Entity UML <<Interface>> **Entity** Location: Abstract + generateID(): void + getID(): String + compare(r: Robot): Boolean **PackingStation** Robot - completed: Boolean - safetyMargin: int - uid: String - batteryLevel: int - lastNum: int ChargingPod - orderstatus: Boolean StorageShelf - chargeRate: int - isCompleted(): Boolean - uid: String - uid: String - uid: String - resetCompleted(): void - lastNum: int - lastNum: int - lastNum: int - nextOrder(): Order - robotX: int - packing(): void - charge(): int - robotY: int - dispatch(): void - chargingX: int - chargingY: int

- packingX: int

- packingY: int

- storageX: int

- storageY: int

- move(): void

- pickUpItems(): void

- dropOrder(): void

+ getRobotX(): int

+ getRobotY(): int

+ getShelfX(): int

+ getShelfY(): int

+ getPackingX(): int

+ getPackingY(): int

- getBatteryLevel(): int

- decreaseBatteryLevel(): void

- orderDecision(): Boolean

- needsCharging(): Boolean