Call Hierarchy for updating user location between classes

**Check for user location changes – EnvironmentController::UpdateUserLoc()**

Simulator::environmentTick()

EnvironmentController::ECUpdate()

EnvironmentController::UpdateUserLoc()

Compare current location to future location then set location if there

is a difference

**Update real user location - UserEquipment::setLoc()**

IRPManager::mobileuser()

Simulator::moveUE

UserEquipment:: getFutureLoc()

UserEquipment::setLoc()

Just set user location

UserEquipment.loc = newLoc;

**Update user records - UEDataBase.look\_up\_m()**

IRPManager::mobileuser()

Simulator::moveUE()

Simulator::getBS\_m()

BaseStation::moveUE()

Grab UERecord file then set location

UERecord.loc = newLoc;