Progress for week two:

1. Created try/catch to validate user input and make sure everything is inputting correctly
2. Created a functioning elevator that met the program specifications of having a max of six people
3. Created a trolley like system- where the next 6 employees are validated as legitimate employees because their ID numbers are found within the employee file
4. Created a queue array with all 6 employees
5. Created an array with the floor numbers of all 6 employees
6. Sorted the floors in ascending order so that the elevator can drop off all of the employees
7. Used the numbers array to create elevator objects to bring each employee to their floor

My main accomplishment of the week was the queue idea and figuring out how to implement it in a way that I can keep track of all the employees and not require so many steps- a lot of the issues I ran into was giving the proper arrays the information they needed to execute what I wanted them to do. I ran into a lot of issues with out of bounds errors when traversing arrays, attempting to fix that problem with Array Lists, ran into other problems, went back to using arrays and finally figured out how to instantiate the array how I wanted to. Now that I have a neat little queue of 6 employees stored, I just have to deliver them to their floor. With these algorithms worked out I can hopefully expand the features of the elevator to include multiple elevators as well as some of the program specifications required for this project.

Next Step:

Now I would like to improve on my Elevators themselves- create multiple elevators that can do more than just take a group of employees and drop them off at their corresponding floors starting at ground level. I would start creating and utilizing instance variables for elevator direction, current floor, destination, controlling the doors, creating emergency buttons, etc.