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

g : 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)

A warehouse is selected. The system

And WarehouseHandler “speaks” with a

specific warehouse.

Add Truck

g : Good

:Warehouse

:TruckHandler

t : Truck

addTruck(…) add(…) w = create(…)

Select Truck

selectTruck(id) select(id)

Move Good

MoveGood(pos) MoveGood(pos) MoveGood(pos) SetPos(pos)

Track Trucks

TrackTrucks() Track()