Elevator Simulation

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Building

Elevator
- elevatorID: int
- capacity : int = 6
- floorNo : int
- targetFloor : int

Floor
- floorNo : int

Floor Indicator Light
+ floorLight(): void

Door
- open : bool

Control Panel
+ openDoor(): void
+ closeDoor(): void
+ checkDoor(): void
+ emergency(): void
+ targetFloor(int): void

Floor Door
- open : bool

+ ring(): void
+ whichFloor() : void
+ whichWay() : void

Call
+ callElevator(): void

Programmer
- move(int): void
- selectElevator(): int

Button
+ push() : void

Log
- message: string
- time : date

Logger
- log: Log[]

+ log(Log): void

Relationships / labels:
- 5 (Building — Elevator)
- 12 (Building — Floor)
- 1 (Floor Indicator Light — Elevator)
- 1 (Door)
- managedby
- 1 manage
- 1 manage
- 12 managedby
- 12 control
- 5 (Floor — Floor Door)
- 3 (Floor — Call)
- call
- 0..*
- has
- 15
- 2
- call