



After popup konws it can't pass glass to sensor, it will wait or load glass, release glass according to what state it currently has, after sensor sends msglAmEmpty(); popup send the glass to sensor

3.msgHerelsYourGlass(to workstation)/ or just wait

PopupAgent popup

2.msglAmOccupied()

SensorAgent frontSensor

4.msgHerelsGlass()

1.msgCanISendGlass()

