Class: Elevator

Data:

[Names] [Types] [Purpose]

numOnBoard int Number of riders in elevator

maxCapacity int Maximum # of Persons in elevator

currentFloor int Current floor of moving elevator

destFloor int Destination floor of moving elevator

maxFloor int Top floor elevator may access

minFloor int Bottom floor elevator may access

Methods:

[Names] [Types] [Parameters] [Purpose]

Elevator none Initialize all instance variables

maxRiders Use to set maxCapacity

curntFloor Use to set currentFloor

highestFloor Use to set maxFloor

lowestFloor Use to set minFloor

Set numOnBoard = 0

Set destFloor = currentFloor

getNumOnBoard int none Returns numOnBoard

getMaxCapacity int none Returns maxCapacity

getCurrentFloor int none Returns currentFloor

getDestFloor int none Returns destFloor

getMaxFloor int none Returns maxFloor

getMinFloor int none Returns minFloor

loadElevator void # wanting to board Loads elevator with passengers,

but insures numOnBoard does not exceed maxCapcity

unLoadElevator void # wanting off Unloads elevator, but no more than numOnBoard

moveElevator void floor # to go to Moves elevator to destination,

announces floor as leaving, passing, and arriving