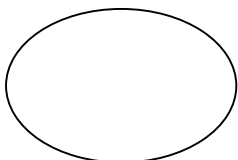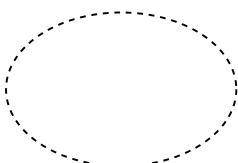1 - instantiate

2 - instantiate, start, join

3 - proceedToPaddock, makeAMove

4 - proceedToPaddock, sleepAtThePaddock, proceedToStartLine

5 - setHorseJockeyInitialState

6 - proceedToStartLine, makeAMove, hasRaceEnded

7 - proceedToStable, proceedToStableFinal

8 - exchange

9 - getType

10 - instantiate

11 - instantiate, writeObject, readObject, close

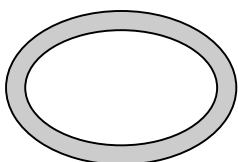12 - getSettings, shutdown
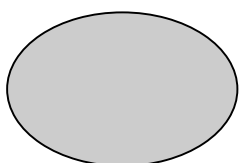
Tipo de dados instanciado, Entidade Ativa

Tipo de dados instanciado, Entidade Passiva

Tipo de dados não instanciado, Entidade Passiva

Tipo de dados não instanciado, Entidade Ativa