

## Unilog Test Assignment

### 1. General Description of the elevator:

The elevator is a machine that helps entities move through different floors.

The elevator has three dimensions: x- width, y-length, z- height.

The elevator has lights button, ventilator button, SOS button, open/close door button and a display showing you the current floor and buttons with numbers that can transport you to the floor you choose (0-24 floors). When pressing the button located outside of the elevator it will arrive at your floor and the doors will open.

### 2. Step by step instructions on how to arrive on the 7th floor:

1. Press the call button located outside the elevator.
2. Enter the elevator.
3. Press the button with the number 7 on it.
4. Wait for the doors to be closed.
5. When the display will show the number 7, doors will open .
6. Exit the elevator.

### 3. Possible issues:

1. The doors will open at the wrong floor.  
In this case, maybe someone else called the elevator. Wait for the person to decide if they enter the elevator and anyways wait for the doors to close and stay until the display will show the number 7. If not, repeat the instructions above until 7 appears on the display.
2. The elevator stops working during traveling.  
This may happen due to an electrical supply problem. In this case, press the SOS button and wait for rescue.
3. The lights are turned off. In this case, press the light button.
4. Pressing on the wrong floor number button.  
In this case, press on the right floor number button. If the elevator stops at the wrong floor, wait until doors will open and then close until arriving at the 7<sup>th</sup> floor (when the display will show the number 7).
5. The airflow in the elevator is turned off. In this case, press the ventilator button to turn it back on.
6. The elevator does not initiate the traveling. This can occur due to overweight. In this case, weight should be reduced from the elevator.

#### 4. Describing the database table:

Elevator

Field	Type	Primary Key
Elevator_ID	String	True
Floor_button	int	
Light	Bool	
Ventilator	Bool	
floor_num_Display	int	
SOS_button	Bool	
Doors	Bool	
Width	Int	
Length	Int	
Height	int	
Max_weight	Int	

User

Field	type	Primary key
User_ID	string	true
Btn_chosen	Int	
weight	int	

one-to-one relation

