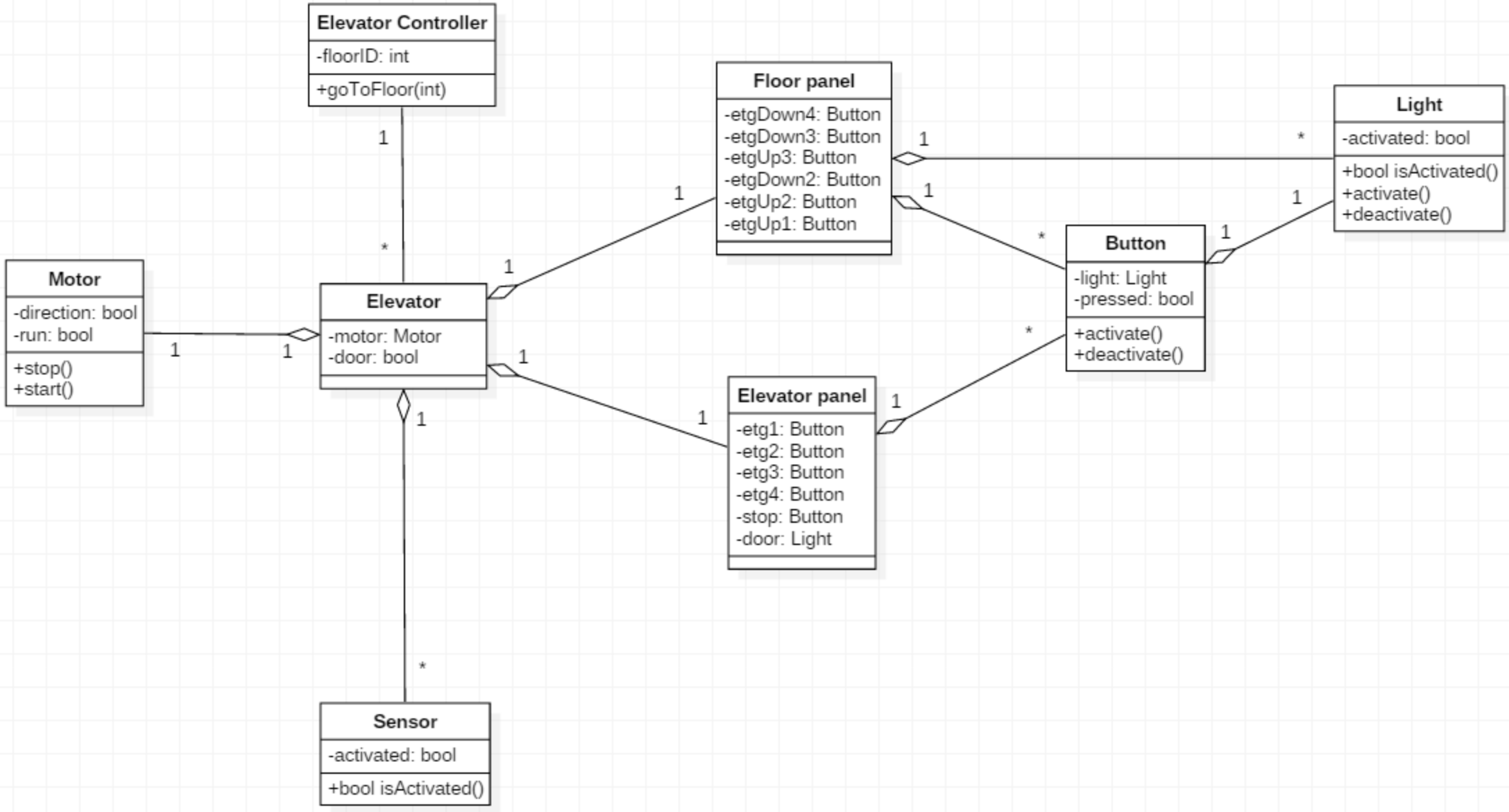
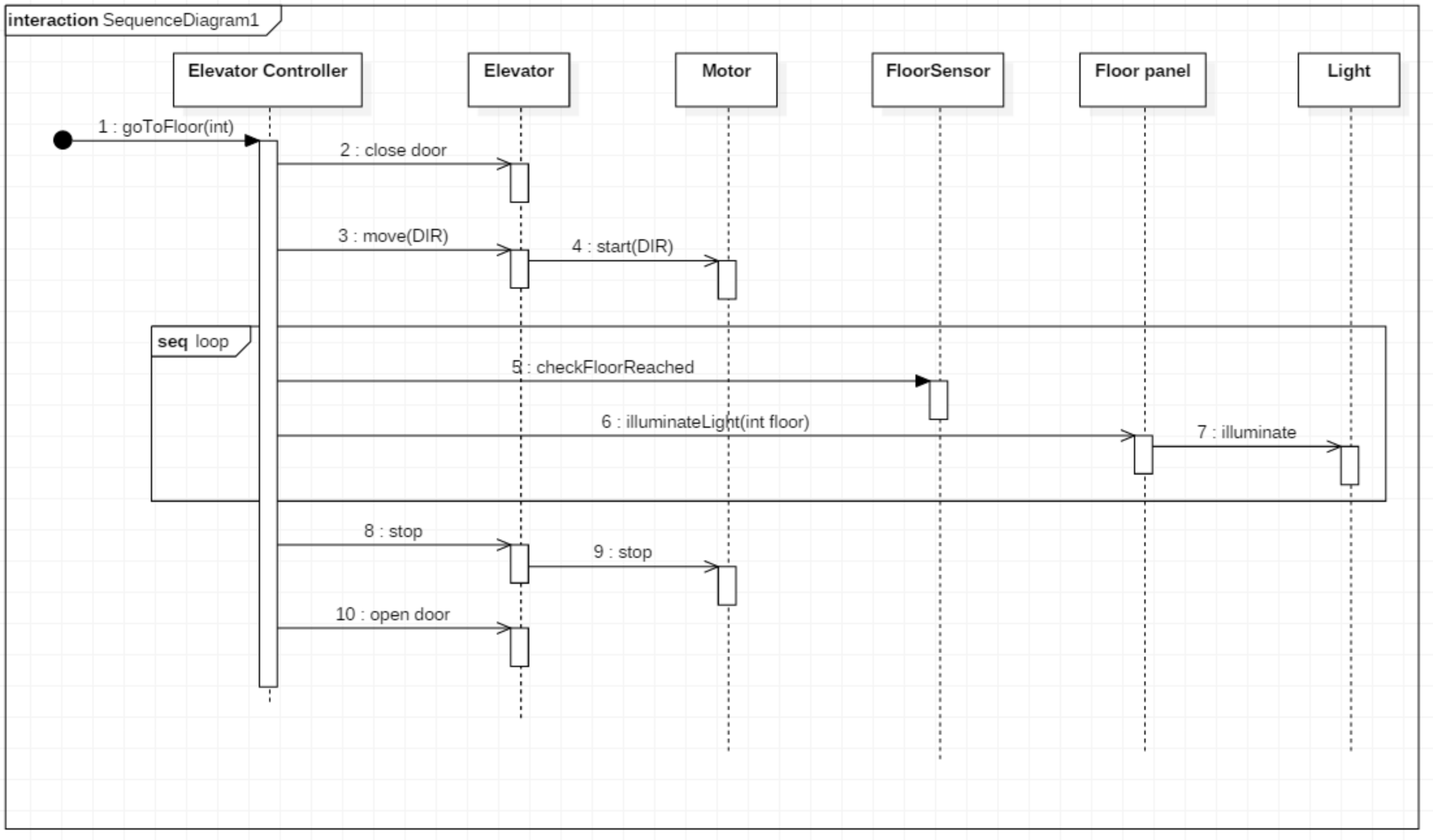
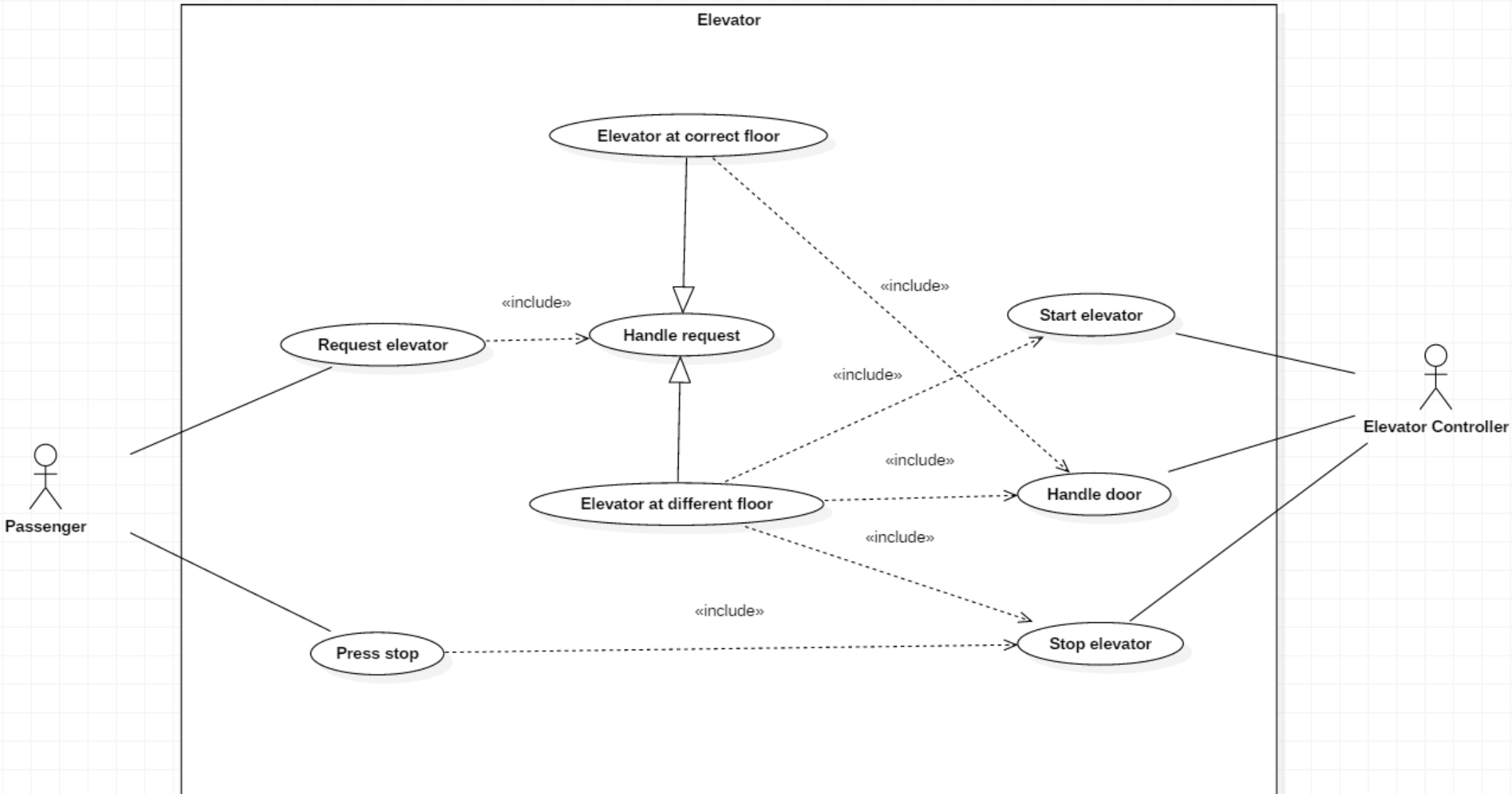

Elevator Controller
-floorID: int
+goToFloor(int)
Floor panel
-etgDown4: Button
-etgDown3: Button
-etgUp3: Button
-etgDown2: Button
-etgUp2: Button
-etgUp1: Button
Light
-activated: bool
+bool isActivated()
+activate()
+deactivate()
Motor
-direction: bool
-run: bool
+stop()
+start()
Elevator
-motor: Motor
-door: bool
Button
-light: Light
-pressed: bool
+activate()
+deactivate()
Elevator panel
-etg1: Button
-etg2: Button
-etg3: Button
-etg4: Button
-stop: Button
-door: Light
Sensor
-activated: bool
+bool isActivated()
1
*


interaction SequenceDiagram1
Elevator Controller
Elevator
Motor
FloorSensor
Floor panel
Light
1 : goToFloor(int)
2 : close door
3 : move(DIR)
4 : start(DIR)
seq loop
5 : checkFloorReached
6 : illuminateLight(int floor)
7 : illuminate
8 : stop
9 : stop
10 : open door


Elevator
Elevator at correct floor
«include»
«include»
Start elevator
Request elevator
Handle request
«include»
Elevator Controller
Passenger
«include»
Handle door
Elevator at different floor
«include»
«include»
Press stop
Stop elevator

Sequence diagram scenario: Elevator go to floor

- Door closes
- Start elevator
- loop
  - Check floor and illuminate current floor
- Requested floor reached
- Stop elevator
- Door opens

Use case scenario: user inside elevator

1. User requests floor
2. Elevator goes to requested floor
3. Door opens for 3 seconds
4. Door closes

1a: User presses emergency stop

.1: Elevator stops

.2: Door opens

1b: User request multiple floors

.1: Add floor to queue

.2: Continue