



- 1 - instantiate, getSettings
- 2 - instantiate, hasServiceFinished
- 3 - instantiate, start, accept
- 4 - setDistanceInRace, setHorseJockeyMove, setHorseJockeyState, setBrokerState, setHorseJockeyStands
- 5 - startTheRace, reportResults, proceedToStartLine, hasRaceEnded, makeAMove, shutdown
- 6 - getFunc, getArgs
- 7 - readObject, writeObject, close
- 8 - exchange
- 9 - getType
- 10 - instantiate
- 11 - instantiate, writeObject, readObject, close

