pragma solidity 0.4.24;

import "./Manager.sol";

contract LandTransport is main {

event OrderLoaded(uint \_orderId); // Defined Events.

event OrderInTranssit(uint \_orderId);

event OrderUnloaded(uint \_orderId);

function orderLoaded(uint \_orderId){

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

statsMap[\_orderId].checkPoint="OrderLoadedByLandTransport"; // Updates currentStatusOfOrder.

statsMap[\_orderId].timeTheEventCalled=now;

OrderLoaded(\_orderId); // Event OrderLoaded.

}

function stateRequiredTimeToNextEntity(uint \_orderId, uint \_requiredTime){ // Give Estimate;

statsMap[\_orderId].timeToNextEntity = \_requiredTime;

}

function orderUnloaded(uint \_orderId){

statsMap[\_orderId].checkPoint="OrderUnloadedByLandTransport"; // Updates currentStatusOfOrder.

statsMap[\_orderId].timeTheEventCalled=now;

OrderUnloaded(\_orderId);

transferPossesion(\_orderId);

}

}