1 – readlnString, writeString, writelnString, readlnInt
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