

```

1
2  #include <mutex>
3
4  #include "main.hpp"
5
6  // deprecated cant use [[deprecated]]
7  void Memory::clearMem() {
8      std::lock_guard<std::mutex> { mGuard };
9
10     // https://stackoverflow.com/questions/709146
11     decltype(mFloors) empty; // swap with an empty one
12     std::swap(mFloors, empty);
13 }
14
15 bool Memory::isEmpty() {
16     return mFloors.empty();
17 }
18
19 void Memory::setFloor(FloorNum flr) {
20     if (FireKey) {
21         mFireFloor = flr;
22         return;
23     }
24
25     std::lock_guard<std::mutex> { mGuard }; // Protection
26     mFloors.push(flr);
27 }
28
29 FloorNum Memory::getFloor() {
30     if (FireKey) // no need for protection
31         return mFireFloor;
32
33     std::lock_guard<std::mutex> { mGuard };
34
35     if (mFloors.empty())
36         return getDefaultFloor();
37
38     auto flr = mFloors.front();
39     mFloors.pop();
40     return flr;
41 }
42
43
44 FloorNum Memory::getDefaultFloor() {
45     // return F1; /// FOR TESTING PURPOSES ONLY
46     auto hour = gClk.getHour();
47
48     // std::cout << "....." << std::to_string(hour)
49     << std::endl;
50
51     if (hour > 8 and hour < 14)
52         return F1;
53
54     if (hour >= 14 and hour < 18)
55         return F2;
56
57     return F1;
58 }

```