## <<interface>> IBaggage

- + scanBaggage(id: int, width: double, height: double, length: double, owner: String, content: ArrayList<String>, securityRating: SecurityRating, weight: double): void
- + securityScan(securityRating: SecurityRating): void
- + notifySecurityEmployees(): void
- + transportBaggage(): void
- + calculateVolume(): double

## <<enumeration>> Status

preCheck postCheck specialThreatCheck deliverToAircraft

## <<enumeration>> SecurityRating

harmless safetyCritical threat

## Baggage {Abstract} - id: int - width: double - height: double - length: double - weight: double - owner: String - content: ArrayList<String> - securityRating: SecurityRating - status: Status NormalBaggage BulkyBaggage <<enumeration>> **TypeOfBulkiness** - typeOfBulkiness: TypeOfBukiness heavy unwieldy heavyAndUnwieldy <<Interface>> **IBulkyBaggage** + calulateWorkforce(): int