move() Ross Asay | February 26, 2020 <u>FileSystem</u> <u>ContainerEntity</u> <u>Error</u> <u>SourceEntity</u> <u>SourceContainer</u> <u>DestinationContainer</u> -findEntity(source)-Actor move() getNextContainer_ -isContainerFoundInChildren _ _ _ FileNotFoundException -_findEntity_ — — source entity— — — —findEntity(destination)—**▶** -getNextContainer-_isContainerFoundInChildren FileNotFoundException _findEntity__ -destination container — – -----PathAlreadyExistsException ----------- IllegalFileSystemOperationException -------getParentContainer-_ _ _ _ _ _ _ _ _ parent– removeEntity-