

Task
- floor : double - direction : Direction
+ Task(double, Direction) + Task(int, Direction) + getFloor(): double + getDirection(): Direction + setDirection(Direction) : void

<<enumerate>> Direction
UP DOWN

Elevator
- elevatorId : int - location : double - destinations : LinkedList<Task> - moving : boolean = false - emergencyStopped : boolean = false - doorOpen : long = -1 - scaleFloor : int = -1
+ Elevator(int) + run() : void + openDoors() : void + isInUse() : boolean + getElevatorId() : int + setLocation(double) : void + getLocation() : double + giveTask(Task) : void + addDestination(int) : void + getDestination() : Task + getDestinations() : LinkedList<Task> + emergencyStop() : void + isEmergencyStopped() : boolean - startMoving() : void

GreenElevator
- elevators : Elevator[] - wr : PrintWriter - queue : LinkedList<Task>
+ main(String[]) : void + sendCommand(String) : void + handleOutsideClick(Task) : void + getNextTask() : Task - handleCommandB(String) : void - handleCommandF(String) : void - handleCommandP(String) : void