



- 1 – readInString, writeString, writeInString, readInInt
- 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