# UML SEQUENCE DIAGRAM MARTA SIMULATION PART 2

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**Revert Event Clicked**

| simulation : DiscreteSimulation | revertMoveBusEvent : RevertMoveBusEvent | bus : Bus | stop : Stop |

replayEvent()

getNextEvent()

revertEvent()

revertBusState(previousStop, numBusPassengers)

revertStopState(numStopWaitingRiders)

moveBusEvent

addEventToQueue(moveBusEvent)

**Updates around replay functionality:**
As the simulation progresses the list of RevertEvents will grow to up to 3 RevertEvent. When the user wants to revert an event, they will click the revert event button. This button causes the simulation to pull of the most recent RevertMoveBusEvent and execute its revertEvent function which in turn updates the state of the relevant bus and stop. Finally returning the previous MoveBusEvent that was undone to be re-added to the event queue.

Note: Additional requested functionality included in separate sequence diagrams submitted.