Elevator System Class Diagram

Finite State Machine

- *State = INIT_STATE
- + current_state_function
- + state_function_array
- - init : Boolean
- - dir : Direction
- - timestamp : Time
- - last_floor : Int
- - last_dir : Direction
- + run_fsm(fsm_t*, queue_handler_t*)
- + FSM_MODULE(name)

Light Handler

- + update_lights()
- + clear_order_light()
- + clear_all_order_lights()

Queue Handler

- - head : LinkedList
- + update(self)
- + clear_queue(self)
- + check_for_order(self, dir: Direction)
- + next_order(self, last_floor: Int, dir)
- + complete_order(self)
- + QUEUE_MODULE(name)

Elevator Driver { simplified version but wanted to include in diagram }

- + get_signals(signal)
- + set_signals(signal, val)