




main:

主函数，用于运行。

 top.buaaoo.main.main
 main(args: String[])


Controler:

实现电梯的控制并发出指令，并在电梯执行后输出电梯状态

 top.buaaoo.main.Controler
◇ RunTime: double
◇ status: String
◇ InitBu: int
▲ schedule(De: DemandQue, F: Floor, E: Elevator): void
▲ output(F: Floor): void
▲ Max(i: double, j: double): double

Controler_incidentally:

Controler 的子类，实现电梯的控制并发出指令，并在电梯执行后输出电梯状态

 top.buaaoo.main.Controler_incidentally
◇ status: String
▲ schedule(De: DemandQue, F: Floor, E: Elevator): void
▲ FindMin(A: int[], begin: int): int
▲ Threemin(A: int, B: int, C: int): int
▲ toString(Floor: int[], Method: int[], Time: double[], nextIn: int): String
▲ toStringstill(Floor: int[], Method: int[], Time: double[], nextIn: int): String

Demand:

需求组成

top.buaaoo.main.Demand
<ul style="list-style-type: none"> Method: int Floor: int Time: double Num: int

DemandQue:

需求队列，在输入后，将需求识别并储存

top.buaaoo.main.DemandQue
<ul style="list-style-type: none"> Time: double[] Floor: int[] Method: int[] Num: int
<ul style="list-style-type: none"> getTime(): double[] getFloor(): int[] getMethod(): int[] getNum(): int Input(): void MatchD(str: String, Num: int): int

Elevator:

电梯，对 **Controler** 发出的指令进行反应

top.buaaoo.main.Elevator
<ul style="list-style-type: none"> opendoor(time: double): double running(time: double, nowfloor: int, targetfloor: int): double



Floor:

用于记录电梯所处的楼层

top.buaaoo.main.Floor
<ul style="list-style-type: none"> floor: int
<ul style="list-style-type: none"> getFloor(): int setFloor(floor: int): void




expHandler:

处理可能出现的各类错误并给出提示

 top.buaaoo.main.expHandler
 <u>err(): void</u>

elevat:

接口，用于 Controler 读取电梯状态

 top.buaaoo.main.elevat
 getstatus(): String
 change(str: String): void