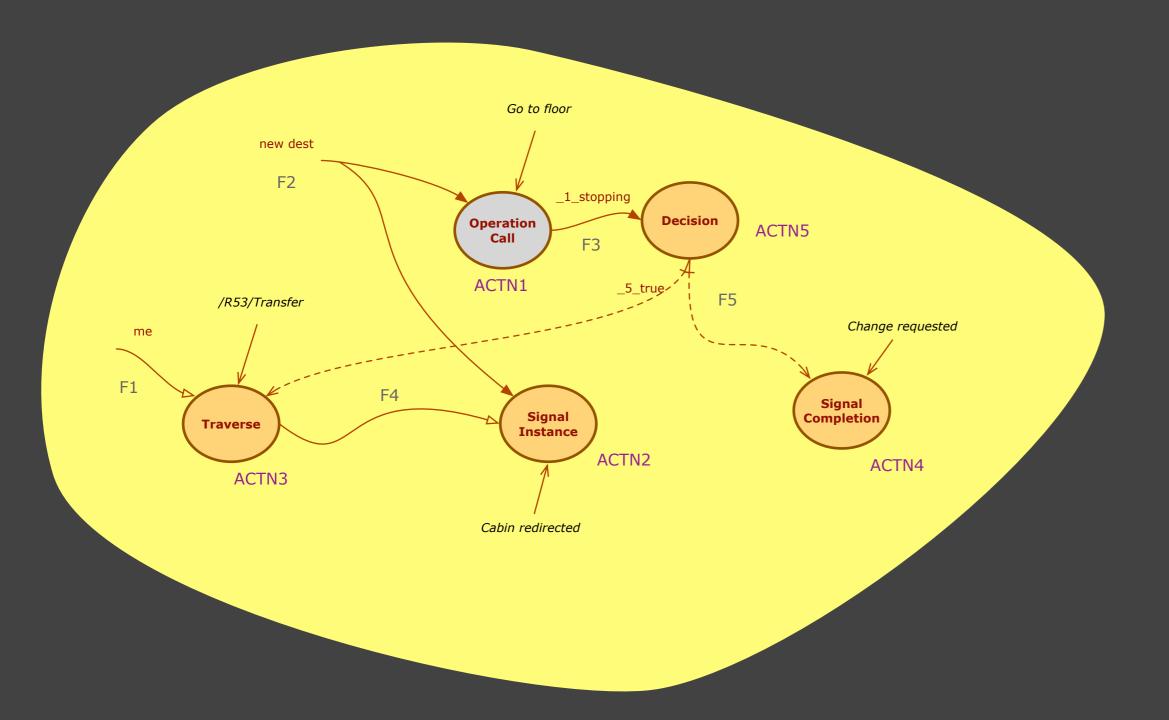
### Cabin Lifecycle DFDs

Leon Starr 2025-10-18/ v0.7

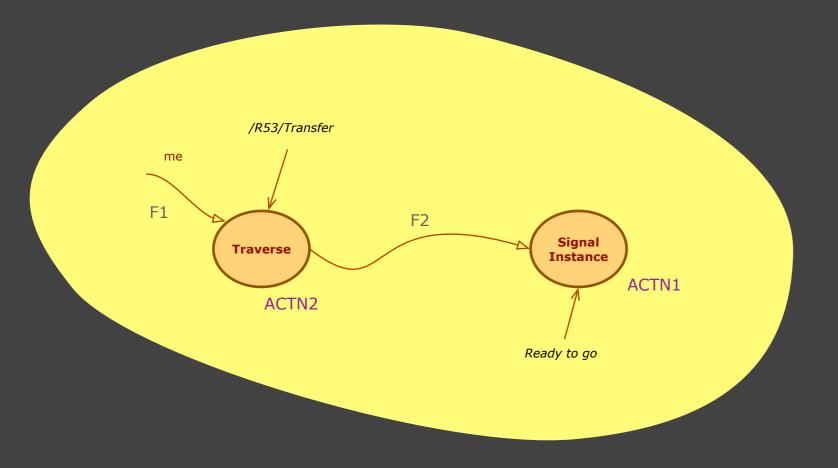
### **Changing destination**

~.Go to floor( Dest floor: ^new dest )? {
 Cabin redirected( Updated dest: ^new dest ) -> /R53/Transfer
 Change requested -> me



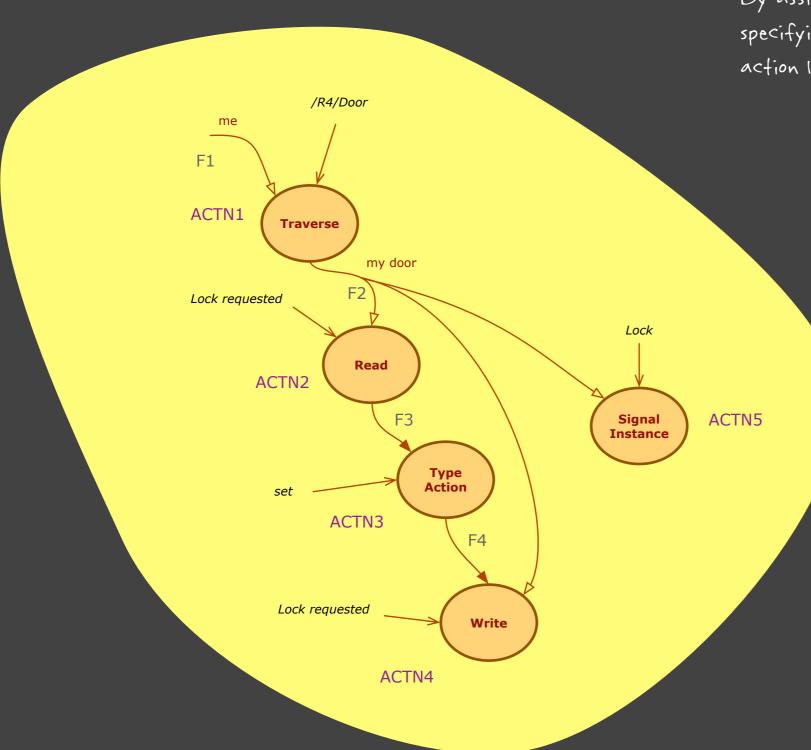
# **READY TO GO**

Ready to go -> /R53/Transfer



#### **SECURING DOORS**

my door .= /R4/Door my door.Lock requested.set Lock -> my door

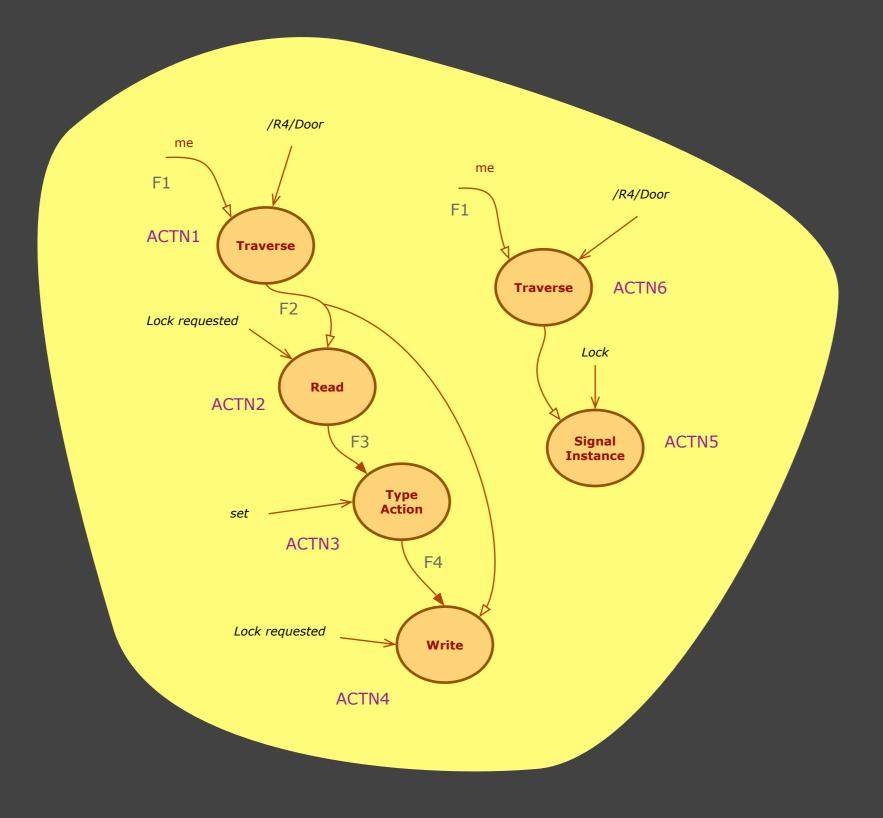


By assigning the traversal result to a labeled flow, we avoid specifying two identical traverse actions as we do with the alternate action language (see next page).

Of course we could post process the action recognizing and replacing the duplicate actions. And in the future, we should definitely perform flow graph optimizations prior to execution. For now, let's just simplify the action language we write.

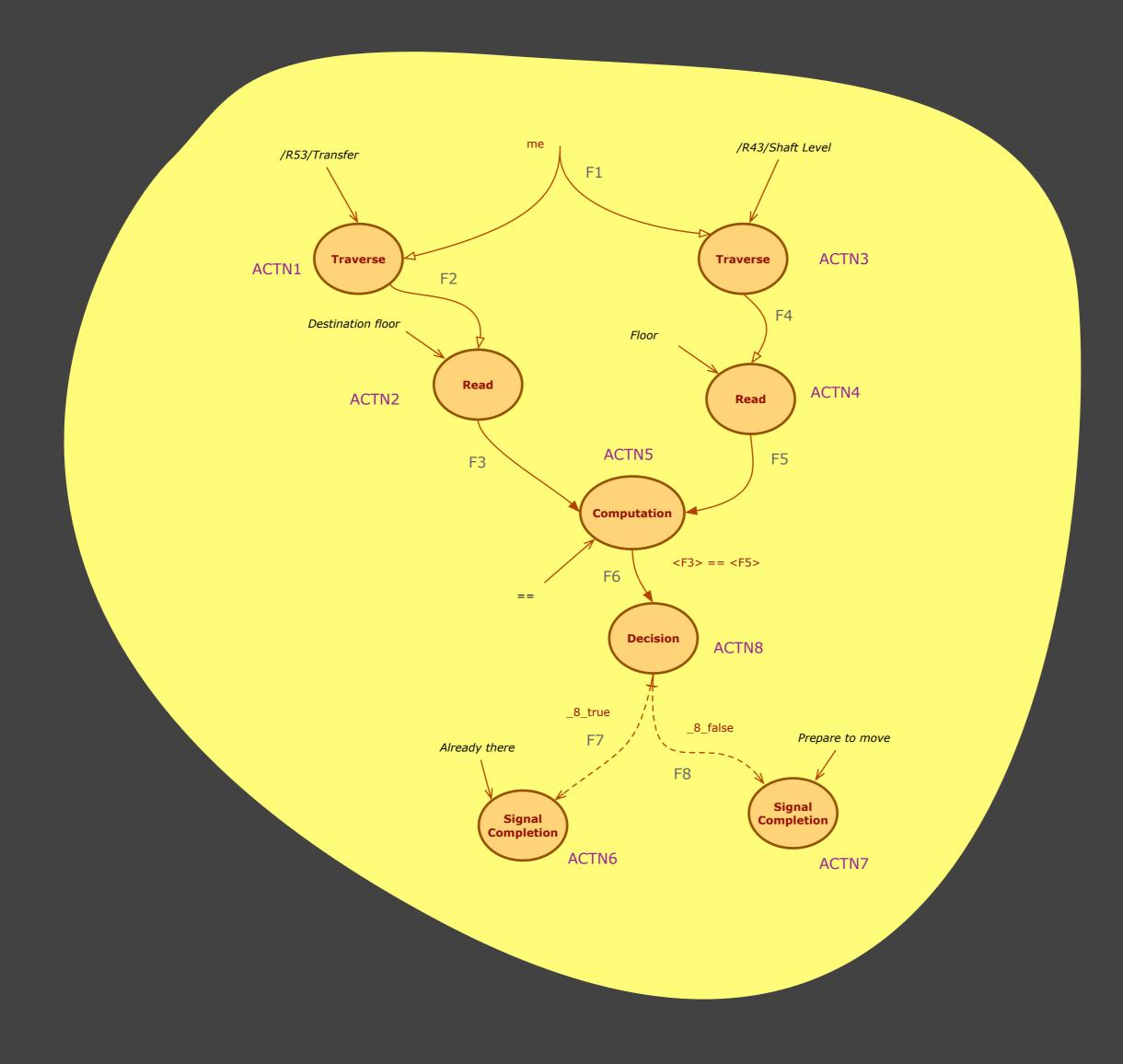
# **SECURING DOORS**

/R4/Door.Lock requested.set Lock -> /R4/Door



#### Are we already there?

/R53/Transfer.Destination floor == /R43/Shaft Level.Floor ?
Already there -> : Prepare to move -> me



#### PICKUP DROPOFF

Cabin at destination -> /R53/Transfer
Unlock -> /R4/Door
! /R2/Shaft.In service ? Take out of service -> me

