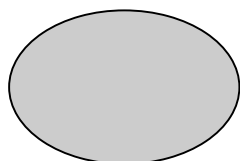
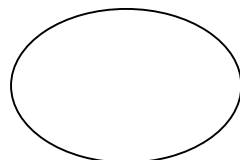


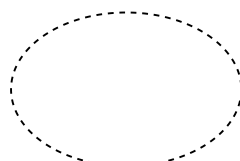
- 1 - instantiate
- 2 - instantiate, start, join
- 3 - placeABet, goCollectTheGains
- 4 - waitForNextRace, lastToCheckHorses, goWatchTheRace, haveIWon, relaxABit
- 5 - setSpectatorInitialState
- 6 - goCheckHorses, appraisingHorses,
- 7 - exchange
- 8 - getType
- 9 - instantiate
- 10 - instantiate, writeObject,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



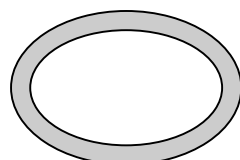
Tipo de dados instanciado,
Entidade Ativa



Tipo de dados instanciado,
Entidade Passiva



Tipo de dados não instanciado,
Entidade Passiva



Tipo de dados não instanciado,
Entidade Ativa