PersonHandler

+run(): void

Scheduler

#floorPacket: DatagramPacket

#elevatorPacket:

DatagramPacket

#floorSocket: DatagramSocket

#elevatorSocket1:

DatagramSocket

#elevatorSocket2:

DatagramSocket

#elevatorSocket3:

DatagramSocket

#elevatorSocket4:

DatagramSocket

#norsonlist: Links

#personList: LinkedList
#statusByte: byte[]

#moveUpCommandByte: byte[]

#moveDownCommandByte:

byte[] #StartEngineByte: byte[]

#StopEngineByte: byte[]

#openDoorByte: byte[]

#closeDoorByte: byte[]

#turnLampOnByte: byte[] #turnLampOffByte: byte[]

#cal: Calendar

#sysctrl: Sysctrl

#currentFloor: int

#destinationList:

-convertFromBytes(byte []):

Object

+personArrivale(): void

+floorArrivale(): void

+getRequests(): void

+requestCorrectElevator(): void -addPersonToRequestList():

Person

-requestElevator(int port): void -waitForElevatorStatus():

ElevatorStatus

-sendElevatorToPerson(byte[]

data, Person person): void

-sendPersonToFloor(): void -sendElevatorCommand(byte[]

command): void

Person

#time: String #up: boolean #originFloor: int

#destFloor: int

+getTime(): String

+setTime(String): void

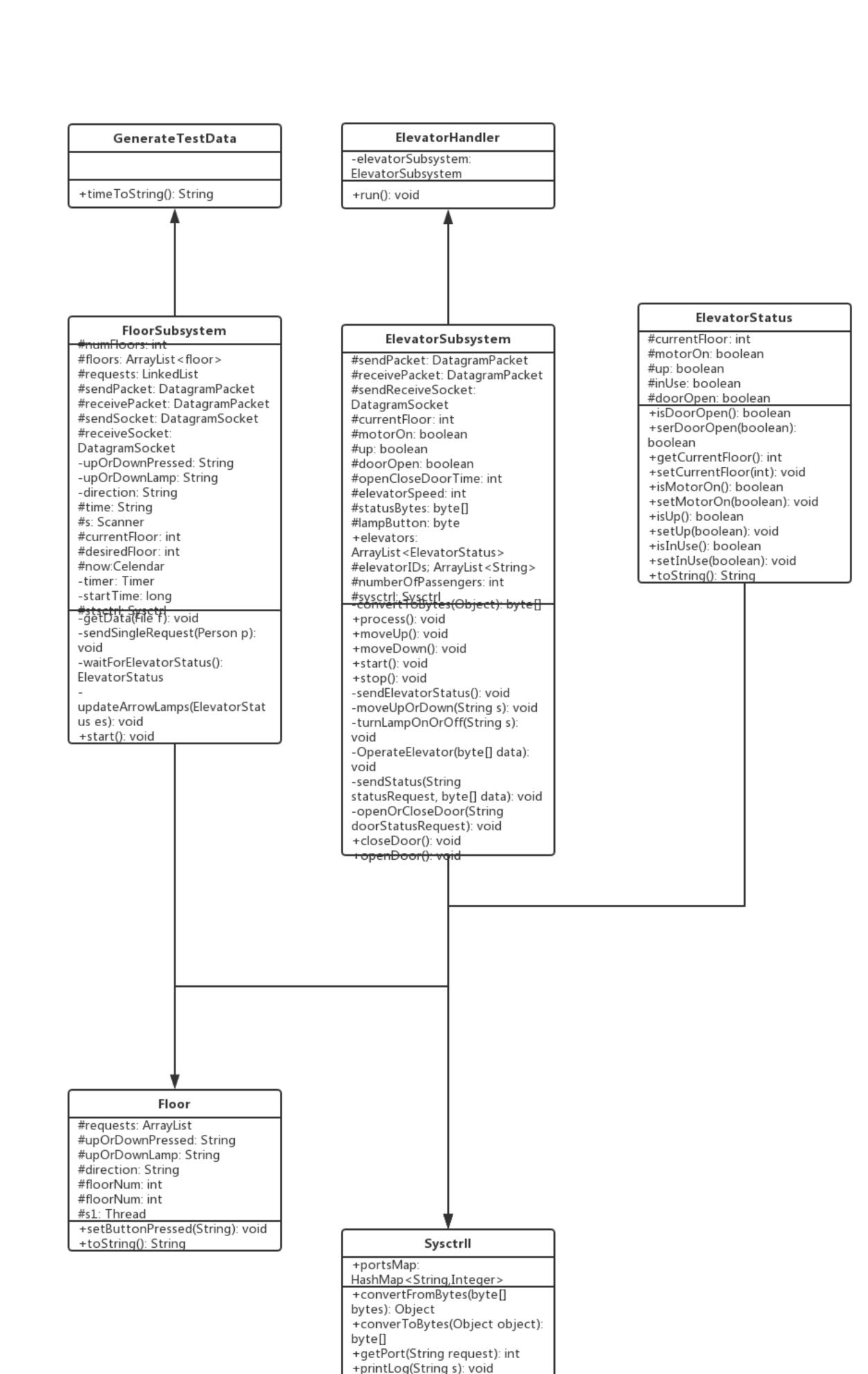
+getOriginFloor(): int

+setOriginFloor(int): void +getDestFloor(): int

+getDestHoor(): int +setDestFloor(int): void

+isUp(): boolean +setUp(boolean): void

+toString(): String



+printLog(Object o): void