

0: no order

1: order accepted

2: order finished

> An order is accepted when all online elevators accept

> Will always accept a higher number, or 0 if 2

order[1][0] = 0



order[1][0] = 0



order[1][0] = 1



Broadcast "worldview"

order[1][0] = 1



order[1][0] = 1



order[1][0] = 1



Order accepted  
assignElevator(order)=elevator 2

Idle



state = Moving, dir = DOWN



Idle



floorSensor == targetFloor

Idle  
order[1][0] = 1



Idle  
order[1][0] = 2



Idle  
order[1][0] = 1



Broadcast worldview

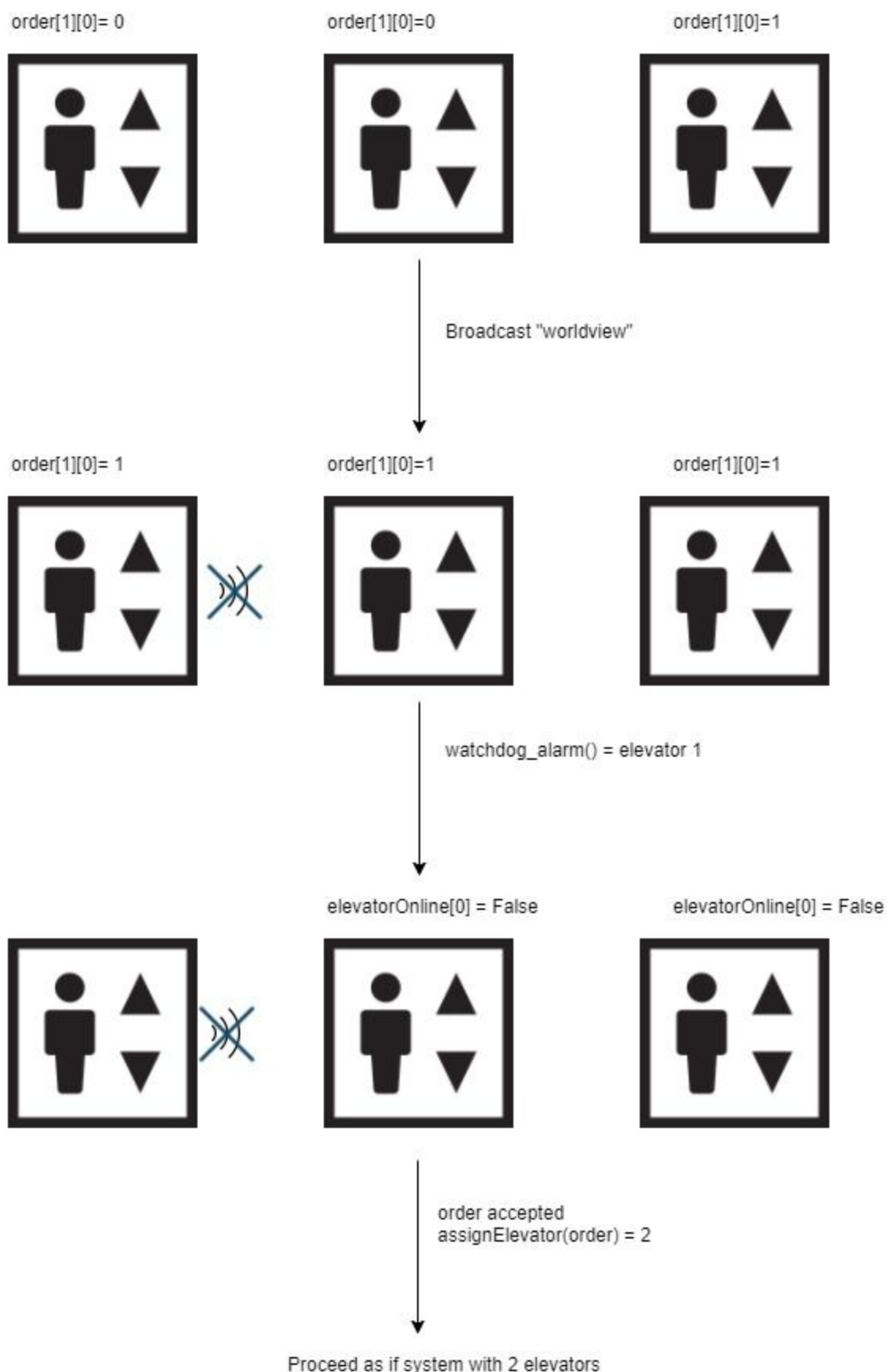
all elevators set to order finished

Broadcast worldview

all elevators set to no order

- 0: no order
- 1: order accepted
- 2: order finished

- > An order is accepted when all online elevators accept
- > Will always accept a higher number, or 0 if 2
- > If order was already assigned to the failed node, assign again to one of the others



- > If elevator comes online, initialized to zero, will potentially see 1 broadcasted and also acknowledge. Problem: might execute the order twice