

Abstract	
People	
<ul style="list-style-type: none">• Responsible of keeping track of people• Space taken of a person within a lift• Identification• Holds waiting time• Complaints of a person	<ul style="list-style-type: none">• Employees• Clients• Space• Clock• Complaints

Building	
<ul style="list-style-type: none">• Holds floor information• Uses lifts to transport people• Holds simulation time	<ul style="list-style-type: none">• Floors• Lift• Clock

Lift	
<ul style="list-style-type: none">• Holds Space• Transports People to floors• Time taken to travel	<ul style="list-style-type: none">• Building• Floors• Clock

Floors	
<ul style="list-style-type: none">• Holds queue size• No. of floors in a building• Buttons• Destination of lift	<ul style="list-style-type: none">• Queue• Building• Lift

Queue	
<ul style="list-style-type: none">• Holds amount of people• Holds type of people waiting for lift	<ul style="list-style-type: none">• Floors• People

<div>Employees that are not Developers</div> <div>Employees</div>	
<ul style="list-style-type: none"> Type of person 	<ul style="list-style-type: none"> Employees

<div>Abstract</div> <div>Clock</div>	
<ul style="list-style-type: none"> Waiting Time Time elapsed Tick 	<ul style="list-style-type: none"> People Bulding Lift

<div>Complaints</div>	
<ul style="list-style-type: none"> Holds complaint size 	<ul style="list-style-type: none"> People

<div>Clients</div>	
<ul style="list-style-type: none"> Type of client Patience 	<ul style="list-style-type: none"> People

<div>Abstract</div> <div>Employees</div>	
<ul style="list-style-type: none"> Type of Employees 	<ul style="list-style-type: none"> People Employees who arent devs Maintance Crew Developers

<div>Developers</div> <div>Employees</div>	
<ul style="list-style-type: none"> Type of employee 	<ul style="list-style-type: none"> Employees

<div>Maintanance Crew</div>		Employees
• Type of employee	• Employees	