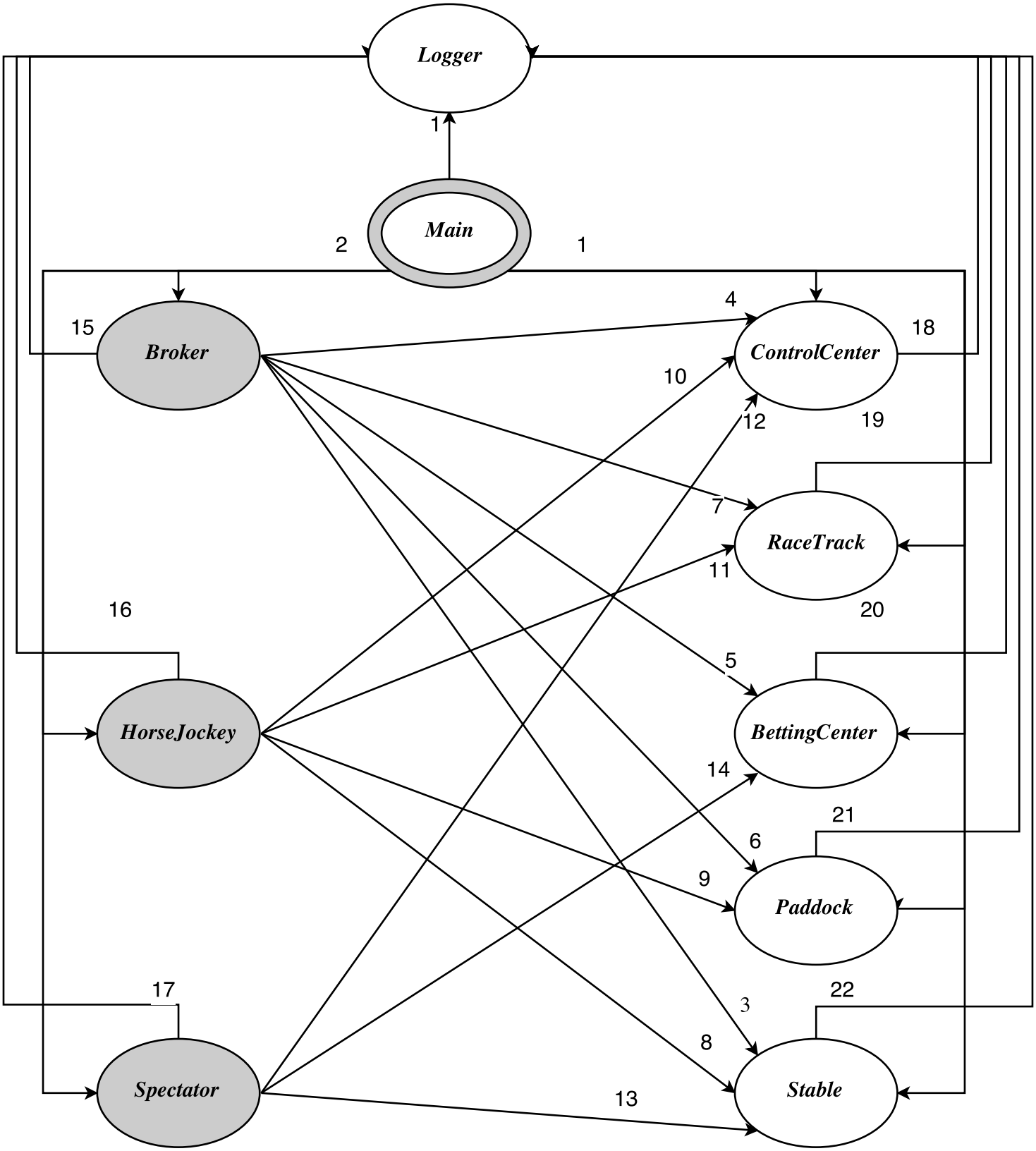

Logger
1
Main
2
1
15
Broker
4
ControlCenter
18
10
12
19
7
RaceTrack
11
16
20
5
HorseJockey
BettingCenter
14
21
6
9
Paddock
17
22
3
8
Spectator
13
Stable

1 - instantiate

2 - instantiate, start, join

3 - summonHorsesToPaddock

4 - summonHorsesToPaddock, startTheRace, reportResults, entertainTheGuests

5 - acceptTheBets

6 - acceptTheBets, areThereAnyWinners, honourTheGuests

7 - startTheRace, reportResults

8 - proceedToStable, proceedToEnd

9 - proceedToPaddock, sleepAtPaddock, proceedToStartLine

10 - proceedToPaddock, makeAMove

11 - proceedToStartLine, makeAMove

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

13 - goCheckHorses, lastToCheckHorses, appraisingTheHorses

14 - placeABet, goCollectTheGains

15 - setBrokerState, setRaceNumber

16 - setHorseJockeyState, setMaxMovingLegth

17 - setSpectatorState, setMoneyAmount

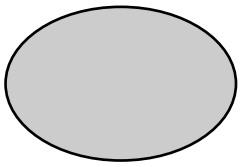
18 - setSpectatorState, setBrokerState

19 - setDistanceInRace, setHorseJockeyState, setHorsePosition, setHorseIteration, setHorseAtEnd

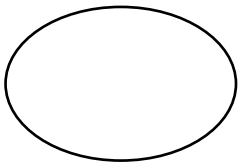
20 - setHorseOdds, setBrokerState, setSpectatorState, setSpectatorBetSelection, setSpectatorBetAmount

22 - setHorseJockeyState, setSpectatorState,

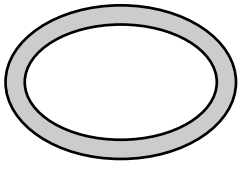
23 - setRaceNumber, setHorseJockeyState, setMaxMovingLength



Tipo de dados instanciado, Entidade Ativa



Tipo de dados instanciado, Entidade Passiva



Tipo de dados não instanciado, Entidade Ativa