



1 – readInString, writeString, writelnString, readlnInt

2 – getSecurityManager, setSecurityManager

3 – exportObject

4 – getRegistry

5 – instantiate, locate

6 – instantiate, bind

7 – instantiate

8 – setSpectatorState, setBrokerState

9 – summonHorsesToPaddock, startTheRace,reportResults, entertainTheGuests, proceedToPaddock, makeAMove,waitForNextRace, lastToCheckHorses, goWatchTheRace, haveIWon, relaxABit, shutdown

10 – execute