

SchedulerEvent

+ SchedulerEvent(direction: Direction,

keepGoing: boolean, isAtDestination:

- keepGoingAfterStop: boolean

- stop: boolean

- direction: Direction

- isAtSource: boolean

- floorEvent: FloorEvent

+ SchedulerEvent(floor: int,

Direction, time: LocalTime)

+ shouldStop(): boolean

+ isAtSource(): boolean

+ getTime(): LocalTime

+ getDestination(): int

+ getDirection(): Direction

+ isAtDestination(): boolean

+ getFloorEvent(): FloorEvent

boolean, isAtSource: boolean,

floorEvent: FloorEvent, direction:

+ shouldIKeepGoing(): boolean

- time: LocalTime

time: LocalTime)

+ getFloor(): int

- isAtDestination: boolean

- floor: int

Summary:
- Explaination of all the classes can be found in the README.md
- In this iteration, middleman was removed so alot of the classes were updated.
Serial and NetworkCommunicator were added.
- Scheduler, Elevator, and Floorsubsystem were updated heavily due to middleman being removed.