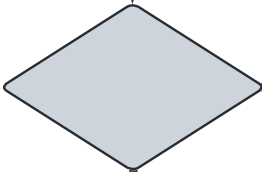




Undock

CheckForInput

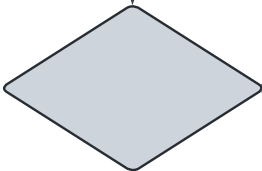


personDistressed

PauseForTenMinutesThenCheckAgain

$\neg$ personDistressed

Map



personWantsQuiet

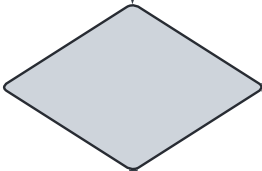
WarnAboutToVacuum

$\neg$ personWantsQuiet

RemindToOpenWindow

Vacuum

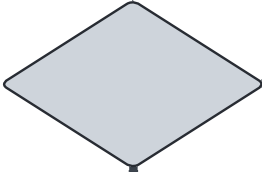
CheckIfNeedsEmptying



needsEmptying

$\neg$ needsEmptying

PauseUntilEmptied



needsEmptying

$\neg$ needsEmptying

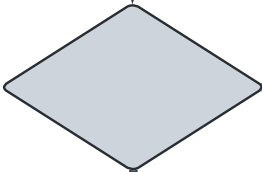
AlertNeedsEmptying

Dock



Undock

CheckForInput

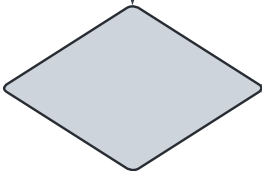


personDistressed

PauseForTenMinutesThenCheckAgain

$\neg$ personDistressed

Map



personWantsQuiet

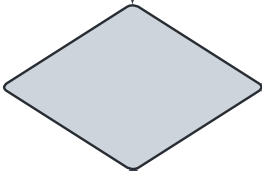
WarnAboutToVacuum

$\neg$ personWantsQuiet

RemindToOpenWindow

Vacuum

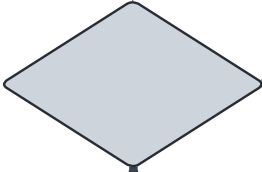
CheckIfNeedsEmptying



needsEmptying

$\neg$ needsEmptying

PauseUntilEmptied



needsEmptying

$\neg$ needsEmptying

AlertNeedsEmptying

Dock

