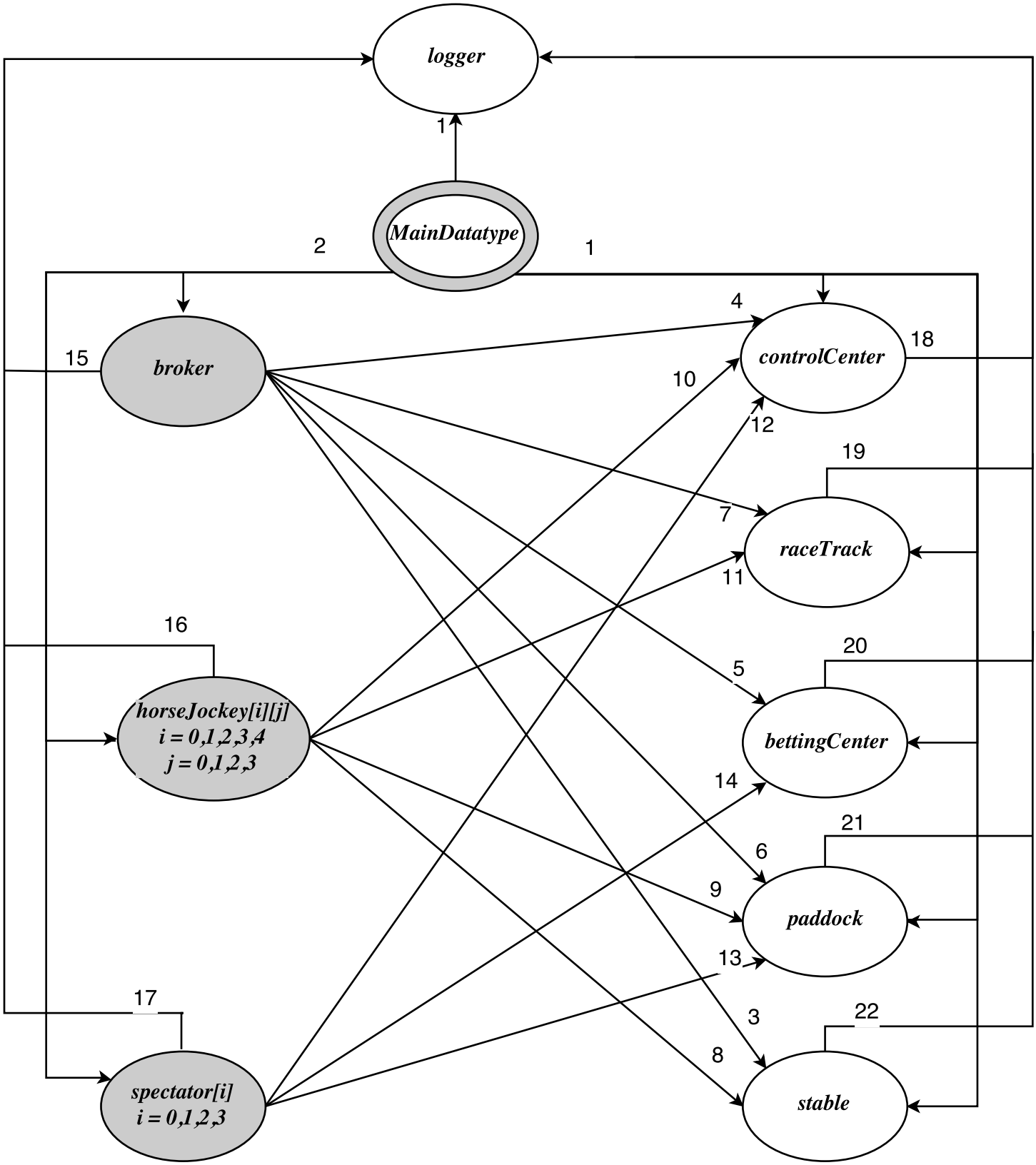

logger
1
MainDatatype
2
1
4
broker
15
controlCenter
18
10
12
19
7
raceTrack
11
16
20
5
horseJockey[i][j]
i = 0,1,2,3,4
j = 0,1,2,3
bettingCenter
14
21
6
9
paddock
13
17
3
22
8
spectator[i]
i = 0,1,2,3
stable

1 - instantiate

2 - instantiate, start, join

3 - summonHorsesToPaddock

4 - summonHorsesToPaddock, startTheRace, reportResults, entertainTheGuests

5 - acceptTheBets, areThereAnyWinners, honourTheBets

6 - acceptTheBets,

7 - startTheRace, reportResults

8 - proceedToStable, proceedToStableFinal

9 - proceedToPaddock, sleepAtThePaddock, proceedToStartLine

10 - proceedToPaddock, makeAMove

11 - proceedToStartLine, hasRaceEnded, makeAMove

12 - waitForNextRace, lastToCheckHorses, goWatchTheRace, haveIWon, relaxABit

13 - goCheckHorses, appraisingTheHorses

14 - placeABet, goCollectTheGains

15 - setBrokerState

16 - setHorseJockeyInitialState

17 - setSpectatorInitialState

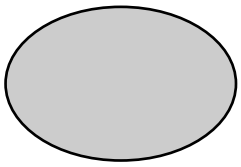
18 - setSpectatorState, setBrokerState

19 - setDistanceInRace, setHorseJockeyState, setHorseJockeyMove, setHorseJockeyStands, setBrokerState

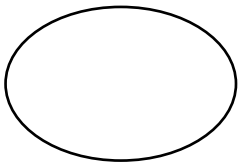
20 - setHorseJockeyOdds, setBrokerState, setSpectatorState, setSpectatorBet, setMoneyAmount

21 - setHorseJockeyState, setSpectatorState

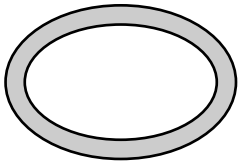
22 - setRaceNumber, setHorseJockeyState



Tipo de dados instanciado,
Entidade Ativa



Tipo de dados instanciado,
Entidade Passiva



Tipo de dados não instanciado,
Entidade Ativa