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| **Class** | **Feature** | **Test** |
| Building | Creates required number of floors with persons | creates persons with unique id |
| creates persons with source floor is not equal to target floor |
| creates specified number floors and persons |
| returns persons count same as contains |
| returns floors count same as contains |
| Checks if there are persons on source floors | checks if there are persons on source floors |
| Returns elevator capacity | returns elevator capacity same as contains |
| Returns transported persons count | returns transported persons count |
| ElevatorController | Starting transportation | checks if each passenger has transportation task |
| Cyclical movement of elevator | return changed story number after moving |
| return greater number of story after moving when direction of elevator is up |
| return lower number of story after moving when direction of elevator is down |
| change movement direction when reaches extreme story |
| return MOVING\_ELEVATOR as elevator controller action |
| Passengers deboading | return DEBOADING\_OF\_PASSENGER as elevator controller action |
| check if deboading only elevator passengers |
| check if passenger is not in elevator after deboading |
| return COMPLETED as passenger transportation state after deboading |
| Passengers boading | return BOADING\_OF\_PASSENGER as elevator controller action |
| check if boading only passengers located on same floor as elevator |
| check if passenger is not stay on story after boading |
| check if in elevator can not be more passengers than its capacity |
| check if boading only passengers whose movement direction is same as elevator |
| Ending transportation | return COMPLETION\_TRANSPORTATION as elevator controller action |
| check if elevator is empty |
| check if no passengers waiting for transportation |
| Validator | Validate correct completion of transportation | check if all dispatch containers are empty |
| check if elevator is empty |
| return COMPLETED as transportation state of each passengers |
| check if passengers destination story number same as arrival container |
| check if total number of people in all arrival story containers same as passengers number |