Класс Program

using System;

using System.Collections.Generic;

using System.Linq;

using System.Text;

using System.Threading.Tasks;

namespace Elevator

{

internal class Program

{

static void Main(string[] args)

{

Elevator1 elevator = new Elevator1();

for (int i = 0; i < 20; i++)

{

People people = new People();

elevator.Callelevator(people.floorStart);

elevator.Sentelevator(people.floorEnd);

}

Console.ReadLine();

}

}

}

Класс Elevator1

using System;

using System.Collections.Generic;

using System.Linq;

using System.Text;

using System.Threading.Tasks;

namespace Elevator

{

internal class Elevator1

{

private int floor;

public Elevator1()

{

floor = 1;

}

public void Callelevator(int floor)

{

this.floor = floor;

Console.WriteLine($"Приехал на {floor} этаж");

}

public void Sentelevator(int floor)

{

this.floor = floor;

Console.WriteLine($"Прибыл на {floor} этаж");

}

}

}

Класс People

using System;

using System.Collections.Generic;

using System.Linq;

using System.Text;

using System.Threading.Tasks;

namespace Elevator

{

internal class People

{

public int floorStart { get; private set; }

public int floorEnd { get; private set; }

public People()

{

Random random = new Random();

floorStart = random.Next(1, 20);

floorEnd = random.Next(1, 20);

Console.WriteLine($"Я на {floorStart} этаже");

Console.WriteLine($"Хочу на {floorEnd} этаж");

}

}

}