Code Structure

Split the application into different projects, each with a specific purpose. Allow for possible future uses for the components.

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| Project | Description |
| Hub | Main console application. Used to capture people at floors, and also send requests |
| Entities | Entities that are used in the application |
| Domain | Forms the business logic (domain knowledge) |
| Challenge.Tests | Testing application |

Hub -> Domain -> Entities

Tests can be done on Domain to simulate user input.

Entities

* Floor – track elevators at current floor (list), handle events for elevator arrived and elevator departed
* Elevator – id (for display), weight limit,
* Person – random information (person number X)
* Request – links to person, source floor, destination floor, direction

# Floor

* Track how many requests we have (a request = a person on the floor)
* Track how many elevators are at the current floor – stopped and open
* Receive events when an elevator arrives at this floor

\*\* Need to maintain a list of the floors in sequence and be able to determine the next floor when you start moving