SD: Train Entering (WAITING_ENTRY)

Lifelines: :Simulation | t:Train | station:Station | line: Line | e:PlatformSize Exception | f:Exception | track:Track | e:Exception

update

loop

update(gameTime)

try

if station.canEnter()

leave(t)

pos = station.pos.clone()

enter(t)

state = State.IN_STATION

disembarked = false

catch f=> PlatformSizeException

try

endLine = endOfLine(station)

if endLine

forward = !forward

nextTrack(station, forward)

station

state = State.READY_DEPART

catch f=> Exception

printStacktrace()

catch e=> Exception

printStacktrace()

return