MaterialHandler
<ul> <li>dropOffPosition1: struct</li> <li>dropOffPosition2: struct</li> <li>dropOffPosition3: struct</li> <li>pickUpPosition1: struct</li> <li>pickUpPosition2: struct</li> <li>pickUpPosition3: struct</li> </ul>
+ getDropOff1() : struct + getDropOff2() : struct + getDropOff3() : struct + getPickUp1() : struct + getPickUp2() : struct

+ getPickUp3(): struct