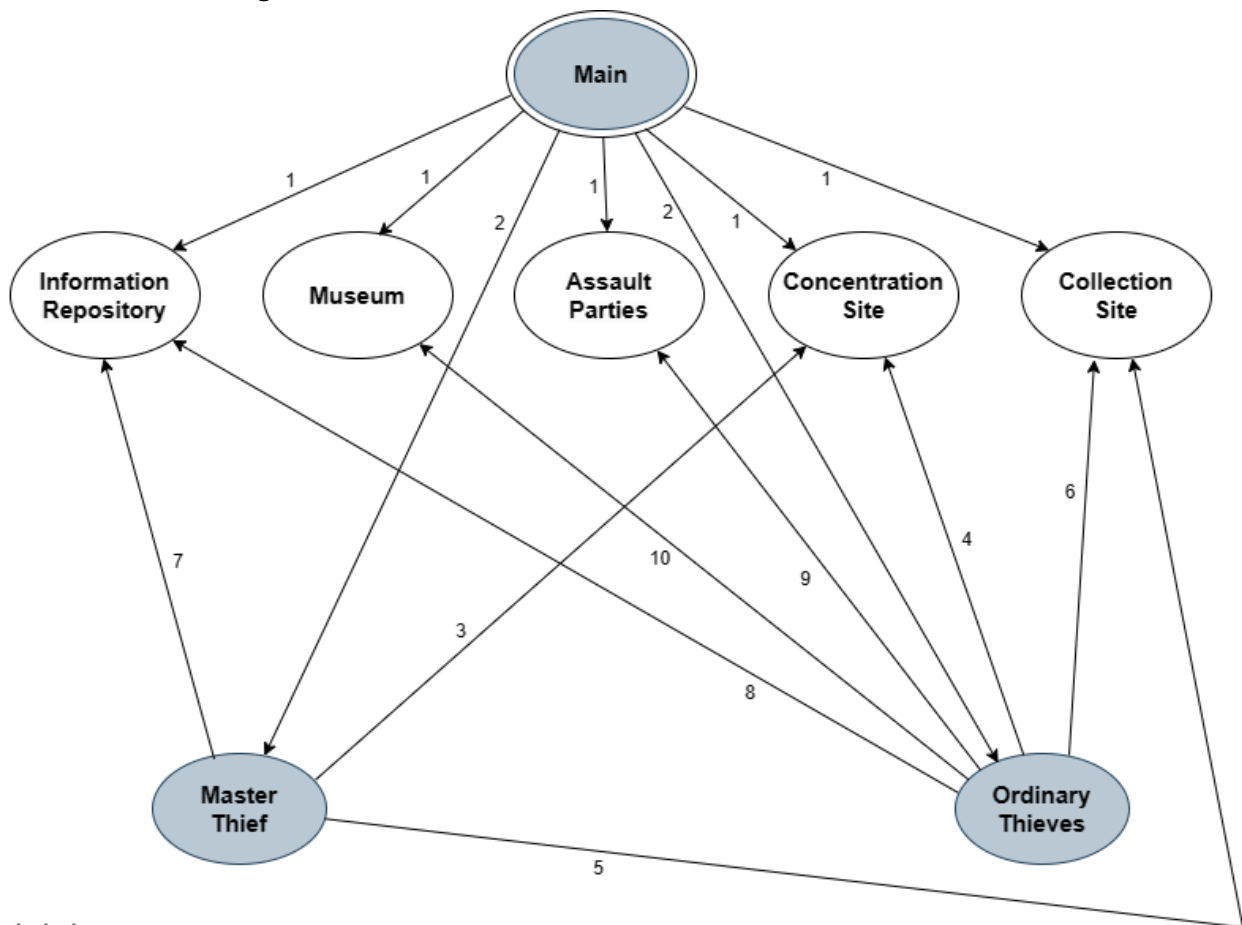


Heist to the museum

Interaction Diagram



- 1 - inst
- 2 - inst, start
- 3 - appraiseSit, prepareAssaultParty, sendAssaultParty, sumUpResults
- 4 - amINeeded, prepareExcursion
- 5 - takeARest, CollectACanvas
- 6 - handACanvas
- 7 - writeStatesLog, writeEarningsLog
- 8 - writeStatesLog
- 9 - crawlIn, crawlOut
- 10 - rollACanvas, reverseDirection

