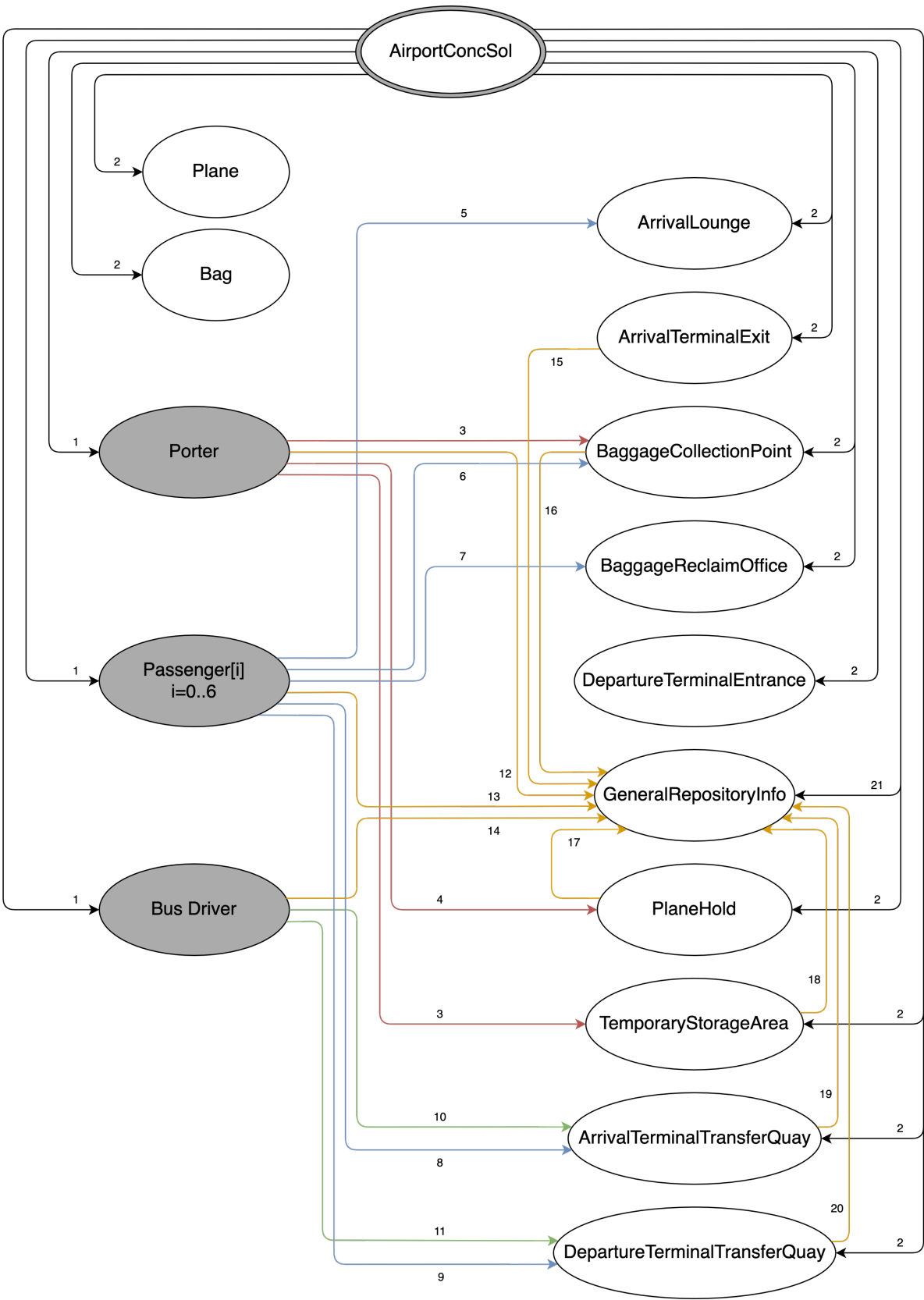


1ST ASSIGNMENT

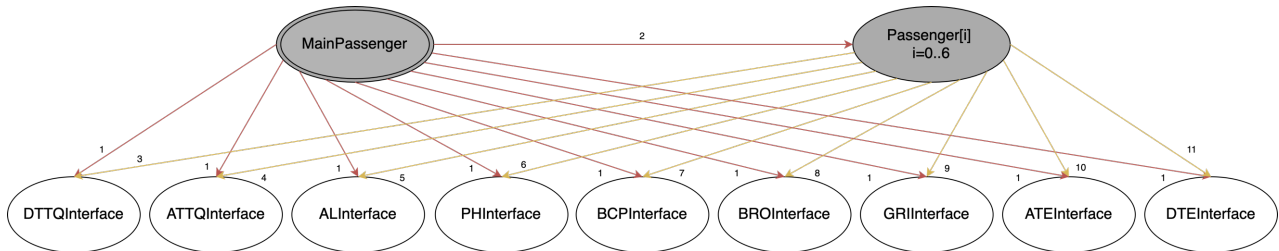


Legend:

- 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, debug, updateFDT, updateTRT**
- 14 – debug, updateBusDriver**
- 15 – debug**
- 16 – updateConveyorBelt**
- 17 – updatePlaneHold**
- 18 – updateStoreroom**
- 19 – updateQueueAdd, updateQueueRemove, updateSeatAdd**
- 20 – debug, updateSeatRemove**
- 21 – instantiation, writeHeader, updatePlane, updateBags, debug, writeReport, close**

2ND ASSIGNMENT

PASSENGER



Legend:

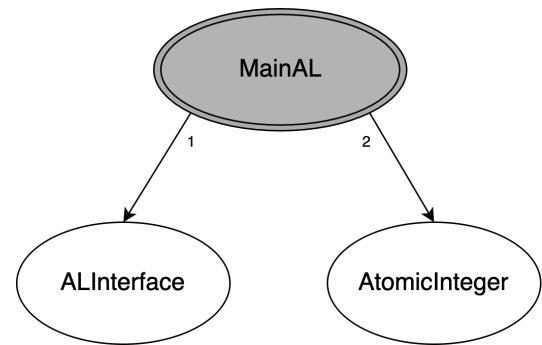
1. instantiation
2. instantiation, start
3. leaveTheBus
4. takeABus, enterTheBus
5. whatShouldIDo
6. loadbags
7. goCollectBag
8. reportMissingBag
9. updatePassenger, updateMissing, updateFDT, updateTRT
10. goHome
11. prepareNextLeg

- Legend:**

ARRIVAL LOUNGE

Legend:

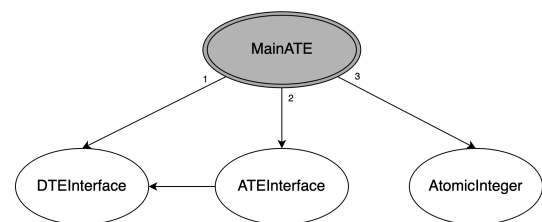
1. instantiation, start, reset, takeARest, whatShouldIDo
2. instantiation, incrementAndGet



ARRIVAL TERMINAL EXIT

Legend:

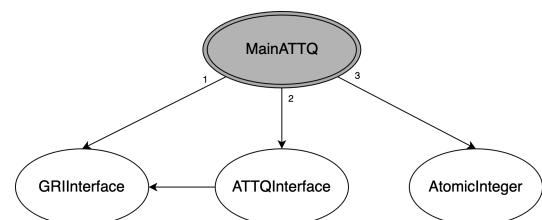
1. instantiation
2. instantiation, start, reset, goHome, getBlocked, hasDaysWorkEnded
3. instantiation, incrementAndGet



ARRIVAL TERMINAL TRANSFER QUAY

Legend:

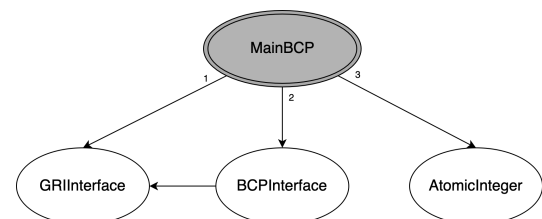
1. instantiation
2. instantiation, start, takeABus, announcingBusBoarding, enterTheBus, goToDepartureTerminal
3. instantiation, incrementAndGet



BAGGAGE COLLECTION POINT

Legend:

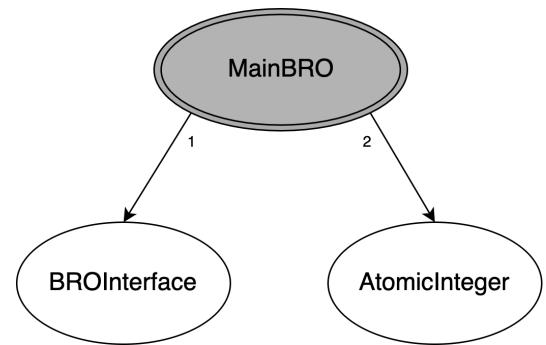
1. instantiation
2. instantiation, start, reset, noMorebags, goCollectBag, storeBag
3. incrementAndGet



BAGGAGE RECLAIM OFFICE

Legend:

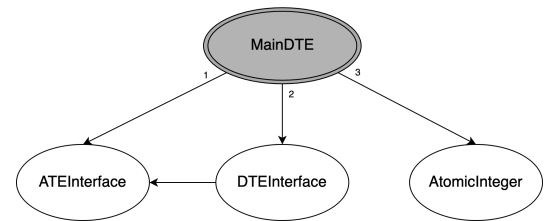
3. instantiation, start, reportMissingBag
4. instantiation, incrementAndGet



DEPARTURE TERMINAL ENTRANCE

Legend:

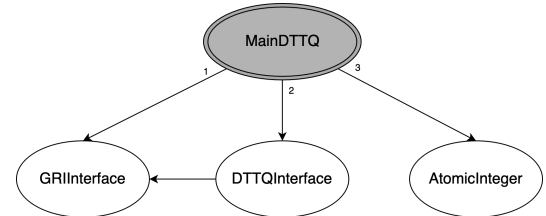
4. instantiation
5. instantiation, start, reset, prepareNextLeg, getBlocked
6. instantiation, incrementAndGet



DEPARTURE TERMINAL TRANSFER QUAY

Legend:

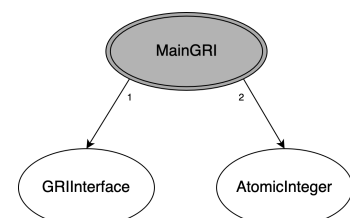
1. instantiation
2. instantiation, start, leaveTheBus, parkTheBusAndLetPassOff
3. instantiation, incrementAndGet



GENERAL REPOSITORY INFORMATION

Legend:

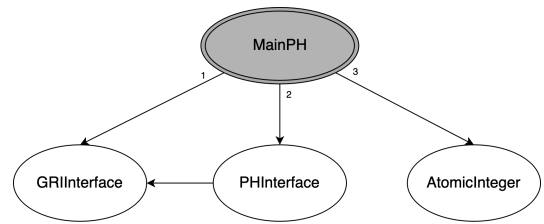
1. instantiation, start, writeHeader, writeReport, writeLine, updateTRT, updateFDT, updateBags, updateMissing, updatePlane, updatePlaneHold, updatePStat, updateConveyorBelt, updateStoreRoom, updatePassenger, updateQueueAdd, updateQueueRemove, updateSeatAdd, updateSeatRemove, updateBusDriver, debug
2. instantiation, incrementAndGet



PLANE HOLD

Legend:

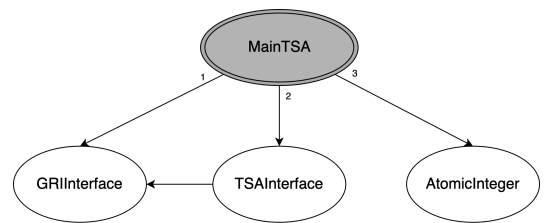
1. instantiation
2. instantiation, start, loadBags, getBag, hasBags, lastPlane
3. instantiation, incrementAndGet



TEMPORARY STORAGE AREA

Legend:

1. instantiation
2. instantiation, start, storeBag
3. instantiation, incrementAndGet



GLOBAL

