# Design notes

* Outside input panel: To tell the elevator for the direction of travel on each floor.
* Inside input panel: To take the floor number(s) to go, either in the upward or downward.
* Lift stops at each coming (future) stop, before the last destination floor, in the direction of travel.
* Lift Algorithms
  + Lift can work on FCFS (First Come Fist Serve) Basis.
  + Least distance to travel before going to the distant floor – As opposed to the FCFS.
    - This is not a good solution, where the distant floor user must wait infinitely, in case multiple requests comes from the closest floors.
* Addition of more lifts.
  + Handshake among lifts

# Reference sources

Google search string: design elevator system C++

<https://github.com/hannahvoelker/Elevator>

<https://medium.com/geekculture/system-design-elevator-system-design-interview-question-6e8d03ce1b44>

<https://codereview.stackexchange.com/questions/179645/elevator-design-interview>

<https://codereview.stackexchange.com/questions/232502/elevator-design-implementation-in-c>

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