



- 1 instantiate
- 2 instantiate, start, join
- 3 summonHorsesToPaddock
- 4 summonHorsesToPaddock, startTheRace, reportResults, entertainTheGuests
- 5 acceptTheBets
- 6 acceptTheBets, areThereAnyWinners, honourTheGuests
- 7 startTheRace, reportResults
- 8 proceedToStable, proceedToEnd
- 9 proceedToPaddock, sleepAtPaddock,

- 13 goCheckHorses, lastToCheckHorses, appraisingTheHorses
- 14 placeABet, goCollectTheGains
- 15 setBrokerState, setRaceNumber
- 16 setHorseJockeyState, setMaxMovingLegth
- 17 setSpectatorState, setMoneyAmount
- 18 setSpectatorState, setBrokerState
- 19 setDistanceInRace, setHorseJockeyState, setHorsePosition, setHorseIteration, setHorseAtEnd
- 20 setHorseOdds, setBrokerState,

12 - waitForNextRace, goCheckHorses, lastToCheckHorses, goWatchTheRace, havelWon, relaxABit

Tipo de dados instanciado, Entidade Ativa

Tipo de dados instanciado, Entidade Passiva

proceedToStartLine

10 - proceedToPaddock, makeAMove

11 - proceedToStartLine, makeAMove

setSpectatorState,

Tipo de dados não instanciado,

Entidade Ativa

setSpectatorBetSelection, setSpectatorBetAmount

22 - setHorseJockeyState,