Elevator Simulation Design Document, v1

Team Name: holyC
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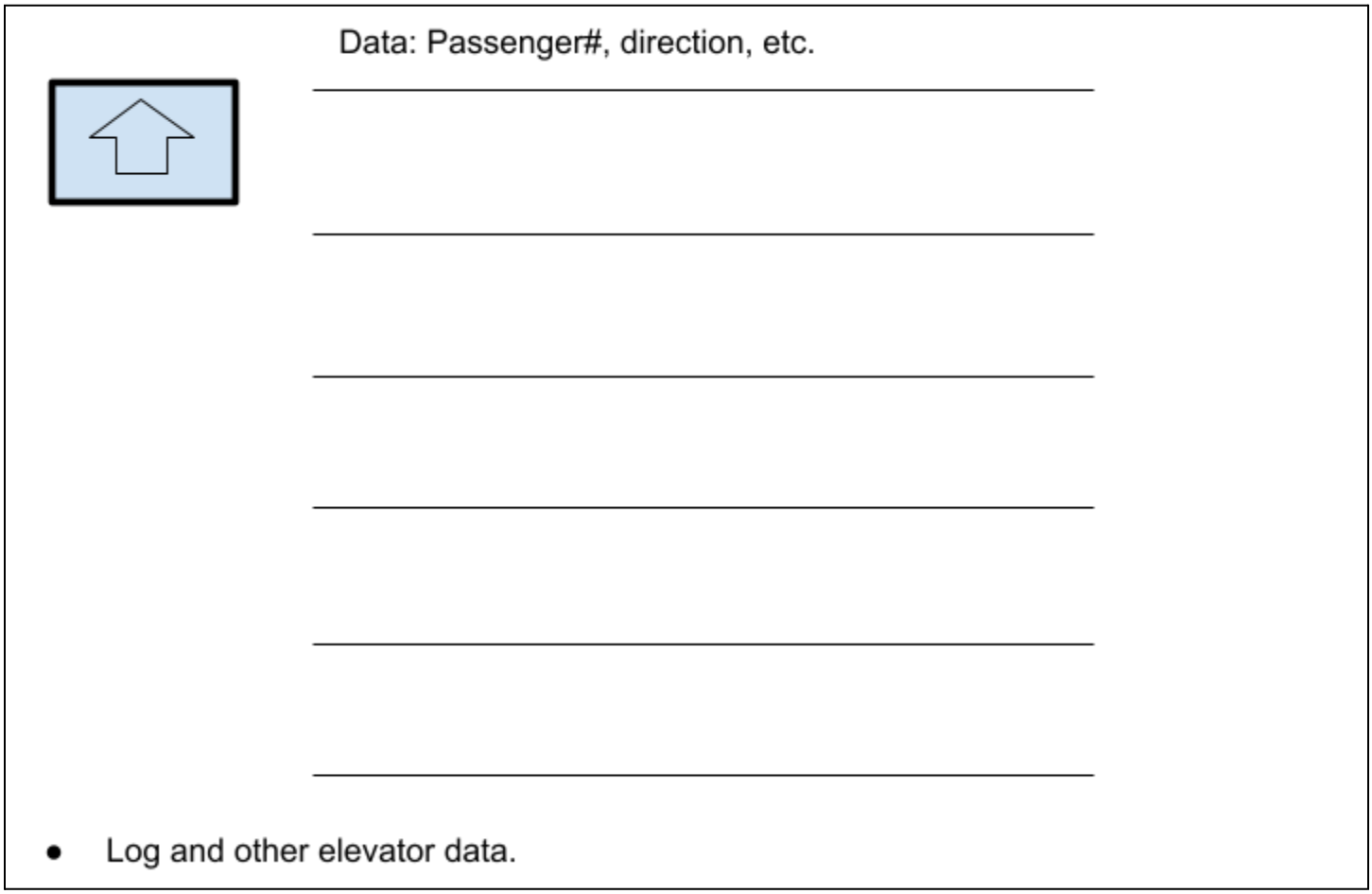
1. **GUI Mockup**

   This can be hand-drawn or designed in slides or drawIO - but paste a picture here. It should be clear how you will convey all of the required information and controls to the users.



2. **Identify the ownership of each class:**

   Maddox classes: Building, Floor, Passengers

   Auraud classes: GUI Elevator CallMgr

3. **Identify (first pass) all of the externally visible methods (public and protected) *other than Getters/Setters* that you think you will need for each class.**

   This should be done as one section for each class and should look like this:

Class: Building
// Building() Constructor for building; initiates all variables
Public Building(int numFloors, int numElevators,String logfile);
// configElevators()
// addPassengersToQueue()
//checkPassengerQueue()
//updateElevator()

Class: Floor
// Floor() Constructor
// public Floor(int qSize)
//getter/setters

Class: Passengers
// Passengers() constructor
// add/remove passenger(direction)
//getters/setters

// high-level comment about what methodOne does (1 sentence)
<visibility> <type> methodOne(<type> param1, <type> param2, …)
// high-level comment about what methodOne does (1 sentence)
<visibility> <type> methodTwo(<type> param1, <type> param2, …)

4. **Project Management, Work Flow, Conflict Resolution and Milestones**

We will take advantage of the shared repository focusing on our dedicated classes. We will communicate regularly in and out of class to clarify and problem solve.
If there's a problem, we will communicate, and if stuck/can't resolve it, talk to the teacher.

Milestones:

- **Design Document v1: Nov 14, 2022**