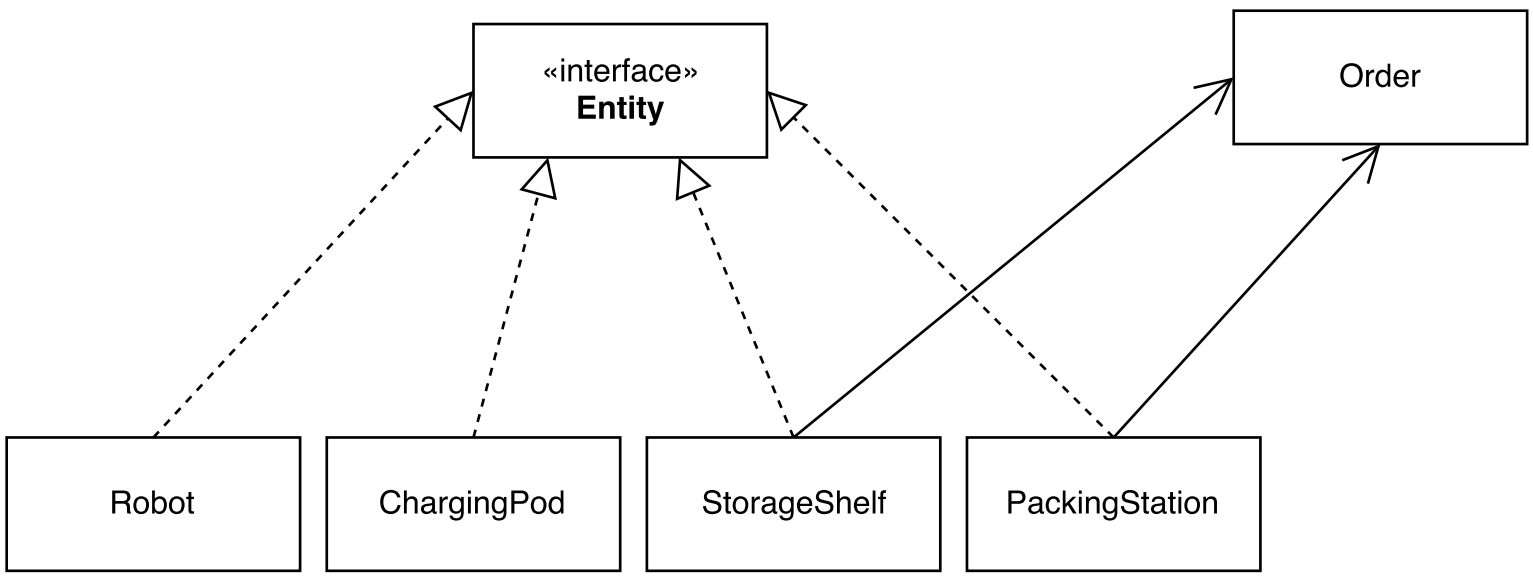
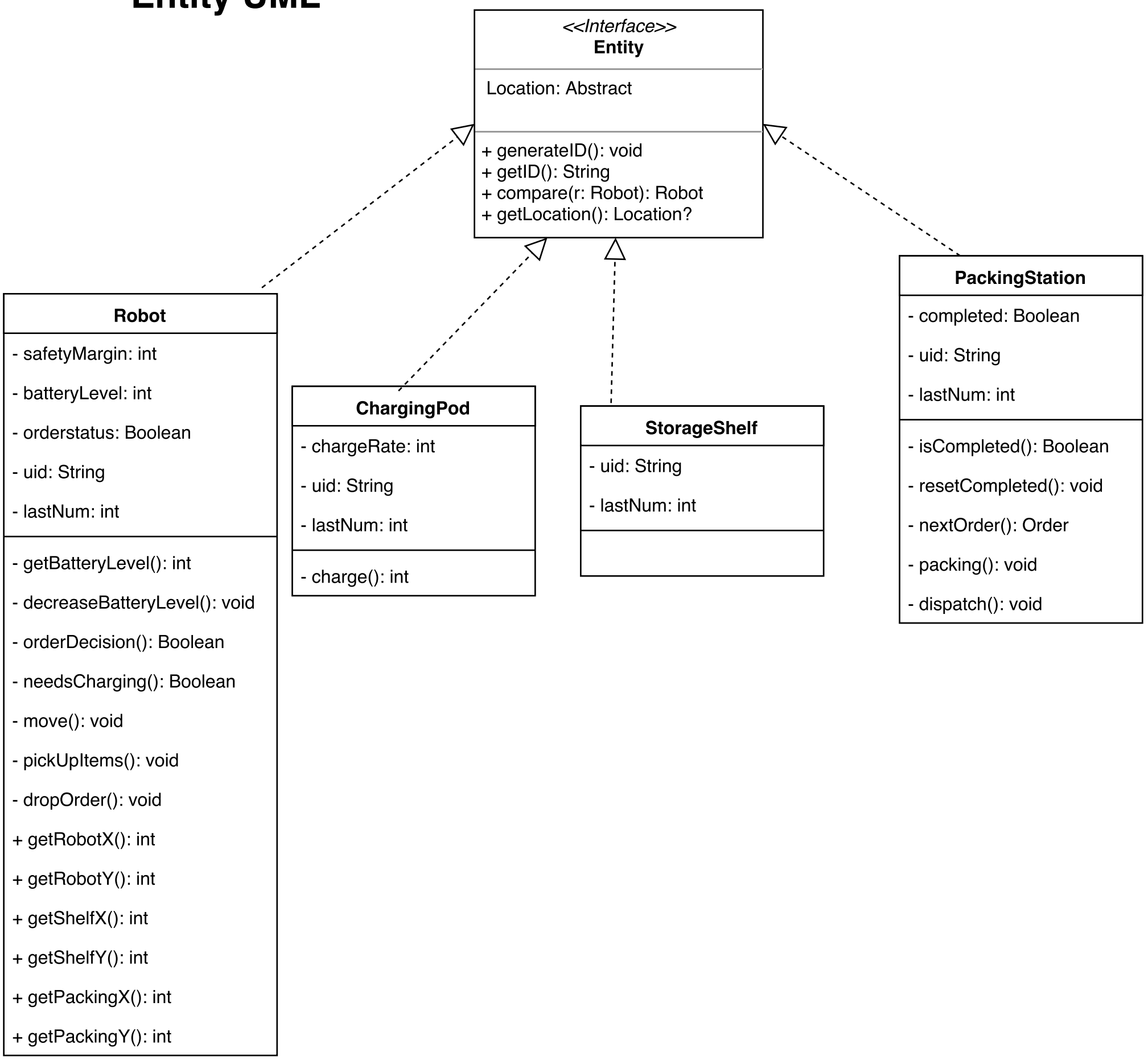
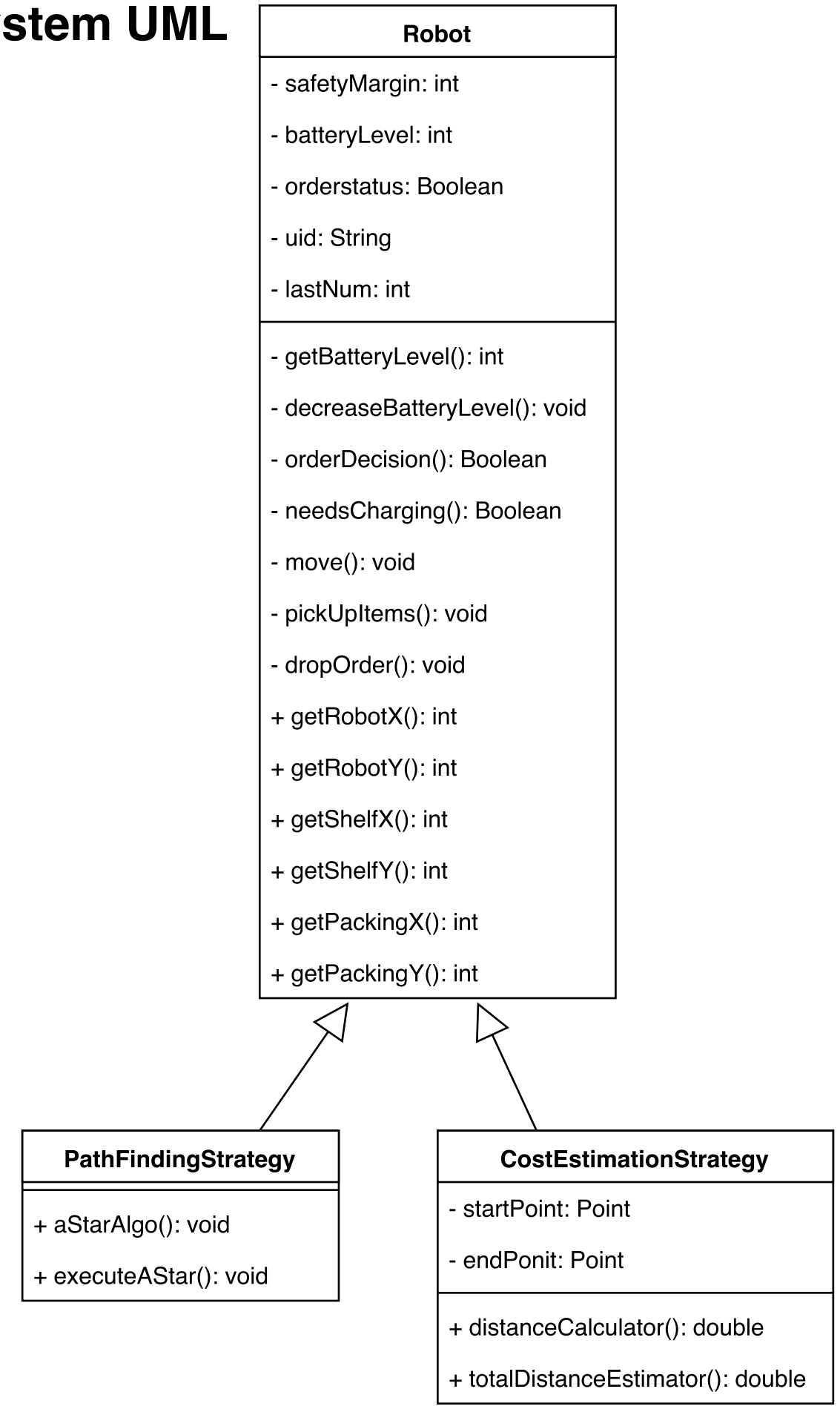
Overview


«interface»
Entity
Order
Robot
ChargingPod
StorageShelf
PackingStation

Entity UML


<<Interface>>
Entity
Location: Abstract
+ generateID(): void
+ getID(): String
+ compare(r: Robot): Robot
+ getLocation(): Location?
Robot
- safetyMargin: int
- batteryLevel: int
- orderstatus: Boolean
- uid: String
- lastNum: int
- getBatteryLevel(): int
- decreaseBatteryLevel(): void
- orderDecision(): Boolean
- needsCharging(): Boolean
- move(): void
- pickUpItems(): void
- dropOrder(): void
+ getRobotX(): int
+ getRobotY(): int
+ getShelfX(): int
+ getShelfY(): int
+ getPackingX(): int
+ getPackingY(): int
ChargingPod
- chargeRate: int
- uid: String
- lastNum: int
- charge(): int
StorageShelf
- uid: String
- lastNum: int
PackingStation
- completed: Boolean
- uid: String
- lastNum: int
- isCompleted(): Boolean
- resetCompleted(): void
- nextOrder(): Order
- packing(): void
- dispatch(): void

Robot Subsystem UML



Order
- assignedOrders: List<String> - unassignedOrders: List<String> - completedOrders: List<String> - reader: Scanner
+ show(): void + addToAssigned(): void + removeFromAssigned(): void + addToUnassigned(): void + removeFromUnassigned(): void + isCompleted(): void