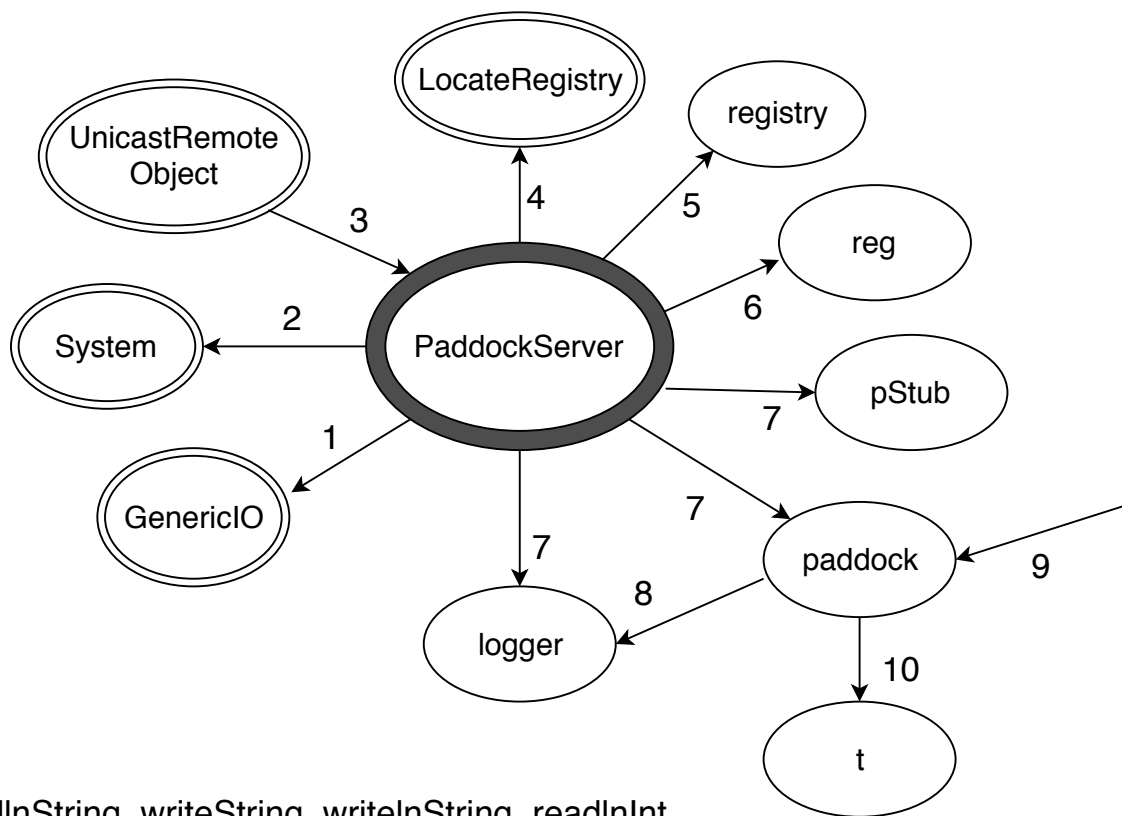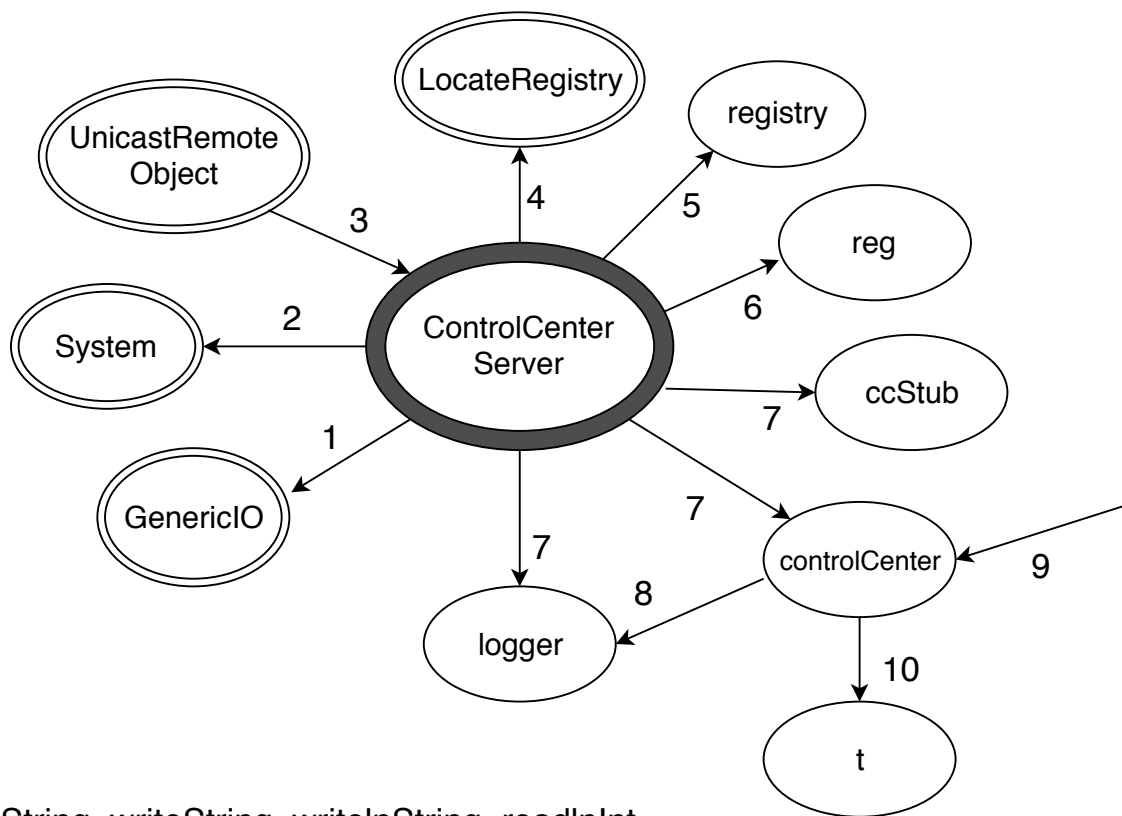1 – readlnString, writeString, writelnString, readlnInt
2 – getSecurityManager, setSecurityManager
3 – exportObject
4 – getRegistry
5 – instantiate, locate
6 – instantiate, bind
7 – instantiate
8 – setRaceNumber, setHorseJockeyState
9 – proceedToStable, proceedToStableFinal, summonHorsesToPaddock, shutdown
10 – execute

1 – readlnString, writeString, writelnString, readlnInt
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
10 – execute

1 – readlnString, writeString, writelnString, readlnInt
2 – getSecurityManager, setSecurityManager
3 – exportObject
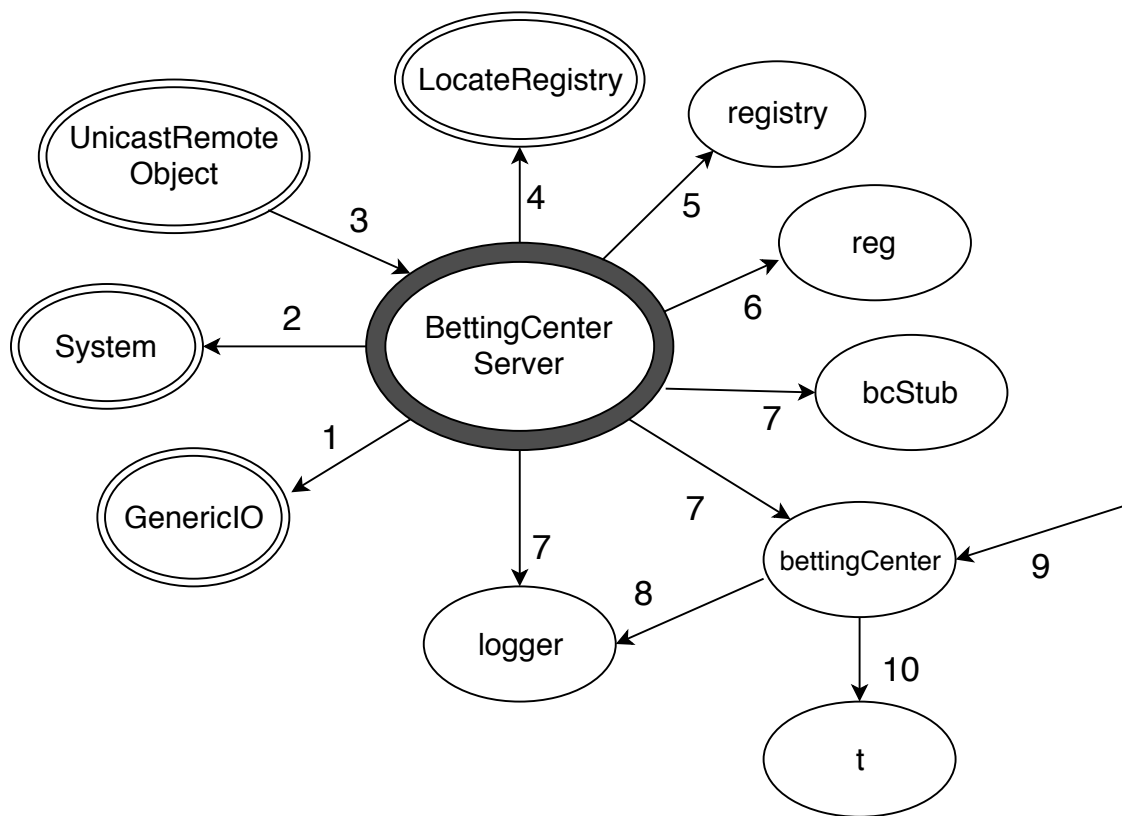4 – getRegistry
5 – instantiate, locate
6 – instantiate, bind
7 – instantiate
8 – setSpectatorState, setBrokerState
9 – summonHorsesToPaddock, startTheRace,reportResults, entertainTheGuests, proceedToPaddock, makeAMove,waitForNextRace, lastToCheckHorses, goWatchTheRace, haveIWon, relaxABit, shutdown
10 – execute

1 – readlnString, writeString, writelnString, readlnInt
2 – getSecurityManager, setSecurityManager
3 – exportObject
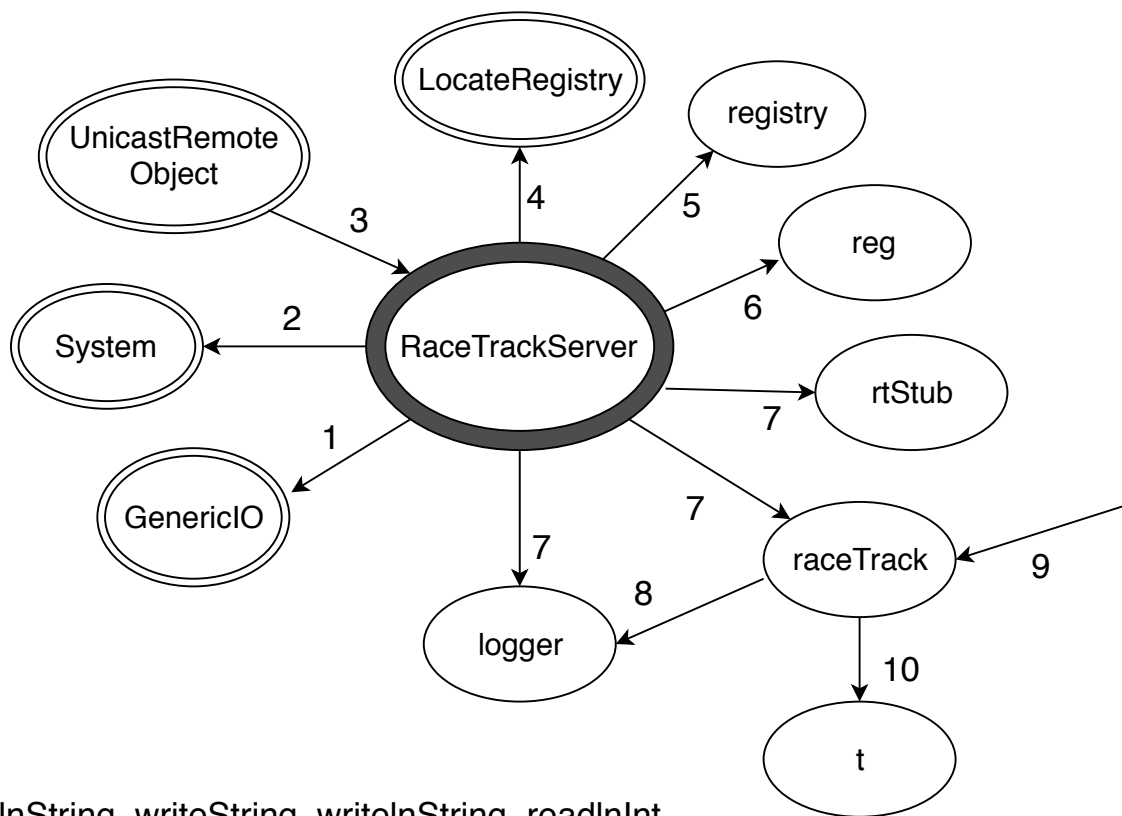4 – getRegistry
5 – instantiate, locate
6 – instantiate, bind
7 – instantiate
8 – setBrokerState, setSpectatorState setSpectatorBet, setMoneyAmount
9 – acceptTheBets, areThereAnyWinners, honourTheBets, placeABet, goCollectTheGains, hasServiceFinished, shutdown
10 – execute

1 – readInString, writeString, writeInString, readInInt
2 – getSecurityManager, setSecurityManager
3 – exportObject
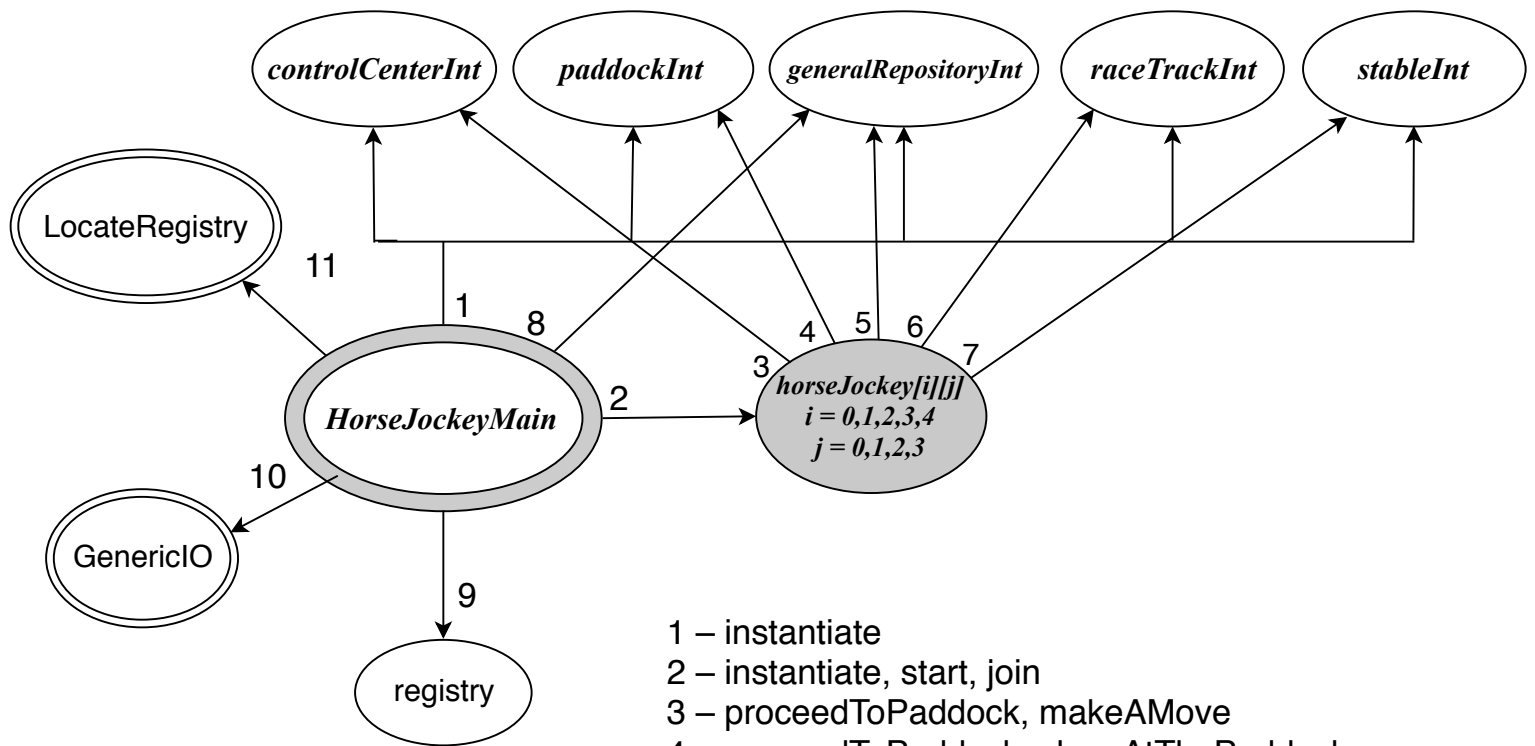4 – getRegistry
5 – instantiate, locate
6 – instantiate, bind
7 – instantiate
8 – setDistanceInRace, setHorseJockeyMove, setHorseJockeyState, setBrokerState,
setHorseJockeyStands
9 – acceptTheBets, areThereAnyWinners, honourTheBets, placeABet, goCollectTheGains,
hasServiceFinished, shutdown
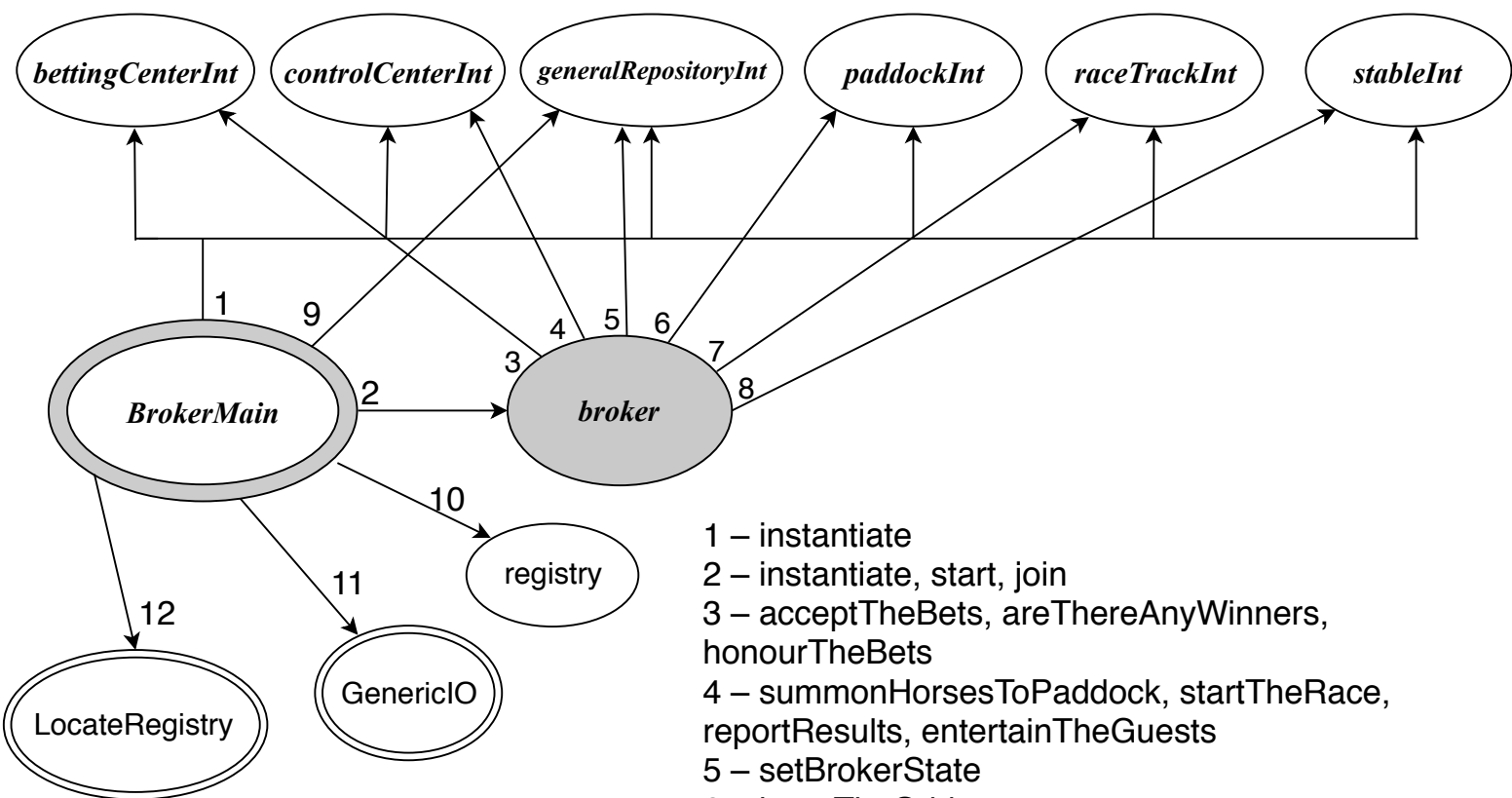10 –
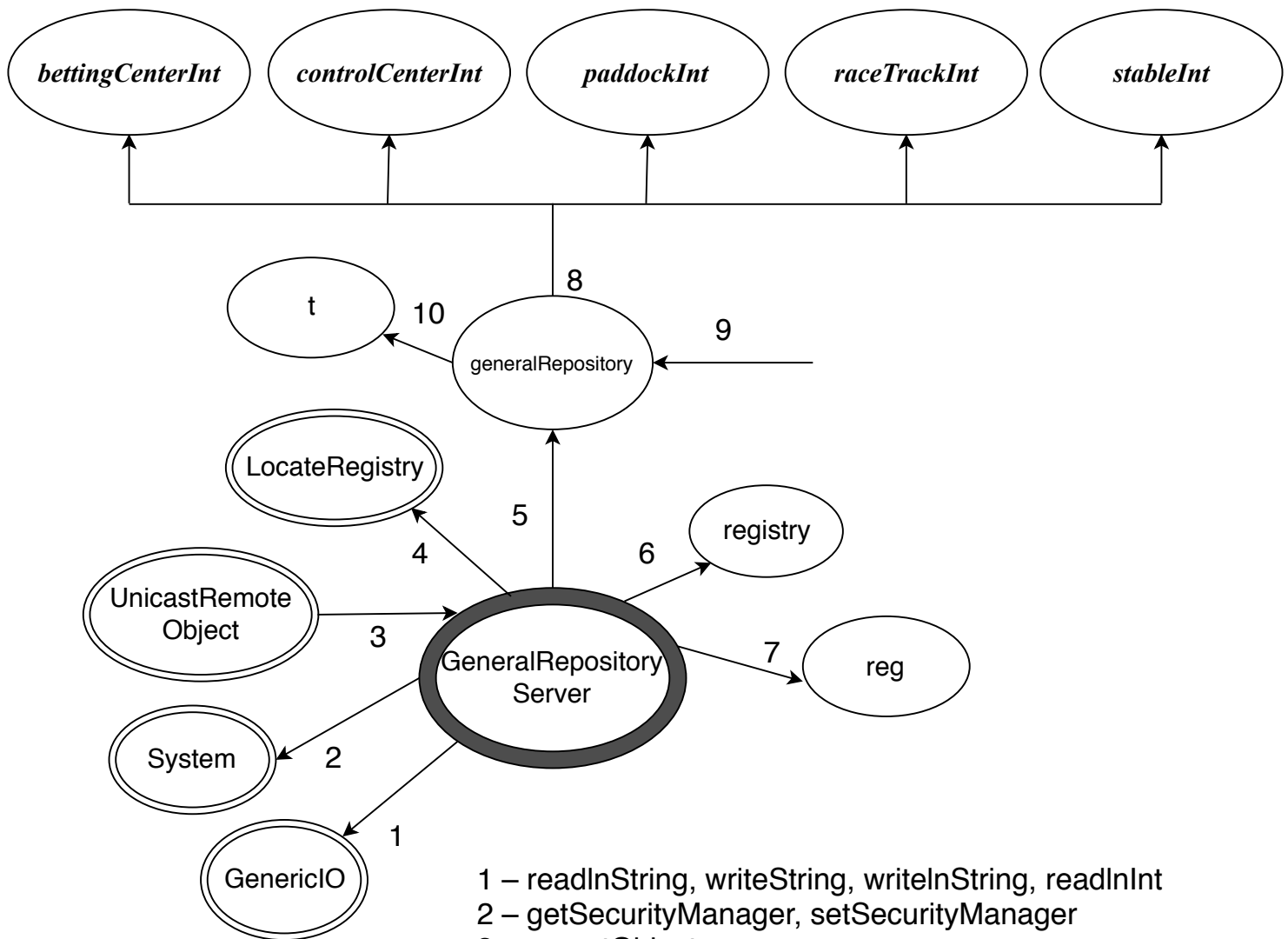
1 – instantiate
2 – instantiate, start, join
3 – proceedToPaddock, makeAMove
4 – proceedToPaddock, sleepAtThePaddock, proceedToStartLine
5 – setHorseJockeyInitialState
6 – proceedToStartLine, makeAMove, hasRaceEnded
7 – proceedToStable, proceedToStableFinal
8 – getSettings, shutdown
9 – instantiate, lookup
10 – readlnString, writeString, writelnString, readlnInt
11 – getRegistry
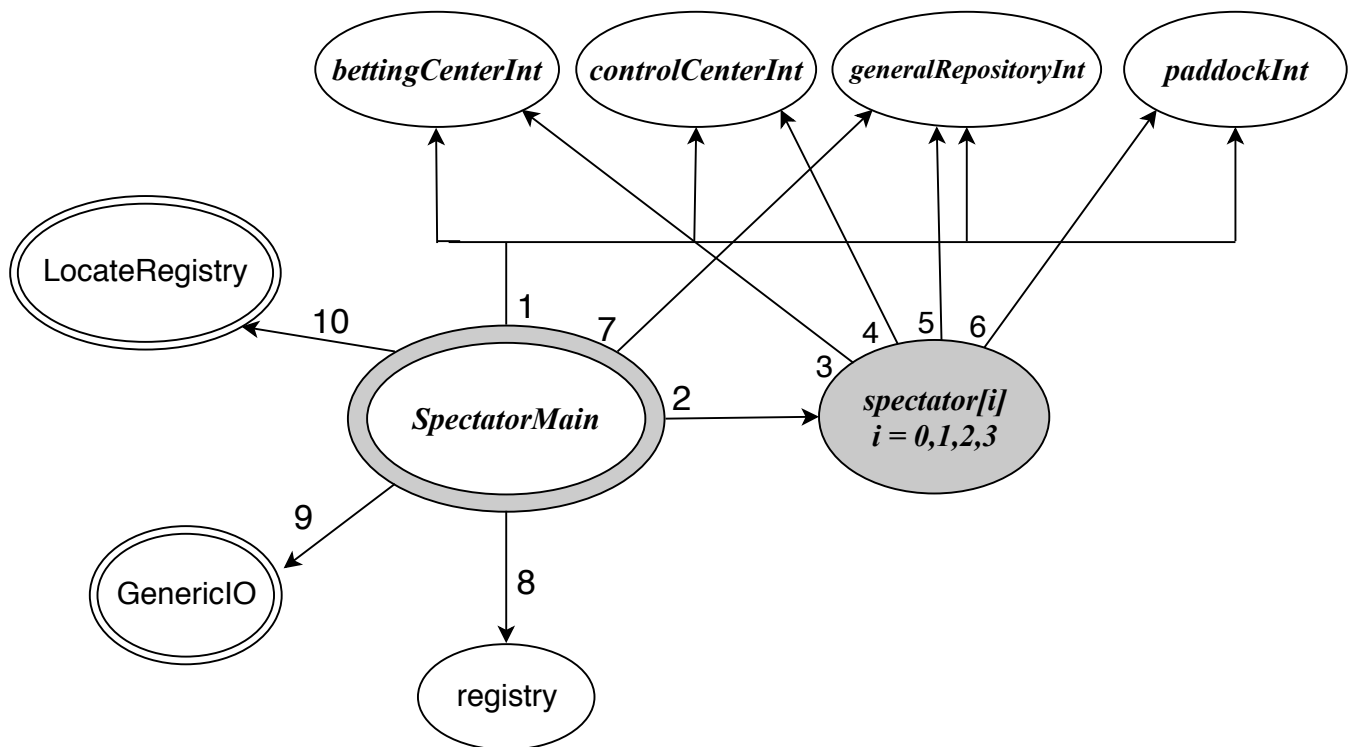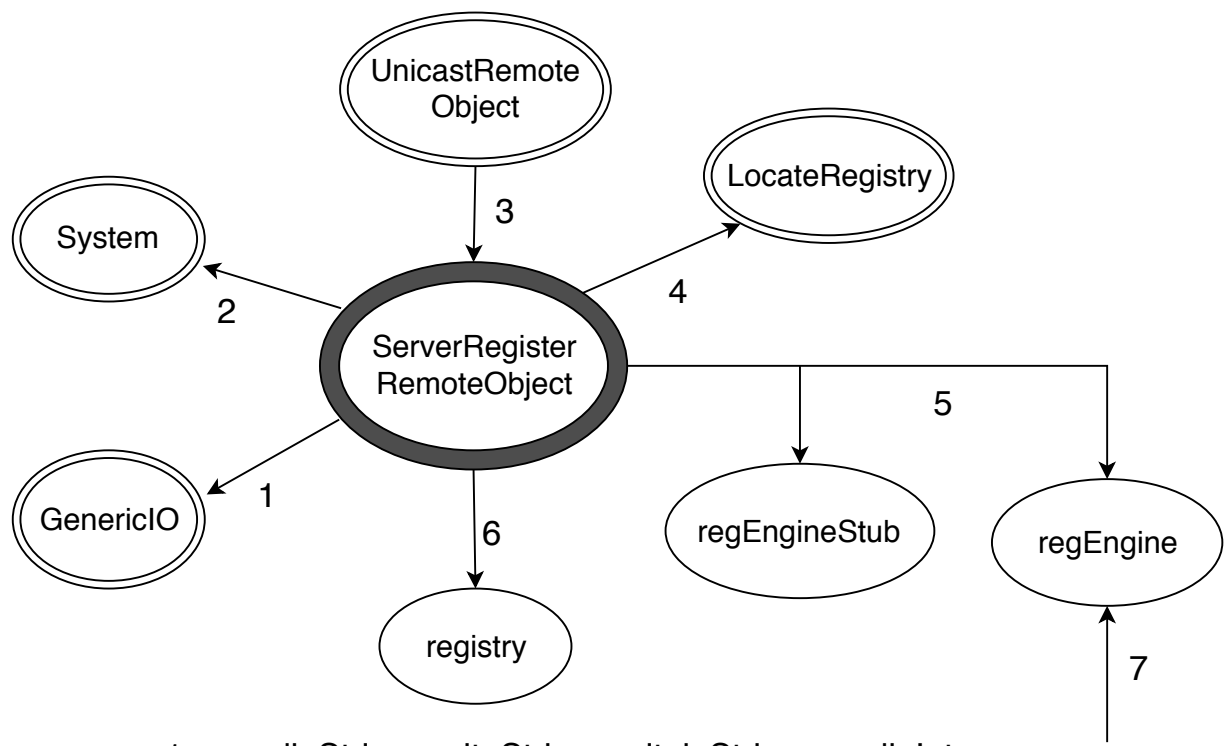
1 – instantiate
2 – instantiate, start, join
3 – placeABet, goCollectTheGains
4 – waitForNextRace, lastToCheckHorses, goWatchTheRace, haveIWon, relaxABit
5 – setSpectatorInitialState
6 – goCheckHorses, appraisingHorses
7 – getSettings, shutdown
8 – instantiate, lookup
9 – readlnString, writeString, writelnString, readlnInt
10 – getRegistry

1 – instantiate
2 – instantiate, start, join
3 – acceptTheBets, areThereAnyWinners, honourTheBets
4 – summonHorsesToPaddock, startTheRace, reportResults, entertainTheGuests
5 – setBrokerState
6 – learnTheOdds
7 – startTheRace, reportResults
8 – summonHorsesToPaddock
9 – getSettings, shutdown
10 – instantiate, lookup
11 – readlnString, writeString, writelnString, readlnInt
12 – getRegistry

bettingCenterInt **controlCenterInt** **paddockInt** **raceTrackInt** **stableInt**

t

generalRepository

8

9

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LocateRegistry

5

4

registry

6

UnicastRemote Object

3

GeneralRepository Server

reg

7

System

2

1

GenericIO

1 – readlnString, writeString, writelnString, readlnInt
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
10 – execute

1 – readlnString, writeString, writelnString, readlnInt
2 – getSecurityManager, setSecurityManager
3 – exportObject
4 – getRegistry
5 – instantiate
6 – instantiate, rebind
7 – bind, rebind, unbind