sd Search Carpark Actor :Motorist	Boundary :LogInUI	Boundary:MenuUI	Boundary:CarparkUI		Control :CarparkResultController	Entity :Carpark	Entity:FavouriteItems
	Click mainMe		[Else] Alternative Result==true	return carpark list result displayRetryMsg filterCarpark(parkingCost:double, carMaxH duration: double, carparkType	leight: double, e: String) result =search		ref Update Favorites (searchResults)