pragma solidity ^0.4.19;

import "./Manager.sol";

contract Customs is main {

event passed(uint orderId);

event unpassed(uint orderId);

event underweight(uint orderId);

event overweight(uint orderId);

uint Weight;

uint Idealweight=1500;

//compares manager\_quantity with manufacturer\_quantity

function CheckWeight(uint orderId, uint Weight) public {

require(msg.sender==flowOfObject[orderId].Addresses[currentaddress[orderId]]);

if(Weight == itemMap[orderId].weight)

{ statsMap[orderId].checkPoint="Product is checked by Costoms"; // Updates currentStatusOfOrder.

statsMap[orderId].timeTheEventCalled=now;

passed(orderId);}

else

{ statsMap[orderId].checkPoint="Product Weight is not correct"; // Updates currentStatusOfOrder.

statsMap[orderId].timeTheEventCalled=now;

unpassed(orderId);

}

}

//Checks wheather manufacturer\_quantity is Under IdealWeight or Over IdealWeight

function ApproveInCategory(uint orderId) public returns(string) {

if(itemMap[orderId].weight <= Idealweight)

{ statsMap[orderId].checkPoint="Product is Approved by Costoms"; // Updates currentStatusOfOrder.

statsMap[orderId].timeTheEventCalled=now;

underweight(orderId);

}

else

{ statsMap[orderId].checkPoint="Product is Over Weight, Charges will be applied"; // Updates currentStatusOfOrder.

statsMap[orderId].timeTheEventCalled=now;

overweight(orderId);

}

transferPossesion(orderId);

}

}