









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
 schedule(De: DemandQue, F: Floor, E: Elevator): void
 output(F: Floor): void
 Max(i: double, j: double): double












Demand:

需求组成

 top.buaaoo.main.Demand
 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
 Time: double[]
 Floor: int[]
 Method: int[]
 Num: int
 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
 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
 floor: int
 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>