

## ShippingUpdate

+previousStatus: String +newStatus: String +timestamp: Long

## Shipment

+status: String +id: String +notes: String[]

-notes: String| private set;

+updateHistory: ShippingUpdate[]
 private set;

+expectedDeliveryDateTimestamp:

Long

+currentLocation: String

+addNote(note: String)

+addUpdate(update: Update)

TrackingSimulator is a static class that can be accessed from anywhere (that doesn't mean that it should). We wiill learn a better way to handle global objects like this later in the semester. In kotlin this can be achieved by using the object type and in java you can do this with static attributes and methods. Think of this as your global namespace. You may need to make a few additions to this class in order to follow some of the design patterns.

Remember that attributes marked as public just mean that the attribute has a public getter and setter

## TrackingSimulator

-shipments: Shipment∏

+findShipment(id: String):

Shipment?

+addShipment(shipment:

Shipment)

+runSimulation()

you will want
addShipment to be
public because it
will make doing
the strategy
pattern a little
easier

runSimulation reads the file and handles the updates to the corresponding shipment. You can probably just call it when the app launches