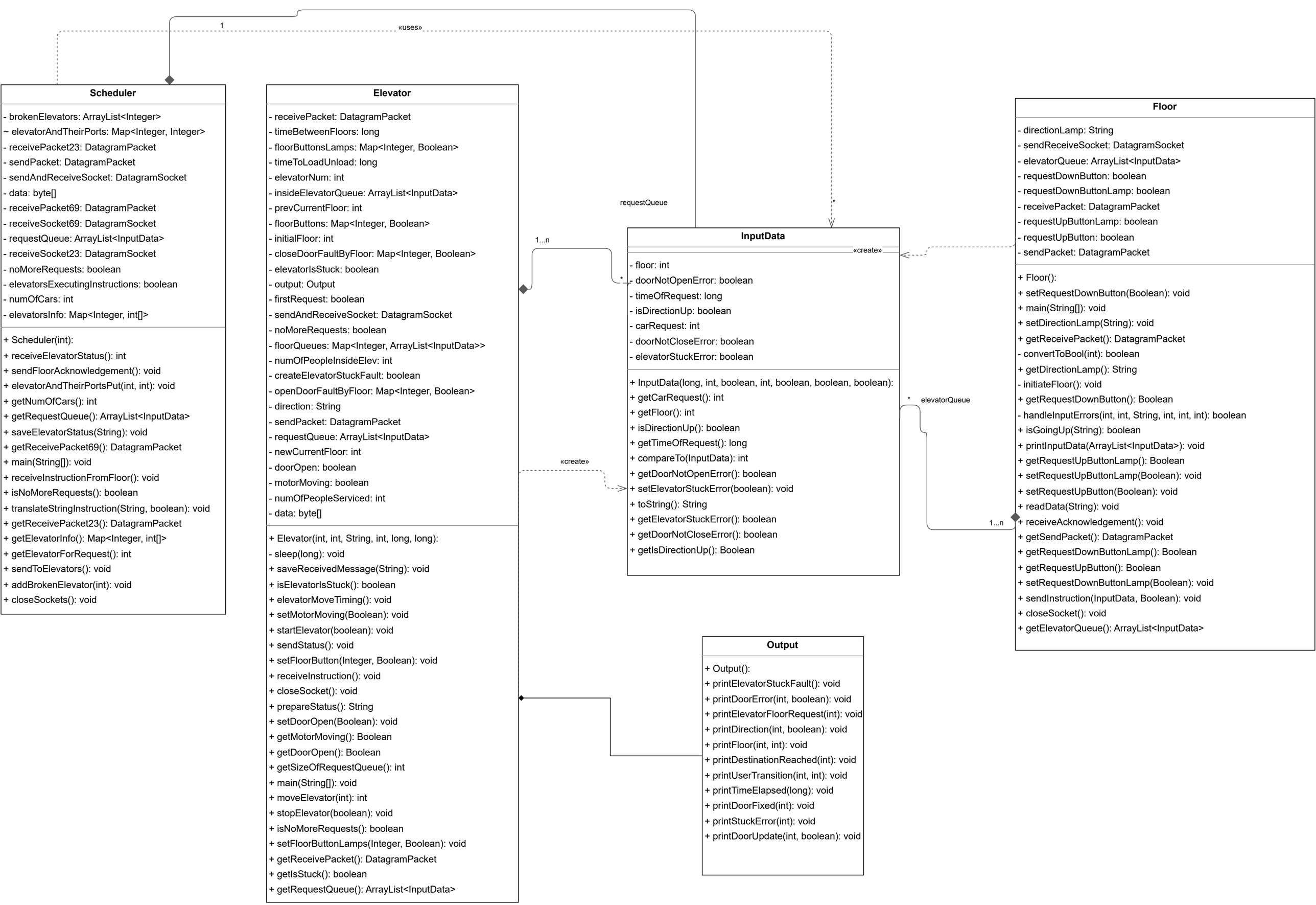
1
«uses»
Scheduler
- brokenElectors: ArrayList<Integer>
~ elevatorAndTheirPorts: Map<Integer, Integer>
- receivePacket23: DatagramPacket
- sendPacket: DatagramPacket
- sendAndReceiveSocket: DatagramSocket
- data: byte[]
- receivePacket69: DatagramPacket
- receiveSocket69: DatagramSocket
- requestQueue: ArrayList<InputData>
- receiveSocket23: DatagramSocket
- noMoreRequests: boolean
- elevatorsExecutingInstructions: boolean
- numOfCars: int
- elevatorsInfo: Map<Integer, int[]>
+ Scheduler(int):
+ receiveElevatorStatus(): int
+ sendFloorAcknowledgement(): void
+ elevatorAndTheirPortsPut(int, int): void
+ getNumOfCars(): int
+ getRequestQueue(): ArrayList<InputData>
+ saveElevatorStatus(String): void
+ getReceivePacket69(): DatagramPacket
+ main(String[]): void
+ receiveInstructionFromFloor(): void
+ isNoMoreRequests(): boolean
+ translateStringInstruction(String, boolean): void
+ getReceivePacket23(): DatagramPacket
+ getElevatorInfo(): Map<Integer, int[]>
+ getElevatorForRequest(): int
+ sendToElevators(): void
+ addBrokenElevator(int): void
+ closeSockets(): void
Elevator
- receivePacket: DatagramPacket
- timeBetweenFloors: long
- floorButtonsLamps: Map<Integer, Boolean>
- timeToLoadUnload: long
- elevatorNum: int
- insideElevatorQueue: ArrayList<InputData>
- prevCurrentFloor: int
- floorButtons: Map<Integer, Boolean>
- initialFloor: int
- closeDoorFaultByFloor: Map<Integer, Boolean>
- elevatorIsStuck: boolean
- output: Output
- firstRequest: boolean
- sendAndReceiveSocket: DatagramSocket
- noMoreRequests: boolean
- floorQueues: Map<Integer, ArrayList<InputData>>
- numOfPeopleInsideElev: int
- createElevatorStuckFault: boolean
- openDoorFaultByFloor: Map<Integer, Boolean>
- direction: String
- sendPacket: DatagramPacket
- requestQueue: ArrayList<InputData>
- newCurrentFloor: int
- doorOpen: boolean
- motorMoving: boolean
- numOfPeopleServiced: int
- data: byte[]
+ Elevator(int, int, String, int, long, long):
- sleep(long): void
+ saveReceivedMessage(String): void
+ isElevatorIsStuck(): boolean
+ elevatorMoveTiming(): void
+ setMotorMoving(Boolean): void
+ startElevator(boolean): void
+ sendStatus(): void
+ setFloorButton(Integer, Boolean): void
+ receiveInstruction(): void
+ closeSocket(): void
+ prepareStatus(): String
+ setDoorOpen(Boolean): void
+ getMotorMoving(): Boolean
+ getDoorOpen(): Boolean
+ getSizeOfRequestQueue(): int
+ main(String[]): void
+ moveElevator(int): int
+ stopElevator(boolean): void
+ isNoMoreRequests(): boolean
+ setFloorButtonLamps(Integer, Boolean): void
+ getReceivePacket(): DatagramPacket
+ getIsStuck(): boolean
+ getRequestQueue(): ArrayList<InputData>
requestQueue
1...n
*
«create»
InputData
«create»
- floor: int
- doorNotOpenError: boolean
- timeOfRequest: long
- isDirectionUp: boolean
- carRequest: int
- doorNotCloseError: boolean
- elevatorStuckError: boolean
+ InputData(long, int, boolean, int, boolean, boolean, boolean):
+ getCarRequest(): int
+ getFloor(): int
+ isDirectionUp(): boolean
+ getTimeOfRequest(): long
+ compareTo(InputData): int
+ getDoorNotOpenError(): boolean
+ setElevatorStuckError(boolean): void
+ toString(): String
+ getElevatorStuckError(): boolean
+ getDoorNotCloseError(): boolean
+ getIsDirectionUp(): Boolean
*
elevatorQueue
1...n
Floor
- directionLamp: String
- sendReceiveSocket: DatagramSocket
- elevatorQueue: ArrayList<InputData>
- requestDownButton: boolean
- requestDownButtonLamp: boolean
- receivePacket: DatagramPacket
- requestUpButtonLamp: boolean
- requestUpButton: boolean
- sendPacket: DatagramPacket
+ Floor():
+ setRequestDownButton(Boolean): void
+ main(String[]): void
+ setDirectionLamp(String): void
+ getReceivePacket(): DatagramPacket
- convertToBool(int): boolean
+ getDirectionLamp(): String
- initiateFloor(): void
+ getRequestDownButton(): Boolean
- handleInputErrors(int, int, String, int, int, int): boolean
+ isGoingUp(String): boolean
+ printInputData(ArrayList<InputData>): void
+ getRequestUpButtonLamp(): Boolean
+ setRequestUpButtonLamp(Boolean): void
+ setRequestUpButton(Boolean): void
+ readData(String): void
+ receiveAcknowledgement(): void
+ getSendPacket(): DatagramPacket
+ getRequestDownButtonLamp(): Boolean
+ getRequestUpButton(): Boolean
+ setRequestDownButtonLamp(Boolean): void
+ sendInstruction(InputData, Boolean): void
+ closeSocket(): void
+ getElevatorQueue(): ArrayList<InputData>
Output
+ Output():
+ printElevatorStuckFault(): void
+ printDoorError(int, boolean): void
+ printElevatorFloorRequest(int): void
+ printDirection(int, boolean): void
+ printFloor(int, int): void
+ printDestinationReached(int): void
+ printUserTransition(int, int): void
+ printTimeElapsed(long): void
+ printDoorFixed(int): void
+ printStuckError(int): void
+ printDoorUpdate(int, boolean): void