```
Station ADT
```

```
(station_code, station_name)
```

<u>Setters</u>

make_station(station_code, station_name) → station

Getters

get_station_code(station) → station_code
get_station_name(station) → station_name

Train ADT

(train_code,)

<u>Setters</u>

make_train(train_code) → train

<u>Getters</u>

get_train_code(train) → train_code

Line ADT

Setters

 $\label{eq:make_line} \verb|make_line| (\verb|name|, tuple_of_stations|) \rightarrow \\ \verb|line|$

Getters

get_line_name(line) → name

get_line_stations(line) → tuple_of_stations

Related Functions

get_station_by_name(line, station_name) → station or None
get_station_by_code(line, station_code) → station or None
 get_station_position(line, station_code) → Number

TrainPosition ADT

(is moving, from_station, to_station)

<u>Setters</u>

make_train_position(is_moving, from_station, to_station) \rightarrow train_position <u>Getters</u>

get_is_moving(train_position) → True or False
 get_direction(line, train_position) → 0 or 1
get_stopped_station(train_position) → station or None
get_previous_station(train_position) → station or None
 get_next_station(train_position) → station

ScheduleEvent ADT

<u>Setters</u>

make_schedule_event(train, train_position, time) \rightarrow schedule_event

Getters

get_train(schedule_event) → train
get_train_position(schedule_event) → train_position
 get_schedule_time(schedule_event) → time