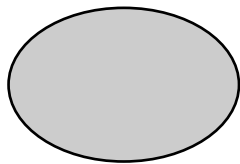
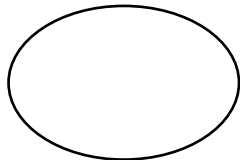


1 - instantiate
2 - instantiate, start, join
3 - summonHorsesToPaddock
4 - summonHorsesToPaddock,
startTheRace, reportResults,
entertainTheGuests
5 - acceptTheBets
6 - acceptTheBets, areThereAnyWinners,
honourTheGuests
7 - startTheRace, reportResults
8 - proceedToStable, proceedToStableFinal
9 - proceedToPaddock,
sleepAtThePaddock, proceedToStartLine
10 - proceedToPaddock, makeAMove
11 - proceedToStartLine, makeAMove
12 - waitForNextRace, goCheckHorses,
lastToCheckHorses, goWatchTheRace,
haveIWon, relaxABit

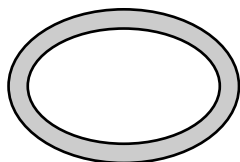
13 - goCheckHorses, lastToCheckHorses,
appraisingTheHorses
14 - placeABet, goCollectTheGains
15 - setBrokerState
16 - setHorseJockeyInitialState
17 - setSpectatorInitialState
18 - setSpectatorState, setBrokerState
19 - setDistanceInRace,
setHorseJockeyState, setHorseJockeyMove,
setHorseJockeyAtEnd, setBrokerState
20 - setHorseJockeyOdds, setBrokerState,
setSpectatorState, setSpectatorBet,
setMoneyAmount
21 - setHorseJockeyState,
setSpectatorState,
22 - setRaceNumber, setHorseJockeyState



Tipo de dados instanciado,
Entidade Ativa



Tipo de dados instanciado,
Entidade Passiva



Tipo de dados não instanciado,
Entidade Ativa