# Elevator System Analysis Phase

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| Name | Category | Attributes |
| System | Control | Floors, Elevators |
| Elevator | Boundary | currentFloor, floorPath, floorButtons, doorOpen, eBrake, motorSpeed |
| Floor | Boundary | floorNumber, buttons |
| Button | Boundary | buttonName, button, lightNumber |
| Light | Boundary | lightNumber, lightOn |
| Door | Boundary | sensorBlocked |
| Brake | Boundary | isTriggered |

## Interactions

* System contains lists of the Elevator and Floor classes
* Elevator contains lists of Button classes
* Users <entity> interact with Floor buttons <boundary>, Elevator buttons <boundary>, and Door sensor <boundary>, users view corresponding Lights <boundary>
* Button presses and floor path trigger lights
* System acts as the logic <control>