Client

1 – inst, shutdown
2 – inst, shutdown
3 – inst, shutdown
4 – inst, shutdown
5 – inst, shutdown

6 – inst, start
7 – inst, start
8 – sendAssaultParty
9 – startOperations, appraiseSit, getNextAssaultPartyID, takeARest, collectACanvas
10 – prepareAssaultParty, sumUpResults

11 – crawlIn, reverseDirection, crawlOut
12 – rollACanvas
13 – handACanvas
14 – amINeeded, prepareExcursion
15 – inst, writeObject, readObject

16 – inst, writeObject, readObject
17 – inst, writeObject, readObject
18 – inst, writeObject, readObject
19 – inst, writeObject, readObject
20 – inst

21 – inst
22 – inst
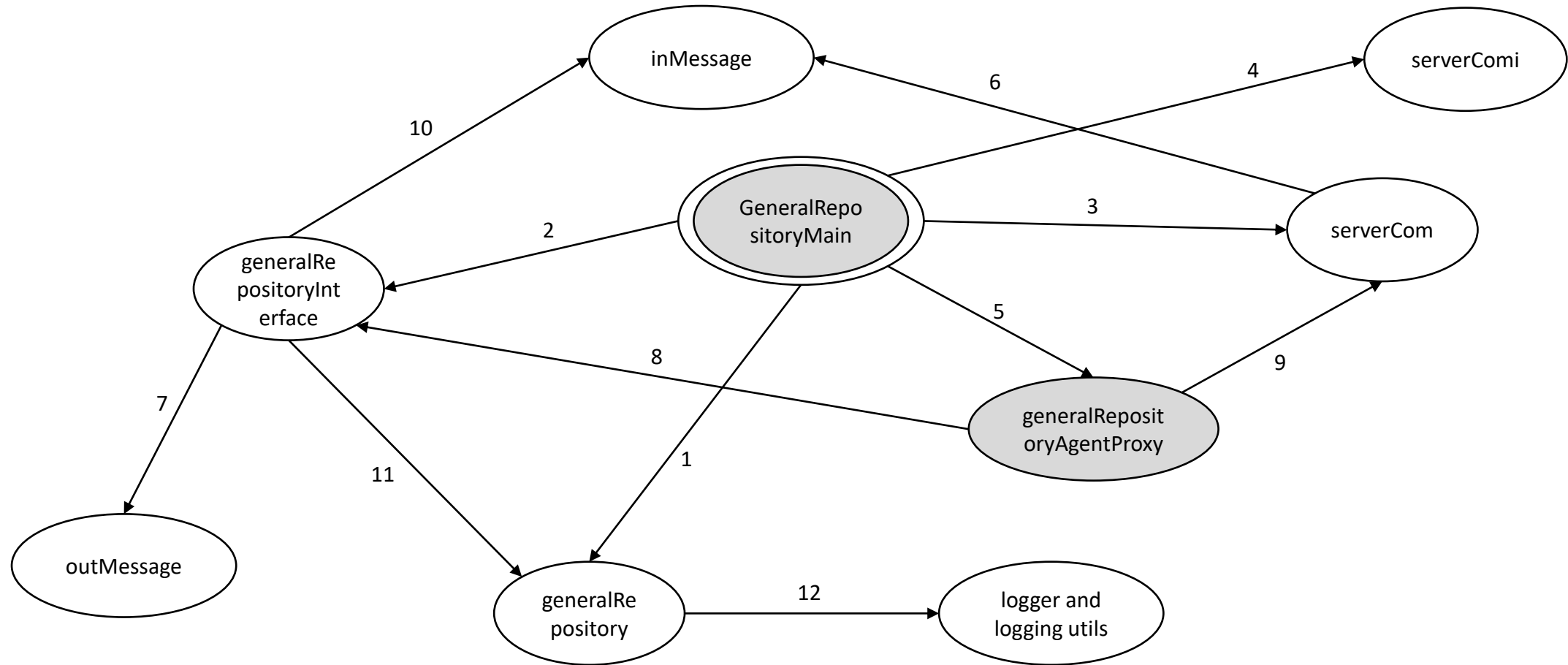23 – inst
24 – inst
25 – inst

26 – get field values
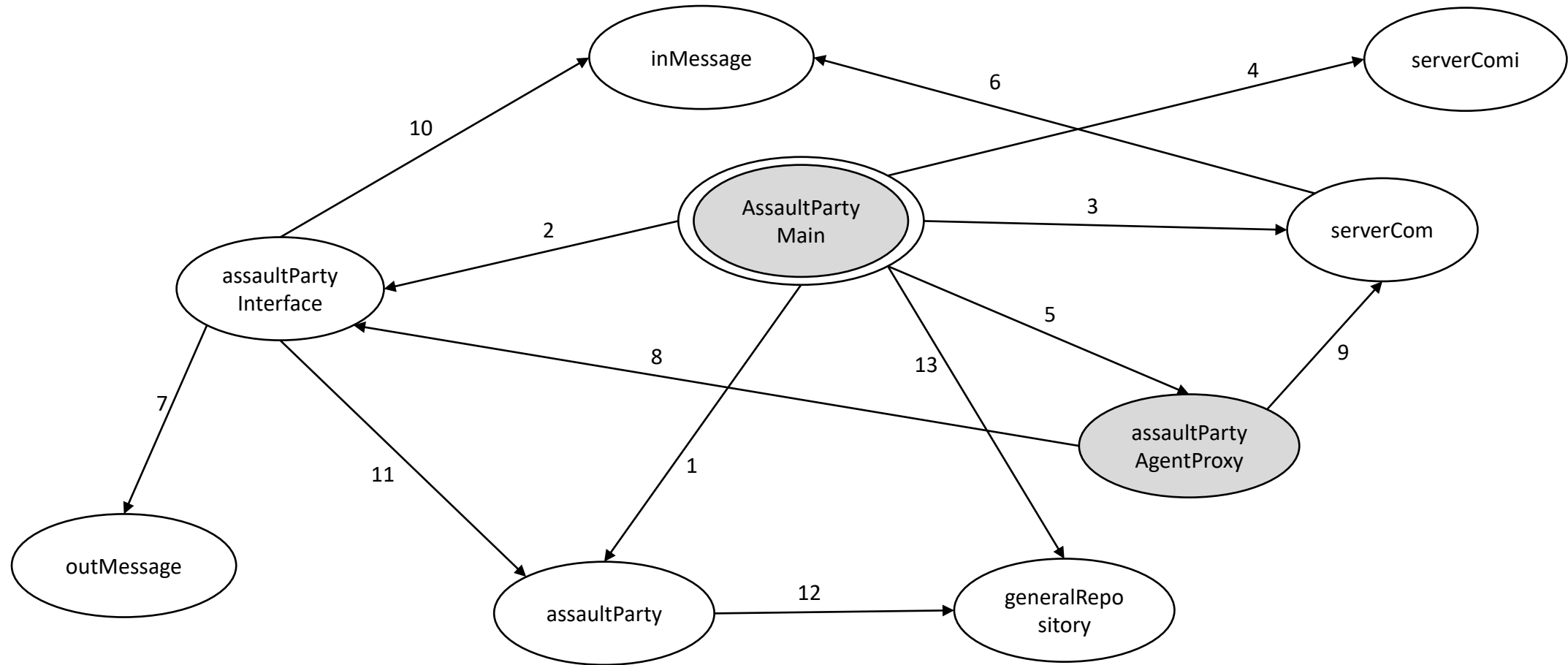27 – get field values
28 – get field values
29 – get field values
30 – get field values

General Repository Server

1 – inst

2 – inst

3 – inst, start, accept, end

4 – inst

5 – inst, start

6 – inst

7 – inst

8 – processAndReply

9 – readObject, writeObject, close

10 – get field values

11 – printState, printTail, setMasterThiefState, setOrdinaryThiefState, setAssaultPartyRoom, setAssaultPartyMember, removeAssaultPartyMember, disbandAssaultParty, setRoomState, setInitialRoomStates, shutdown

12 – inst logger and use of multiple logging utils

Assault Party Server

1 – inst

2 – inst
3 – inst, start, accept, end
4 – inst

5 – inst, start

6 – inst

7 – inst

8 – processAndReply

9 – readObject, writeObject, close

10 – get field values

11 – sendAssaultParty, crawlIn, reverseDirection, crawlOut, shutdown, getRoom, setBusyHands, hasBusyHands, removeMember, isEmpty, setInOperation, setMembers, isInOperation, isMember, setRoom

12 – setMasterThiefState, setOrdinaryThiefState, setAssaultPartyMember, setAssaultPartyRoom, removeAssaultPartyMember
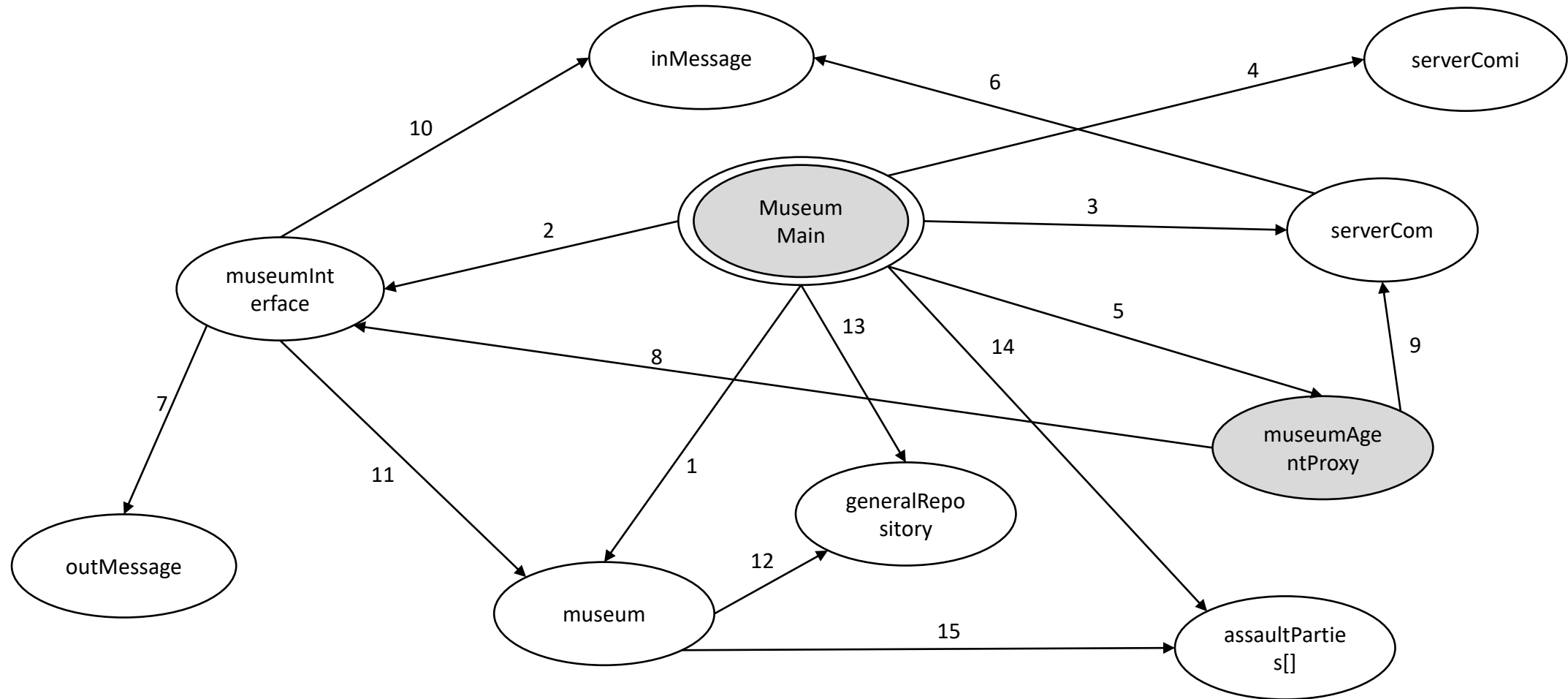
13 - inst

Museum Server

1 – inst   4 – inst   7 – inst   10 – get field values   13 – inst

2 – inst   5 – inst, start   8 – processAndReply   11 – rollACavas, shutdown, getRoomDistanceMuseum, getRoomPaintingsMuseum   14 – inst

3 – inst, start, accept, end   6 – inst   9 – readObject, writeObject, close   12 – setInitialRoomStates, setOrdinaryThiefState, setRoomState   15 – setBusyHands, getRoom

Collection Site Server
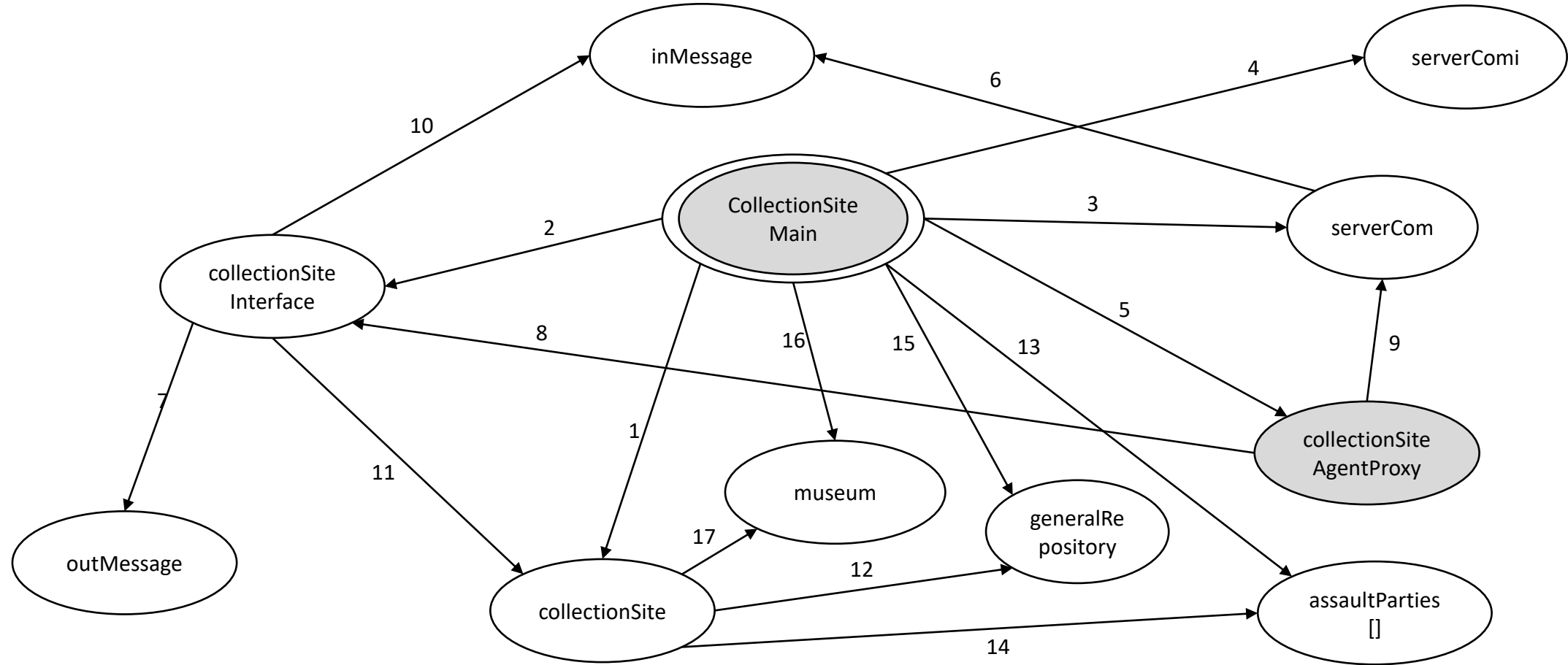
1 – inst

2 – inst

3 – inst, start, accept, end

4 – inst

5 – inst, start

6 – inst

7 – inst

8 – processAndReply

9 – readObject, writeObject, close

10 – get field values

11 – startOperations, appraiseSit, takeARest, collectACanvas, handACanvas, getNextAssaultPartyID, shutDown, getNextRoom, getRoomPaintingsColletionSite, getRoomDistanceCollectionSite, getTotalPaintings

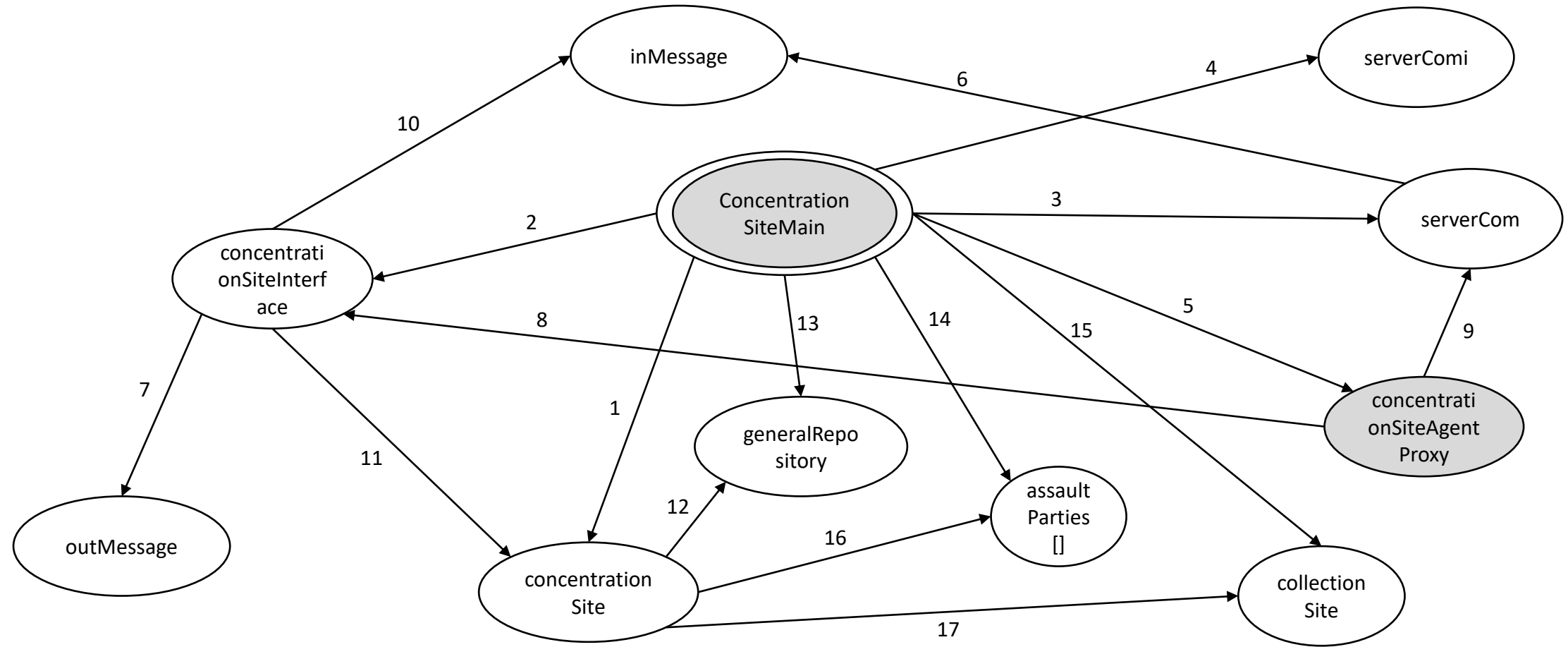12 – setMasterThiefState, disbandAssaultParty, setOrdinaryThiefState

13 – inst

14 – hasBusyHands, setBusyHands, getRoom, removeMember, isEmpty, setInOperation

15 – inst

16 – inst

17 – getRoomDistance, getRoomPaintings

Concentration Site Server

1 – inst

2 – inst

3 – inst, start, accept, end

4 – inst

5 – inst, start

6 – inst

7 – inst

8 – processAndReply

9 – readObject, writeObject, close

10 – get field values

11 – prepareAssaultParty, sumUpResults, amINeeded, prepareExcursion, shutdown

12 – setMasterThiefState, printTail, setOrdinaryThiefState

13 – inst

14 – inst

15 – inst

16 – setRoom, setMembers, isInOperation, getID, isMember

17 – getNextRoom, getRoomDistance, getRoomPaintings, getPaintings