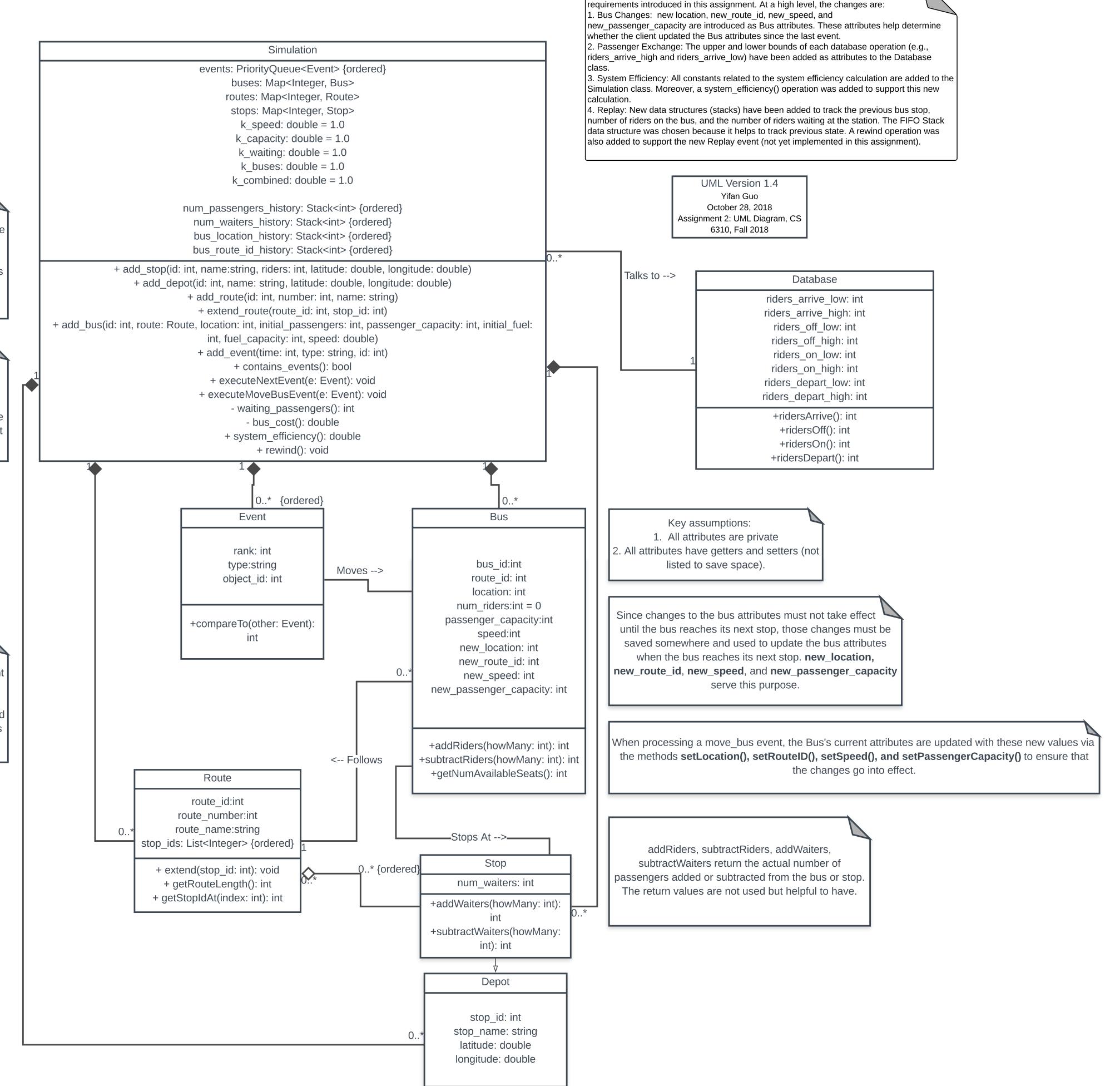
The stacks with names ending in "history" are provided to enable the Rewind functionality requested by the client. When the client wants to rewind the simulation n steps back, each stack will be popped n times and the popped items will become the new values of the attributes of the corresponding Bus object.

rewind() will undo the most recent move_bus event. Essentially, it will pop an item off of every aforementioned history stack. The popped item then becomes the Bus's new attribute value. OCL will ensure that the client cannot rewind more than three events at a time (OCL is not required as part of assignment 6).

executeNextEvent(Event e) invokes
executeMoveBusEvent(e) if the type of
Event e is "move_bus". This method
becomes useful later when there are event
types besides "move_bus".

In order to order events in the events priority queue in Simulation, we need to implement the compareTo method. This method returns -1 if the event's rank is less than, 0 if equal to, and 1 if greater than the other event's rank.



The Class diagram has been updated to describe the changes based on the new