Add Warehouse

:System

:WarehouseHandler

w : Warehouse

addWarehouse() createWarehouse() w = create()

Select Warehouse

selectWarehouse(id) select(id)

Remove Warehouse

removeWarehouse() remove(id)

Add Good

:Warehouse

:GoodHandler

w : Good

addGood(…) add(…) w = create(…)

Select Good

A warehouse is selected. The system

And WarehouseHandler “speaks” with a

specific warehouse.

selectGood(id) select(id)

Remove Good

removeGood(id) remove(id)

Add Truck

:Warehouse

:TruckHandler

w : Truck

addTruck(…) add(…) w = create(…)

Select Truck

A warehouse is selected. The system

And WarehouseHandler “speaks” with a

specific warehouse.

selectTruck(id) select(id)

Remove Truck

removeTruck(id) remove(id)

Track Trucks

TrackTrucks() Track()