Tabelle1

Nummer	Ereignis	Bedingung	Erreichter Zustand
1.1	new Elevator()		open, !Motor, min
1.2	closeDoors()		closed, !Motor, min
1.3	openDoors()		open, !Motor, min
2.1	new Elevator()		open, !Motor, min
2.2	closeDoors()		closed, !Motor, min
2.3	start()		closed, Motor
2.4	stop()	floor==min	closed, !Motor, min
3.1	new Elevator()		open, !Motor, min
3.2	closeDoors()		closed, !Motor, min
3.3	start()		closed, Motor
3.4	stop()	0<floor<Max	closed, !Motor, mid
3.5	start()		closed, Motor
4.1	new Elevator()		open, !Motor, min
4.2	closeDoors()		closed, !Motor, min
4.3	start()		closed, Motor
4.4	stop()	0<floor<Max	closed, !Motor, mid
4.5	openDoors()		open, !Motor, mid
4.6	closeDoors()		closed, !Motor, mid
5.1	new Elevator()		open, !Motor, min
5.2	closeDoors()		closed, !Motor, min
5.3	start()		closed, Motor
5.4	stop()	floor==Max	closed, !Motor, max
5.5	start()		closed, Motor
6.1	new Elevator()		open, !Motor, min
6.2	closeDoors()		closed, !Motor, min
6.3	start()		closed, Motor
6.4	stop()	floor==Max	closed, !Motor, max
6.5	openDoors()		open, !Motor, max
6.6	closeDoors()		closed, !Motor, max