pragma solidity ^0.4.19;

import "./Manager.sol";

contract ShipmentTracking is main{

event DepartedFromOnePort(uint shipmentId);

event ArrivedAtAnotherPort(uint shipmentId);

uint shipmentId;

uint orderId;

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

statsMap[\_orderId].timeToNextEntity = \_requiredTime;

}

function arrived(uint shipmentId) public

{

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

statsMap[orderId].checkPoint="ArrivedAtNearestPort"; // Updates currentStatusOfOrder.

statsMap[orderId].timeTheEventCalled=now;

transferPossesion(orderId);

ArrivedAtAnotherPort(shipmentId);

}

function departured(uint shipmentId, string shipagentname) public

{

statsMap[orderId].checkPoint="DepartedFromThePort"; // Updates currentStatusOfOrder.

statsMap[orderId].timeTheEventCalled=now;

DepartedFromOnePort(shipmentId);

}

}