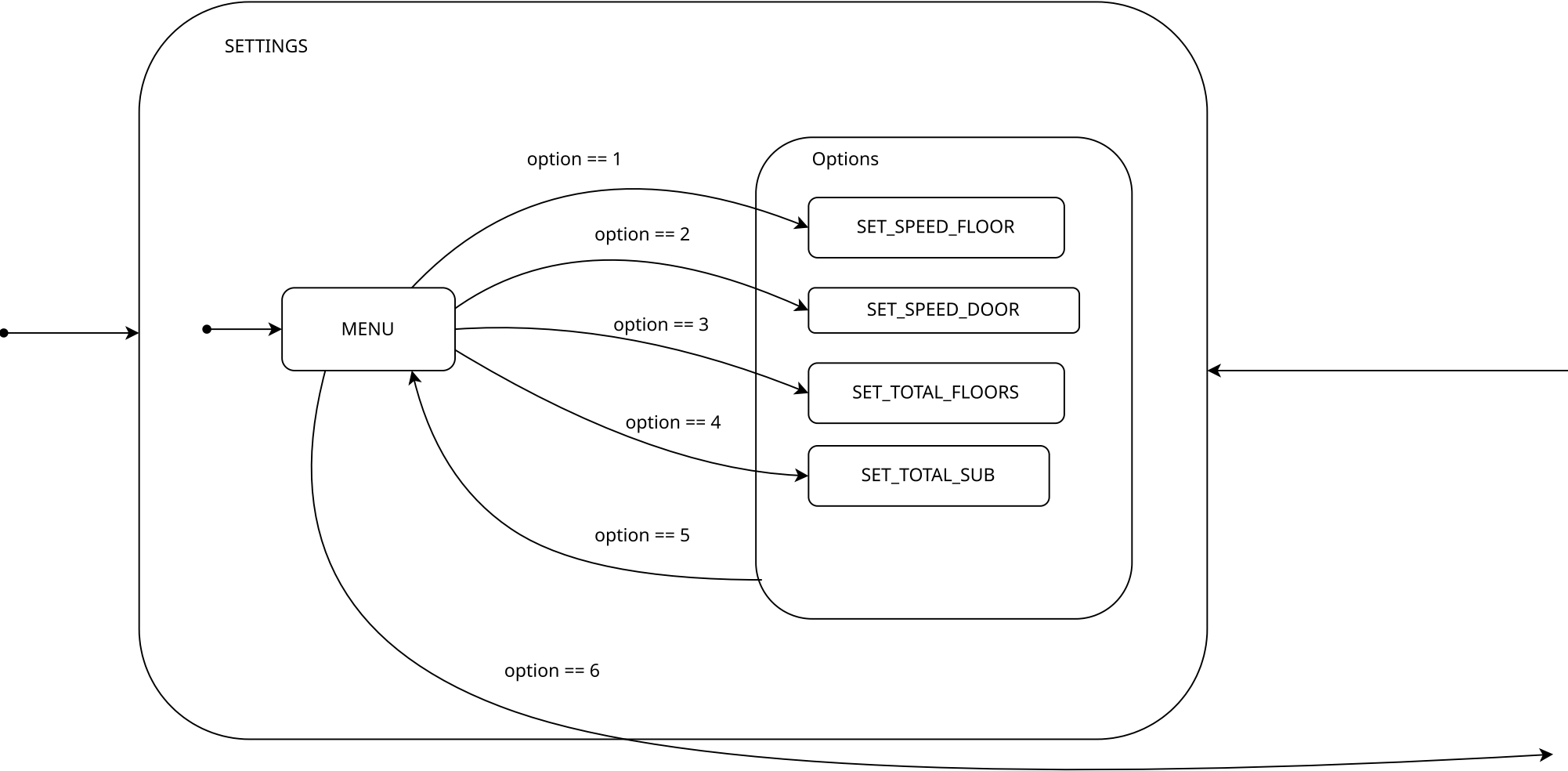


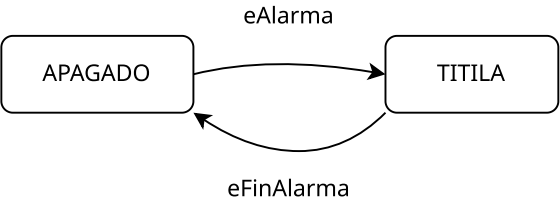
MEF Configuracion



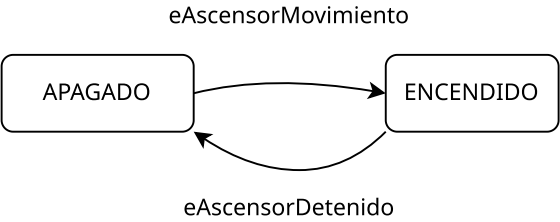
MEF Leds

LED1: ascensor en movimiento.
LED2: ascensor detenido o en planta baja.
LED3: puerta abierta.
LED VERDE: problema con puerta.
LED AZUL: puerta abriéndose.
LED AMARILLO: puerta cerrándose.

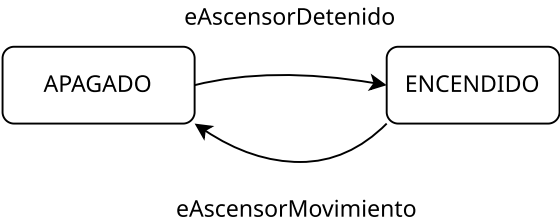
LED VERDE



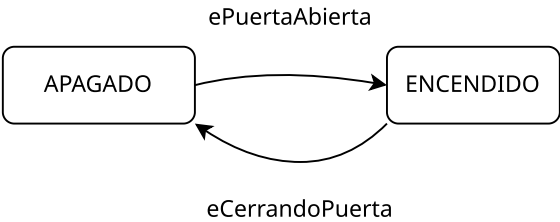
LED1



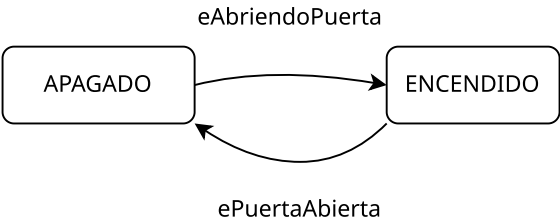
LED2



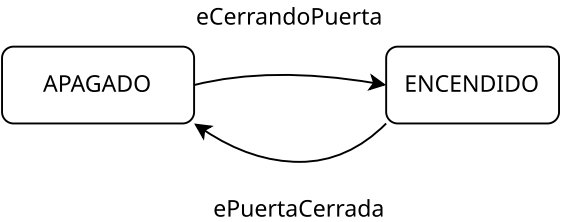
LED3



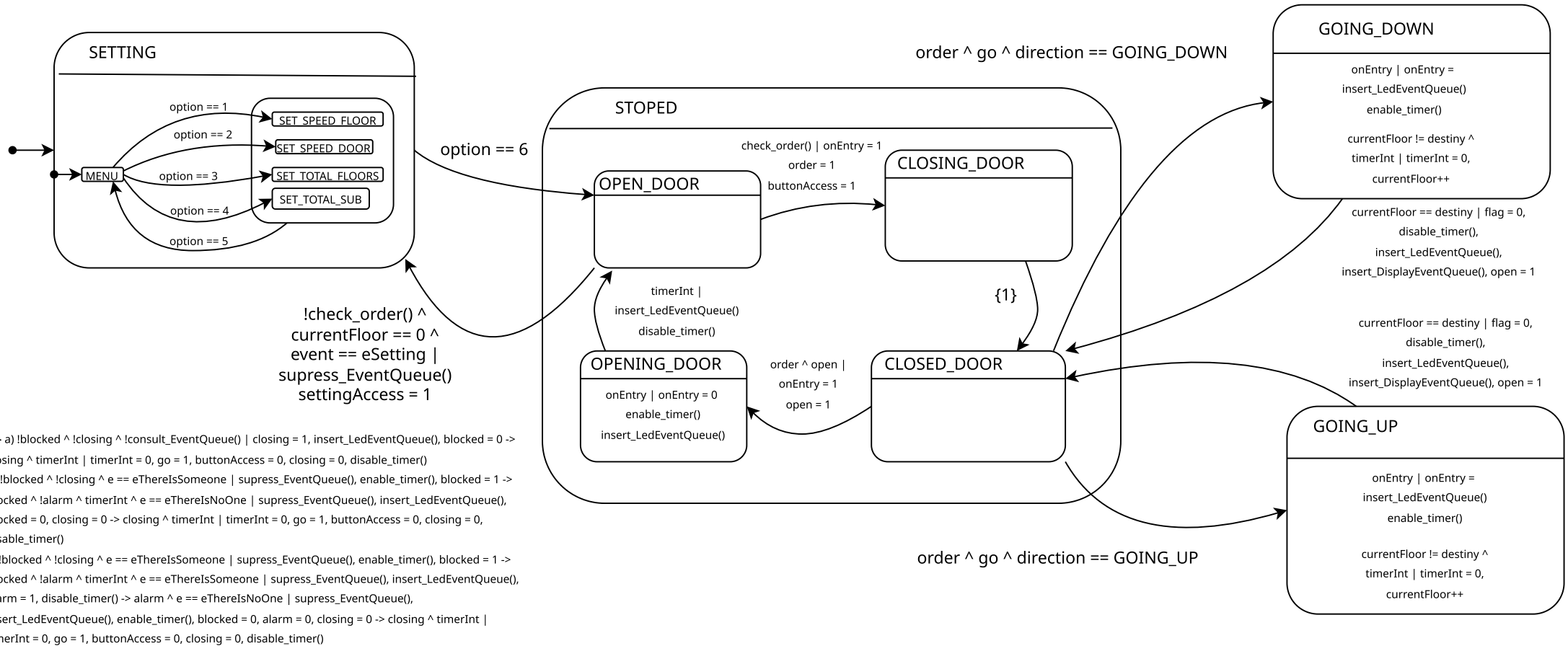
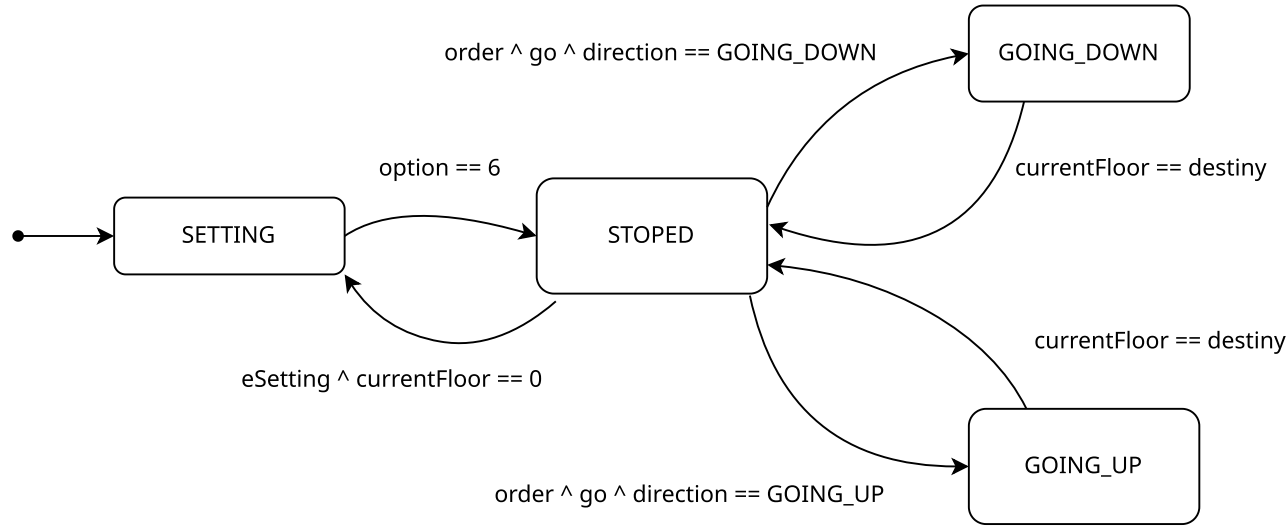
LED AZUL



LED AMARILLO



MEF Ascensor

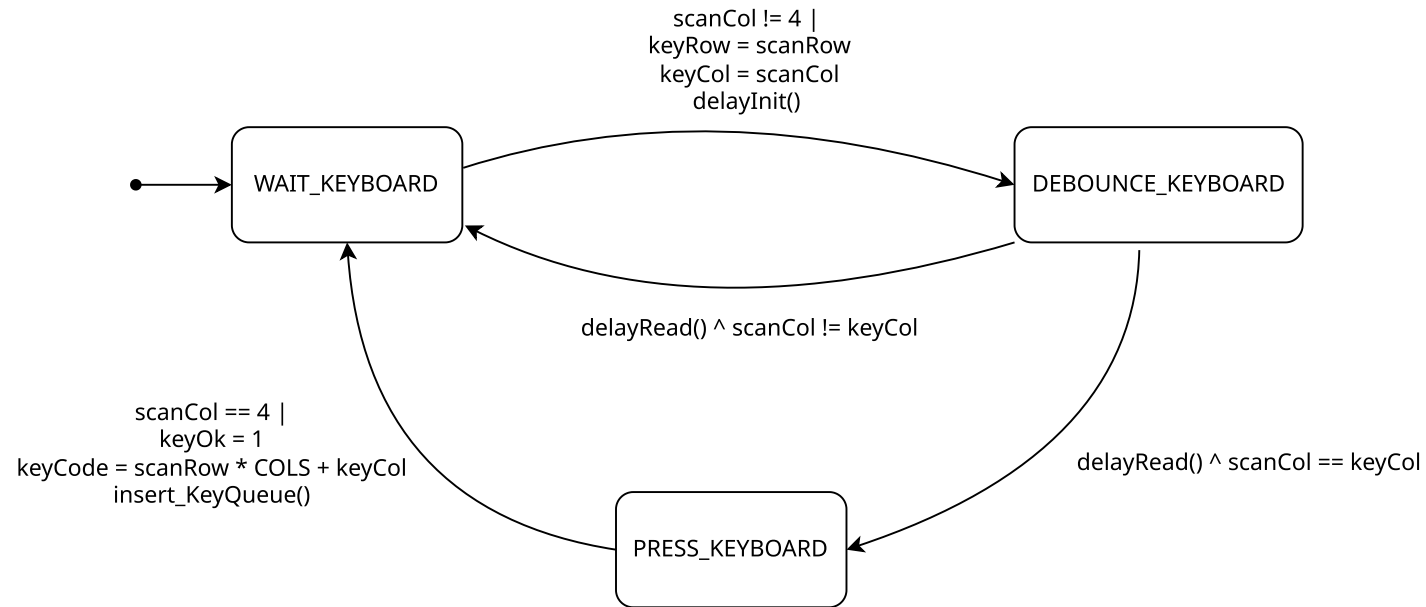


{1} a) !blocked ^ !closing ^ !consult_EventQueue() | closing = 1, insert_LedEventQueue(), blocked = 0 -> closing ^ timerInt | timerInt = 0, go = 1, buttonAccess = 0, closing = 0, disable_timer()

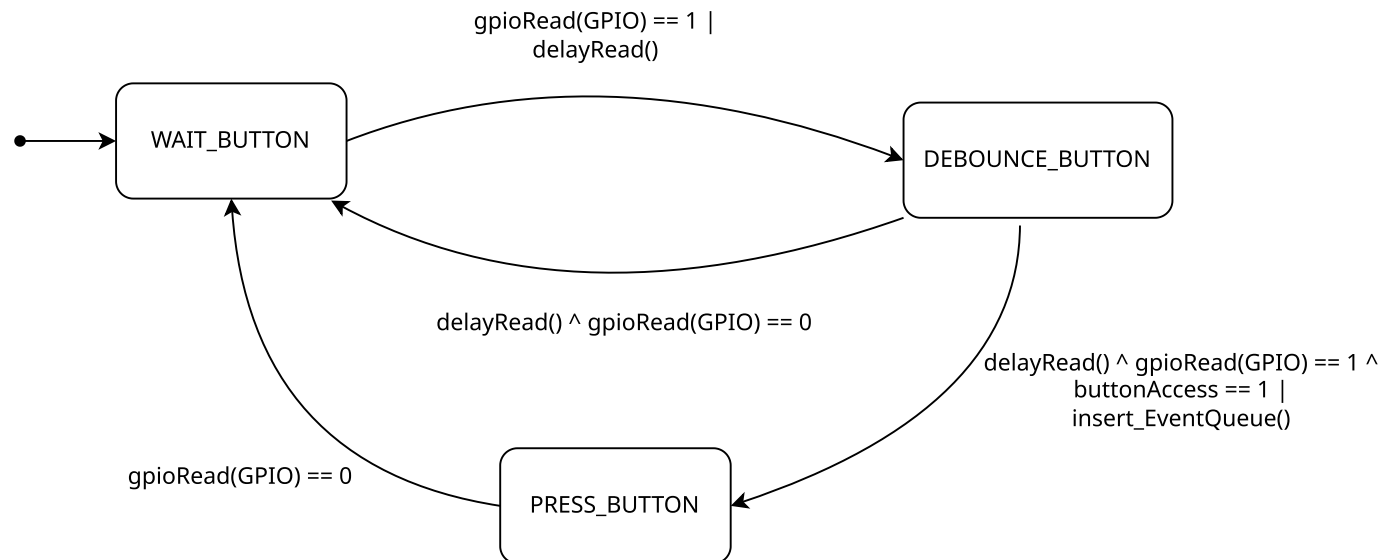
b) !blocked ^ !closing ^ e == eThereIsSomeone | supress_EventQueue(), enable_timer(), blocked = 1 -> blocked ^ !alarm ^ timerInt ^ e == eThereIsNoOne | supress_EventQueue(), insert_LedEventQueue(), blocked = 0, closing = 0 -> closing ^ timerInt | timerInt = 0, go = 1, buttonAccess = 0, closing = 0, disable_timer()

c) !blocked ^ !closing ^ e == eThereIsSomeone | supress_EventQueue(), enable_timer(), blocked = 1 -> blocked ^ !alarm ^ timerInt ^ e == eThereIsSomeone | supress_EventQueue(), insert_LedEventQueue(), alarm = 1, disable_timer() -> alarm ^ e == eThereIsNoOne | supress_EventQueue(), insert_LedEventQueue(), enable_timer(), blocked = 0, alarm = 0, closing = 0 -> closing ^ timerInt | timerInt = 0, go = 1, buttonAccess = 0, closing = 0, disable_timer()

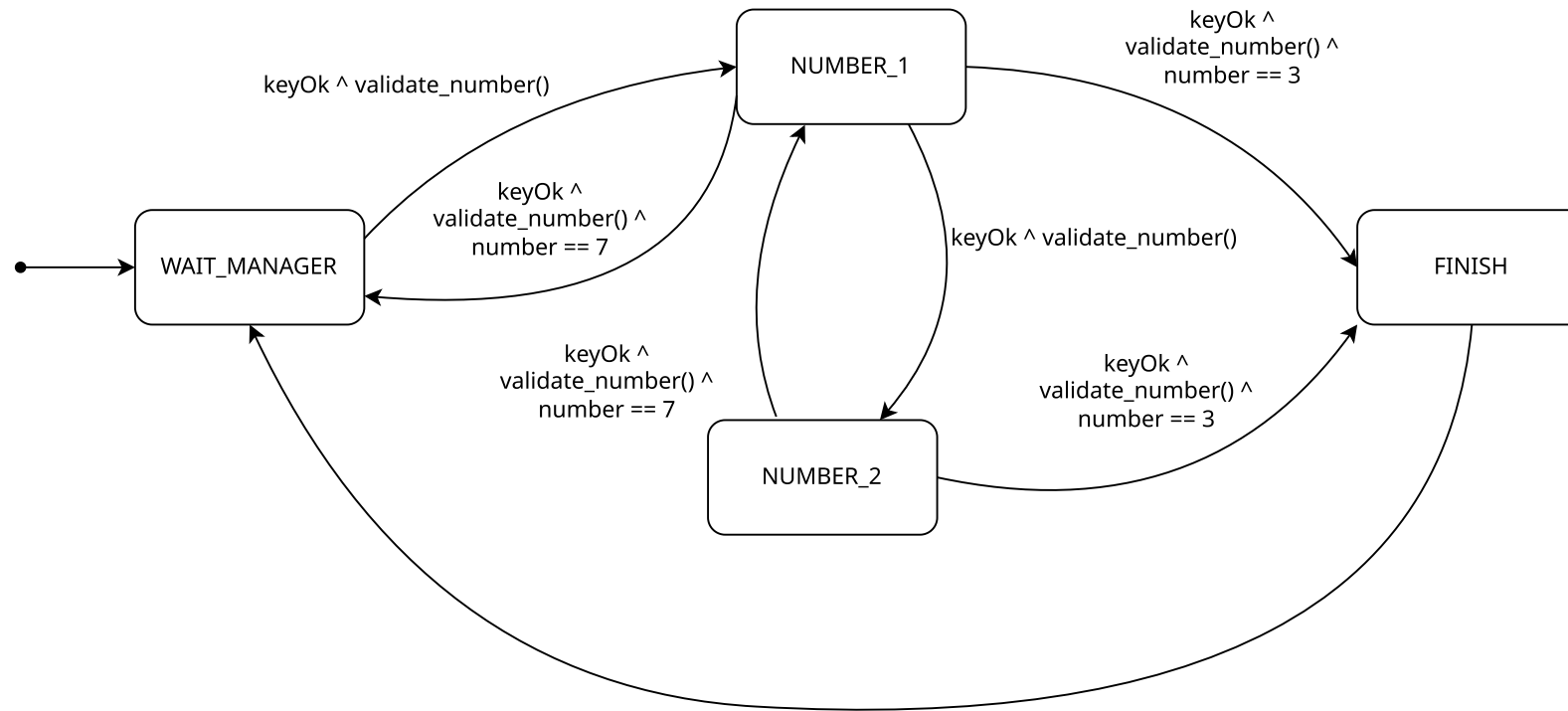
MEF Teclado



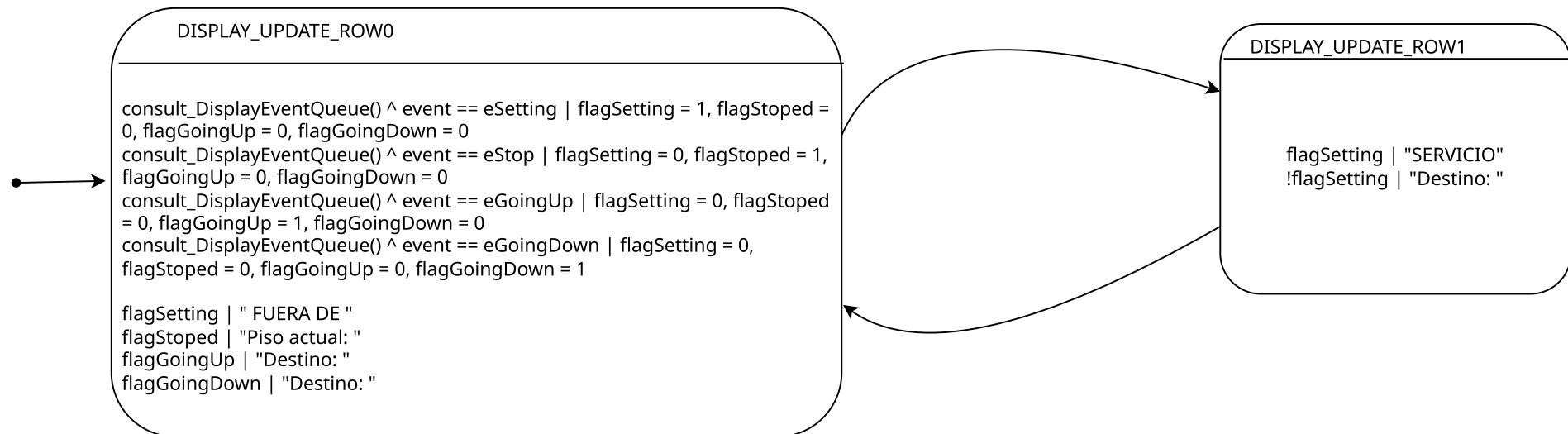
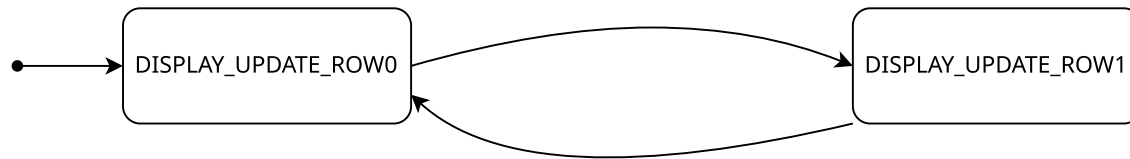
MEF Boton



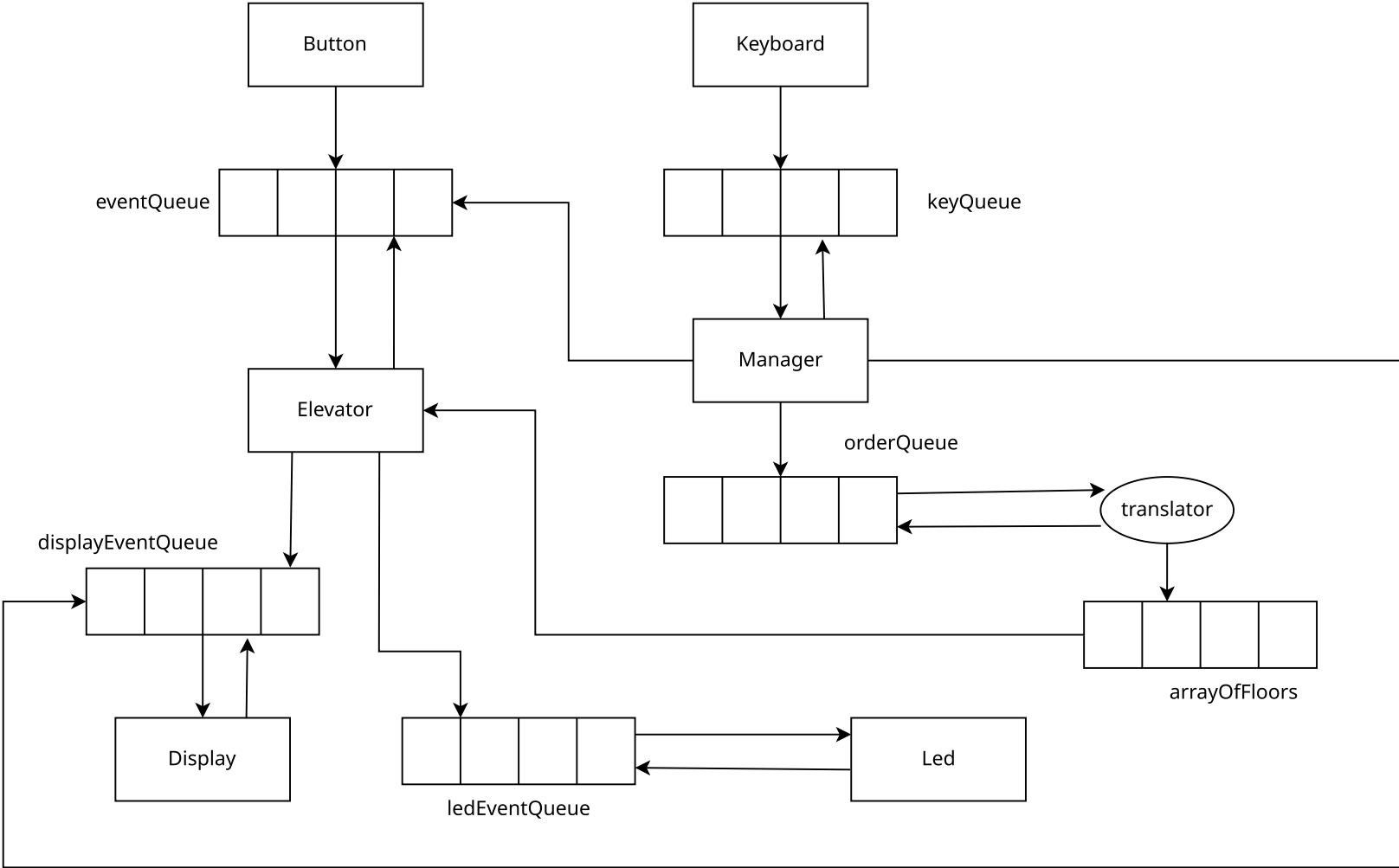
MEF Administrador Teclado



MEF Display

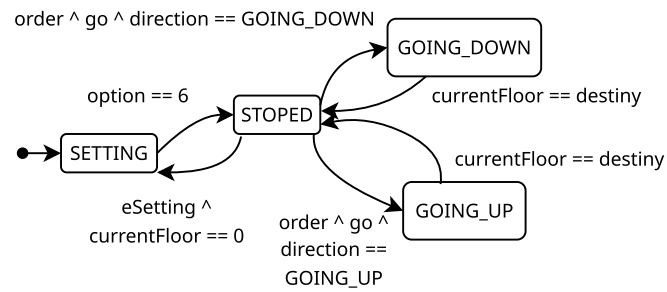


Estructura del proyecto

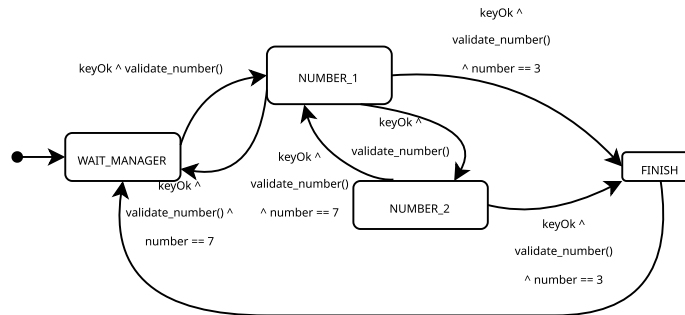


MEF Completa

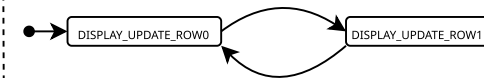
Elevator



Manager



Display



Button

