Design Class Diagram Jingwei Ji, Bomo Shen, Luke Stadtler, Tina Zhao MyModel MaintenanceOn : Boolean = false AlarmOn : Boolean = false StopOn: Boolean = false sameBefore : List[Int] oppDirection : List[Int] sameAfter : List[Int] directionUp : Boolean = false Organizes Lists directionDown : Boolean = false lastFloor : Int = 1 MyController Controls Light Status floorHeight = List (0, 36, 20, 2) { readOnly } ModelActor lightsOn **HoorActor** ElevActor MsaActor val floorHeight = List(0, 36, 20, 2) {readOnly} isMaintenanceOn () isAlarmOn () isStopOn () setMaintenanceOn () setMaintenanceOff () emptyAllLists(): Unit setAlarmOn () getCurrentLocation() : Int setAlarmOff () setStopOnOff() setDoor1Open () getCurrentFloor(): Int isPass(floorNo:Int):Boolean isSameDirection(floorNo:Int):Boolean 1 setDoor2Open () Sends Mobility Status isSameDirection(GoUp_Outside:Boolean):Boolean setDoor3Open () def setDoor1Close() isArrive(floorNo:Int):Boolean insert_request(floorNo: Int, GoUp_Outside: Boolean, fromInside: Boolean): Unit def setDoor2Close() listRemover(): Unit

def setDoor3Close()
getCurrentDirection(): Int
set LastFloor(n: Int)
getCurrentLocation(): Int
nearestFloor(): Int
AlarmOnHelper: Unit
AlarmOnHelper: Unit
MaintenanceOnHelper: Unit
MaintenanceOffleset: Unit
AlarmOnFlowChart: Unit
AlarmOnFlowChart: Unit
ightsOff(floorNumber: Int)
ightsOff(floorNumber: Int)
tumOff(floorNumber: Int)

