1 – instantiation, start

2 – instantiation

3 – tryToCollectABag

4 – noMoreBagsToCollect, carryItToAppropriateStore, takeARest, tryToCollectABag

5 – goHome, goCollectABag, takeABus

6 – goCollectABag, reportMissingBags, goHome

7 – goHome

8 – enterTheBus

9 – leaveTheBus, prepareNextLeg

10 – hasDaysWorkEnded, announcingBusBoarding, goToDepartureTerminal, parkTheBus

11 – parkTheBusAndLetPassOff, goToArrivalTerminal

12 – updatePStat

13 – updatePassenger, updateMissing, debbug, updateFDT, updateTRT

14 – debbug, updateBusDriver

15 – debbug

16 – updateConveyorBelt

17 – updatePlaneHold

18 – updateStoreroom

19 – updateQueueAdd, updateQueueRemove, updateSeatAdd

20 – debbug, updateSeatRemove

21 – instantiation, writeHeader, updatePlane, updateBags, debug, writeReport, close