



- 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
- 10 – execute