Data Structures (2028C)

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Homework 3 – Elevator Simulation Report

Classes needed:   
**Building:**

**Elevator:**

**Floor:**

**Door:**

**Clock:**

**Person:**Push buttons at a floor to summon elevator car to go up or down. Once in the car, persons press car panel button for the destination floor. All persons waiting at each floor should be kept in a queue, and once they board the car this list should be rearranged into a priority queue

**Button:**

**Scheduler:**  
randomly creates persons who arrive at each floor at a given arrival time and with an intended destination floor