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

- needsCharging(): Boolean

- move(): void

- pickUpItems(): void

- dropOrder(): void

+ getRobotX(): int

+ getRobotY(): int

+ getShelfX(): int

+ getShelfY(): int

+ getPackingX(): int

+ getPackingY(): int