#### Use case

#### Main scenario:

- 1. Person calls elevator
- 2. Call button light enables
- 3. Elevator moves to passenger's floor
- 4. Elevator stops
- 5. Call button light disable
- 6. Elevator opens doors for 3 seconds
- 7. Passenger enters
- 8. Passenger chooses floor
- 9. Panel light enable
- 10. Doors close
- 11. Elevator moves to desired floor
- 12. Elevator displays floor light according to position
- 13. Elevator stops
- 14. Panel light disable
- 15. Elevator opens doors for 3 seconds
- 16. Passenger exits

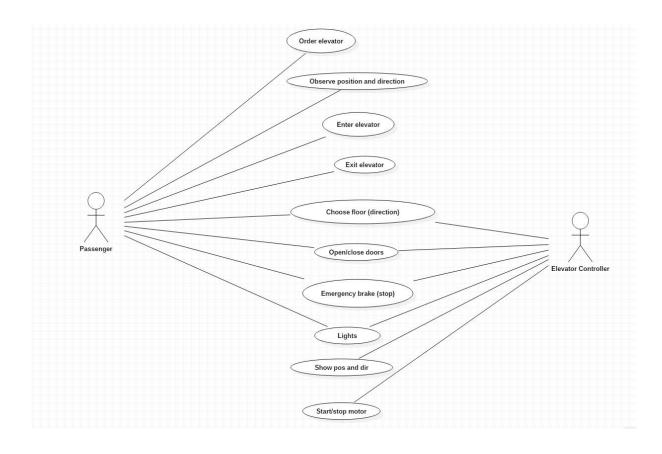
#### Other scenarios:

- 8a. Passenger presses emergency brake.
  - 1. Elevator stops.
  - 2. All orders are deleted.
  - 3. If at floor, elevator opens doors immediately and stays open for 3 seconds.
- 2a. Elevator already on correct floor. Skip to MSS 6.
- 8a. Chooses the floor the elevator is already on. Skip to MSS 15.

#### Precondition:

1. The elevator must be in a defined state.

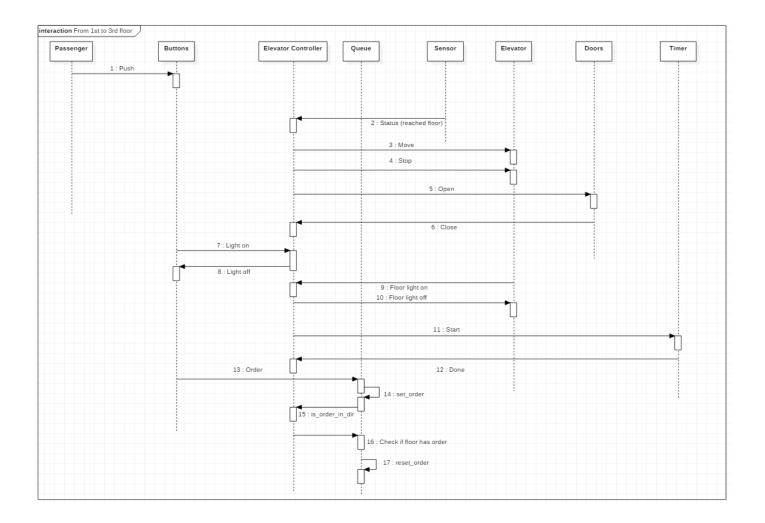
We assume that only one person interacts with the system during the main scenario.



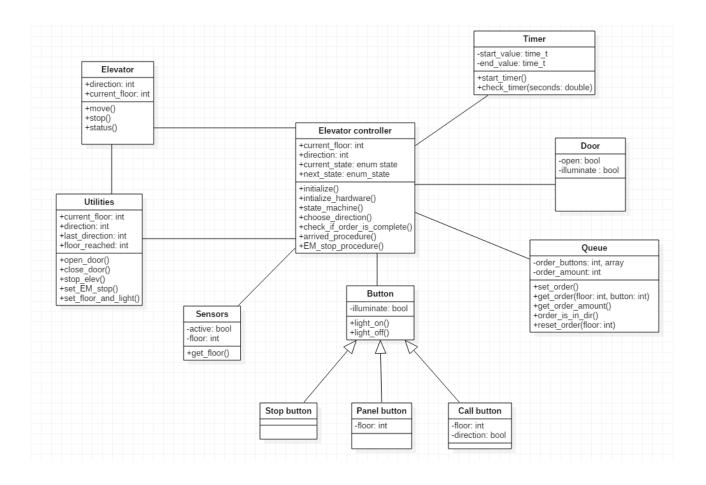
### Sequence diagram

Sequence: From 1<sup>st</sup> to 3<sup>rd</sup> floor

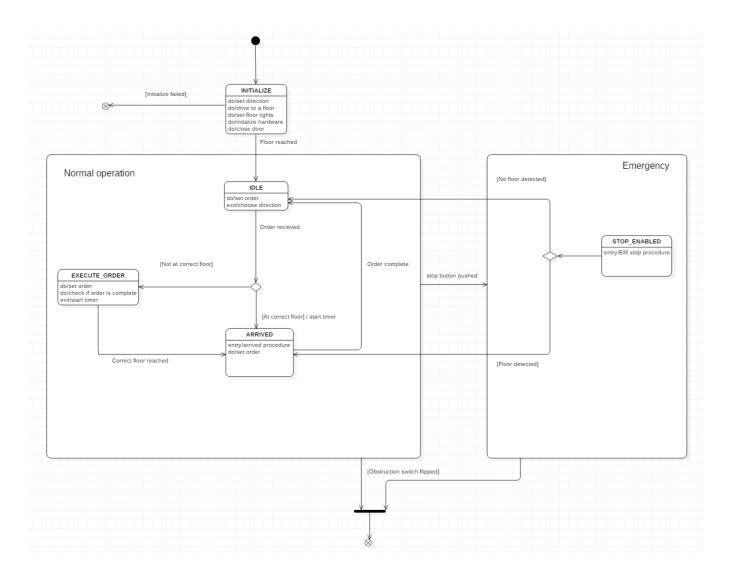
- The elevator is empty and standing still at the second floor. The doors are open.
- A person orders the elevator to the 1<sup>st</sup> floor. The person wants transport upwards.
- When the elevator arrives, the person orders transport to the 3<sup>rd</sup> floor.
- The Sequence ends when the elevator is standing still at the 3<sup>rd</sup> with the doors open.
- We assume that no other person interact with the system during the sequence.



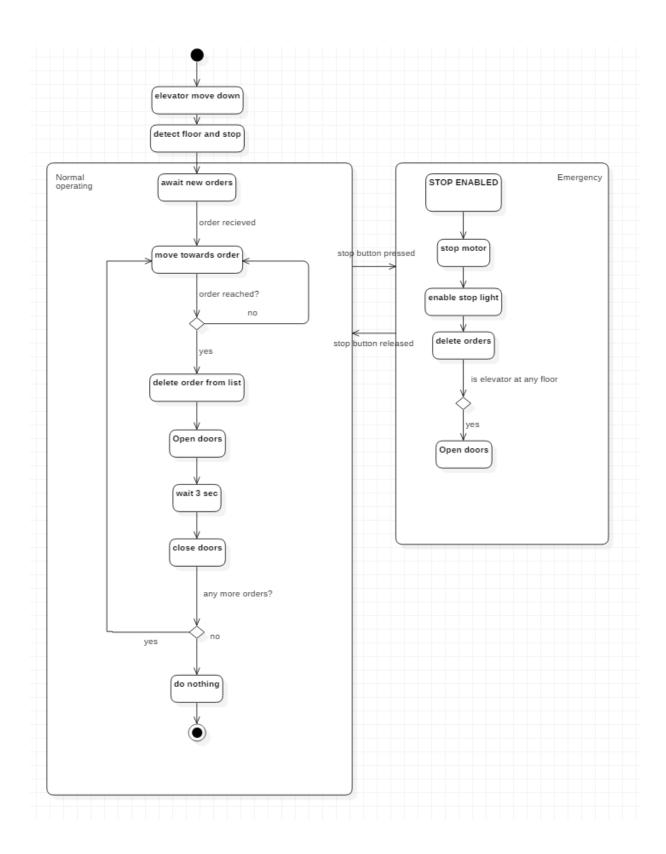
### Class diagram



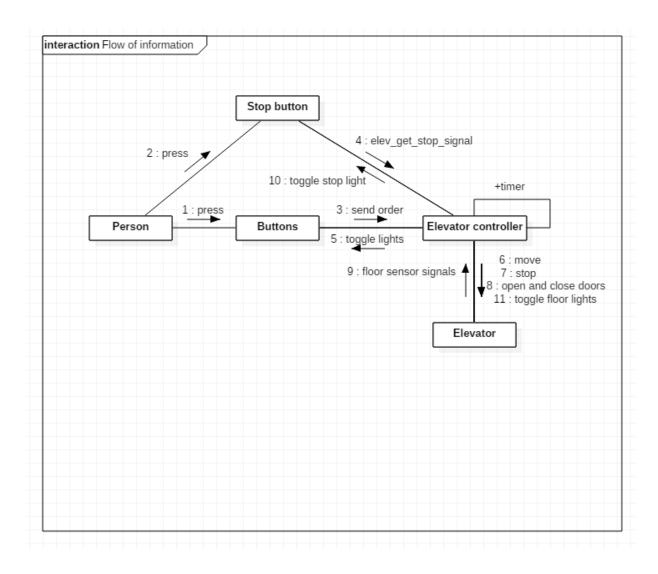
# State machine diagram



## **Activity Diagram**



### **Communication Diagram**



## **Timing diagram**

