**UML**

Main-offline\_algo

+Elevator traveling()

elevator

-Minfloor: int

-Maxfloor: int

-Speed: int

-State: string

-Position: string

+Get elevator()

+GetMinFloor()

+GetMaxFloor()

+GetSpeed()

+Goto()

+Stop()

+GetState()

+Getpos()

+Is Empty()

Allocate

-Src : string

-Des: string

-State: string

-Position: string

-Type: string

+AllocateElevator()

+Reached Src()

+Reached Des()

+GetState()

+GetSrc()

+GetDest()

+GetType()

+Allocated To()

buillding

-Building Name: string

-Minfloor: int

-Maxfloor: int

-NumberOfElevators : int

+Get Building Name()

+MinFloor()

+MaxFloor()

+NumberOfElevators()

+getElevetor()

name(

floor

-Minfloor: int

-Maxfloor: int

+Get Priority()

+GetMinFloor()

+GetMaxFloor()

Elevator door

-Time: int

+GetTimeForOpen()

+GetTimeForClose()

+Open()

+Close()