 6 – instantiate, bind
- 7 – instantiate
- 8 – setRaceNumber, setHorseJockeyState
- 9 – proceedToStable, proceedToStableFinal, summonHorsesToPaddock, shutdown



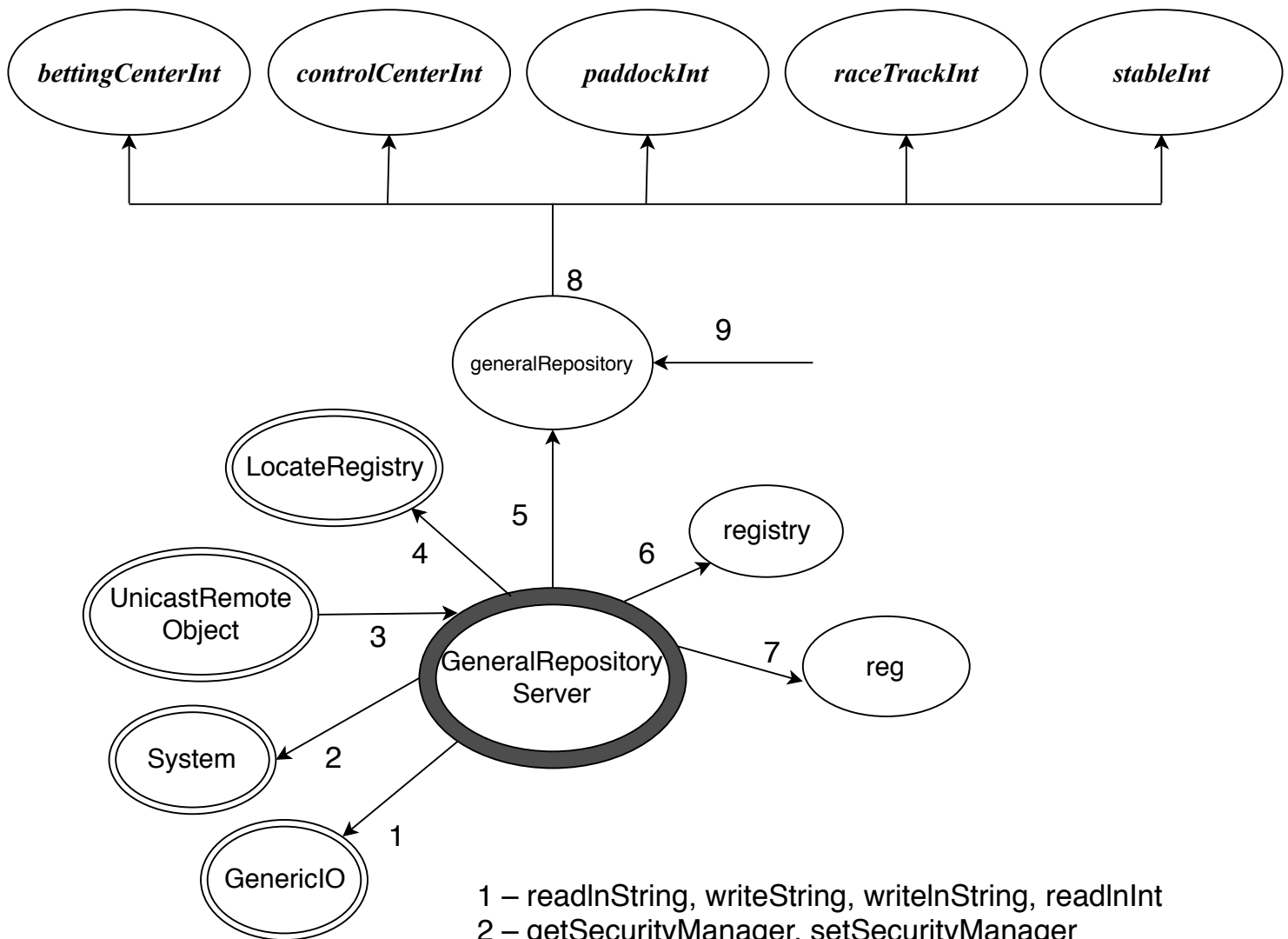
- 1 – instantiate
- 2 – instantiate, start, join
- 3 – placeABet, goCollectTheGains
- 4 – waitForNextRace, lastToCheckHorses, goWatchTheRace, haveIWon, relaxABit
- 5 – setSpectatorInitialState
- 6 – goCheckHorses, appraisingHorses
- 7 – getSettings, shutdown
- 8 – instantiate, lookup
- 9 – readInString, writeString, writeInString, readInInt
- 10 – getRegistry



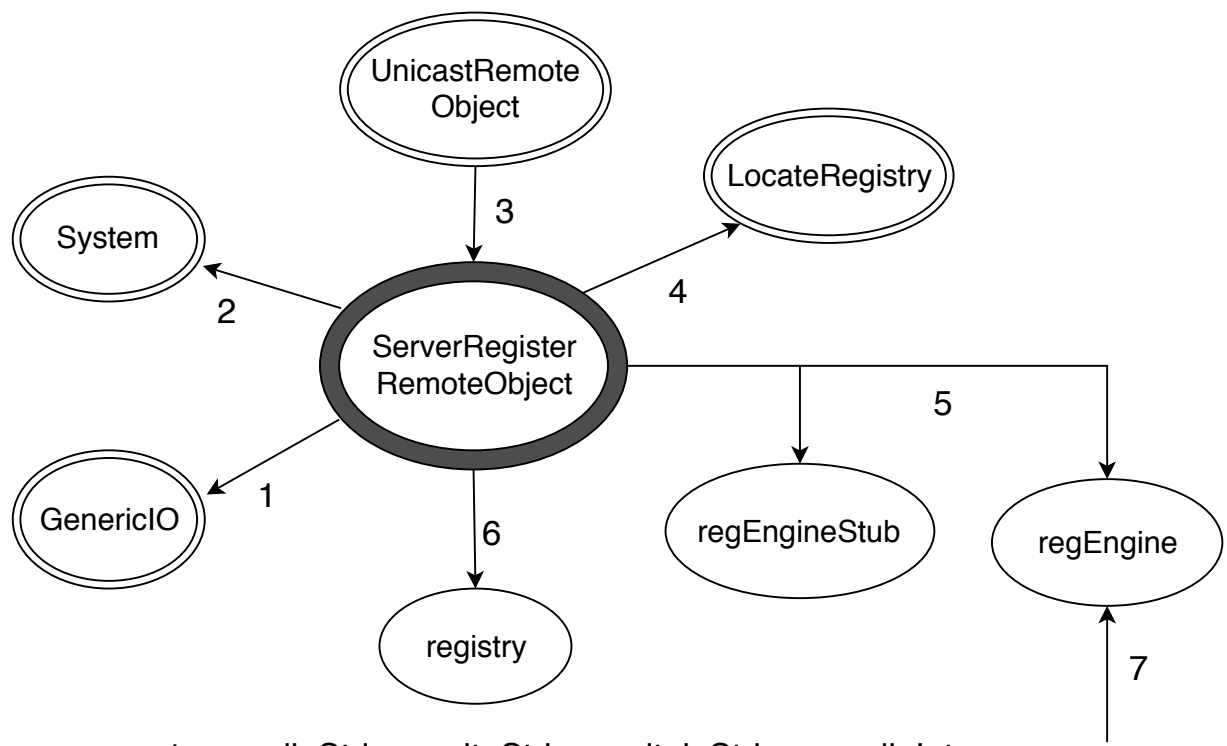
- 1 – instantiate
- 2 – instantiate, start, join
- 3 – proceedToPaddock, makeAMove
- 4 – proceedToPaddock, sleepAtThePaddock, proceedToStartLine
- 5 – setHorseJockeyInitialState
- 6 – proceedToStartLine, makeAMove, hasRaceEnded
- 7 – proceedToStable, proceedToStableFinal
- 8 – getSettings, shutdown
- 9 – instantiate, lookup
- 10 – readInString, writeString, writeInString, readInInt
- 11 – getRegistry







- 1 – readInString, writeString, writeInString, readInInt
- 2 – getSecurityManager, setSecurityManager
- 3 – exportObject
- 4 – getRegistry
- 5 – instantiate, locate
- 6 – instantiate, bind
- 7 – instantiate
- 8 – instantiate, shutdown
- 9 – setBrokerState, setRaceNumber, setDistanceInRace, setMoneyAmount, setSpectatorState, setSpectatorInitialState, setSpectatorBet, setHorseJockeyState, setHorseJockeyInitialState, setHorseJockeyMove, setHorseJockeyStands, getSettings, shutdown



- 1 – readLnString, writeString, writeLnString, readLnInt
- 2 – getSecurityManager, setSecurityManager
- 3 – exportObject
- 4 – getRegistry
- 5 – instantiate
- 6 – instantiate, rebind
- 7 – bind, rebind, unbind