image

create image
create shape

---

butten

text
shape

---

floor

image,hige,width
butten

---
checkclick

Elevator

proportions
move
add target
Optimize Time
Set Floor elv
Set and Direction of elv
draw

---

init building floors
-init elevators
-call func
check situation

A set of elevators that need to move

draw func
+operation()

Actor

Click event

<<use>>

main

check of building and floor location

building

The specific floor

floor

Checking if the button is pressed

button

by loction

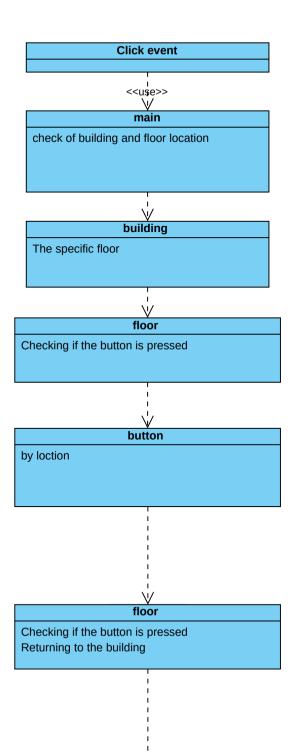**floor**

Checking if the button is pressed
Returning to the building

bullding

Finding the minimum unused elevator
-Checking that there is no elevator on the floor
Activating the movement function of the elevator
Adding to the elevator targets

Checking at every stage if the elevator should still be in motion

<<use>>

Elevators

Goes over the targets
Checking the elapsed time from the previous loop
Progress in y which is the height of the floor according to the percentage of time that has passed since half a second
Checking if the floor location of the elevator is the target