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enumeration>> chedulerState

Event): SchedulerState : Event): SchedulerState

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dulerStateMachine

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StateMachine() : Event): void State(): SchedulerState

+ getInputData()
+ setLamps(): vo
+ resetButtonLat
+ setDirectionalL
+ setArrivalSens
+ createNewRed
+ sendDataToSo
+ sendFloorMes
+ run(): void

+ run(): void + main(args[]: S

: ArrayList<String> oid mps(pickUpFloor: int): void

_ampsAllFloors(direction: String, elevatorID: int): void
or(elevatorID: int, currentFloor: int, direction: String): void
quest(isLastRequest: boolean): void heduler(isLastRequest: boolean): void sage(): void

tring): void

+ set ArrivalTime(): void + getLocalTime(): LocalTime

- + getDataFromInputBuffer(): ArrayList<String>+ sendToInputBuffer(data: ArrayList<String>): void+ receiveFromInputBuffer(): ArrayList<String>