def __init__(self, id, store, distance_from_arrivals=0,... def __len__(self):...
def is_empty(self):...
def is_full(self):... def get_item_ids(self):...

def item_to_be_moved(self, env, worker):...

self.id = idself.store = storeself.distance from arrivals = distance from arrivals self.distance_from_departure = distance_from_departure

return len(self.store.items)

is_empty """Returns true if the shelf is empty""" if len(self) == 0: len(self) == 0 / (len(self)! = 0)return True return False





