Sekvensdiagram **FSM** Queue Lights Door Elev queue_update set_floor_lights() elev_get_floor_senson_signal() elev_set_floor_indicator(1) set_order_lights_on() elev_set_button_lamp(0,0,1) to_running_from_floor() elev_set_motor_direction(-1) set_motor_direction_indicator(-1) set_order_lights_off_current_floor() elev_set_button_lamp(0,0,0) elev_set_button_lamp(2,0,0) set_floor_lights() elev_set_floor_indicator(0) check_if_correct_floor() elev_set_motor_direction(0) set_motor_direction_indicator(0) door_open() elev_set_door_open_lamp(1) queue_erase_floor_buttons() set_order_lights_off_current_floor() door_close() elev_set_door_open_lamp(0) queue_update() set_order_lights_on() elev_set_button_signal(2,1,1) to_running_from_floor() elev_set_motor_direction(1) set_motor_direction_indicator(1) set_floor_lights() elev_set_floor_indicator(1) set_floor_lights() elev_set_floor_indicator(2) set_floor_lights() elev_set_floor_indicator(3) check_if_correct_floor() elev_set_motor_direction(0) set_motor_direction_indicator(0) door_open() elev_set_door_open_lamp(1) queue_erase_floor_buttons() set_orden_lights_off_current_floor() door_close() elev_set_door_open_lamp(0)