

① SYSTEM STARTS/INIT

- A) FT/D PULL STATE-DATA FROM REDIS.
- B) ATTACH TO REDIS.
- C) CREATE ELE OBJECTS.
- D) START "PEOPLE - SIMULATOR"
- E) START ELE - HEARTBEAT
- F) UPDATE CONSOLE W/ STATUS.

② PEOPLE - SIMULATOR

- A) CREATES A NEW PERSON EVERY RANDOM "X" SECONDS
X IS BETWEEN MIN - AND MAX -

INTERVAL

- B) PERSON IS ① PLACED ON A FLOOR, ② GIVEN A RANDOM DESTINATION, ③ TRIGGERS THE APPROPRIATE CALL EVENT (UP-OR-DOWN).

③

FLOOR CONTROLLER

PUBLISHES UP/DOWN/NEUTRAL STATE

~~UP~~ = OPEN FIRST ↑ MOVING ELE TO CROSS FLOOR

~~DOWN~~ = OPEN FIRST ↓ MOVING ELE TO CROSS FLOOR

NEUTRAL = DO NOTHING

~~SWITCHER~~ = RESET STATE AFTER EACH PERSON EGRESS