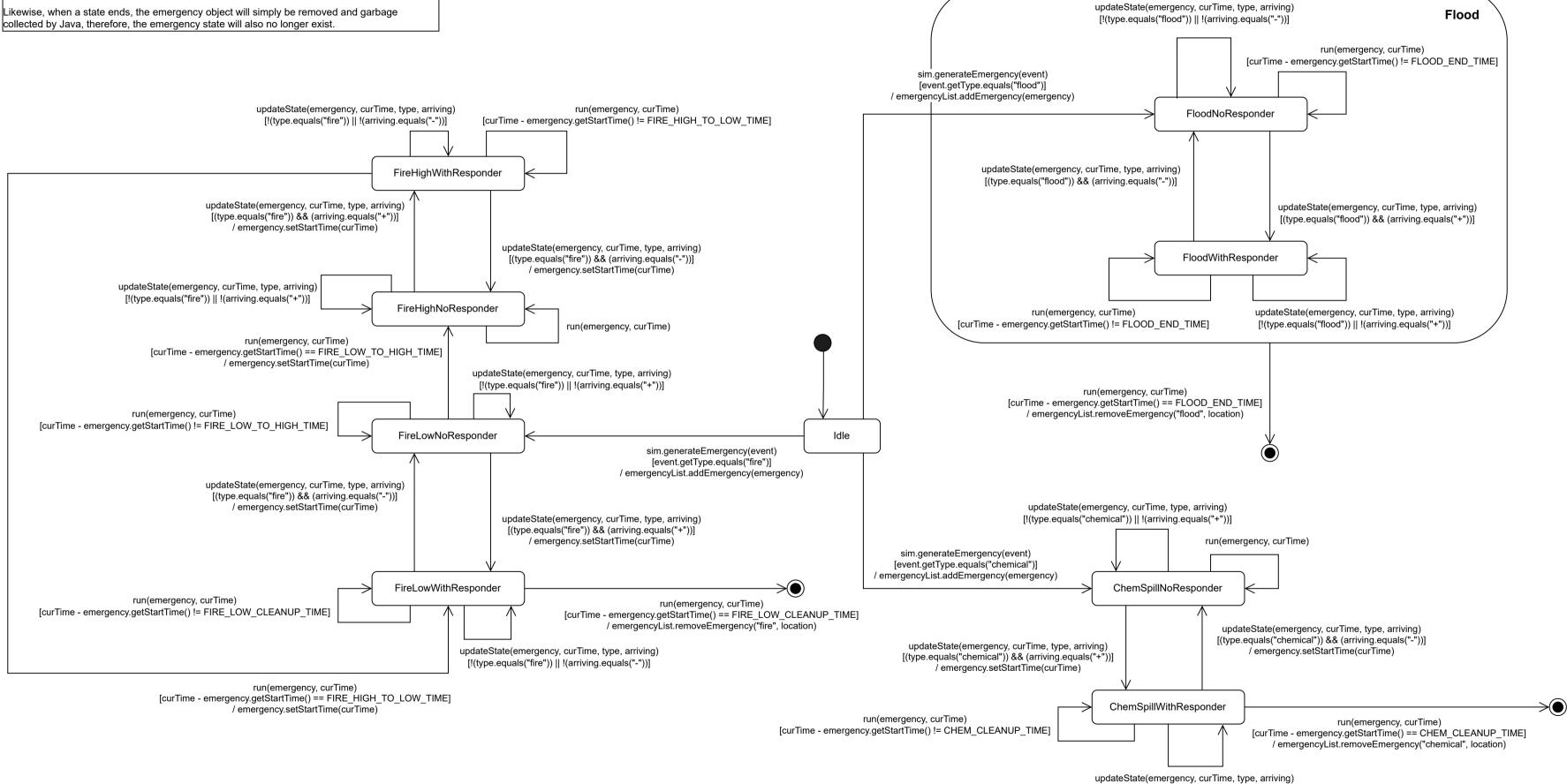
Note:

In the actual implementation of the state pattern within the programme, there isn't an idle state. When there is no emergency, no emergency object will be created, therefore the emergency state simply just does not exist. The idle state within this diagram is just added for illustration of a starting point.

Likewise, when a state ends, the emergency object will simply be removed and garbage



[!(type.equals("chemical")) || !(arriving.equals("-"))]