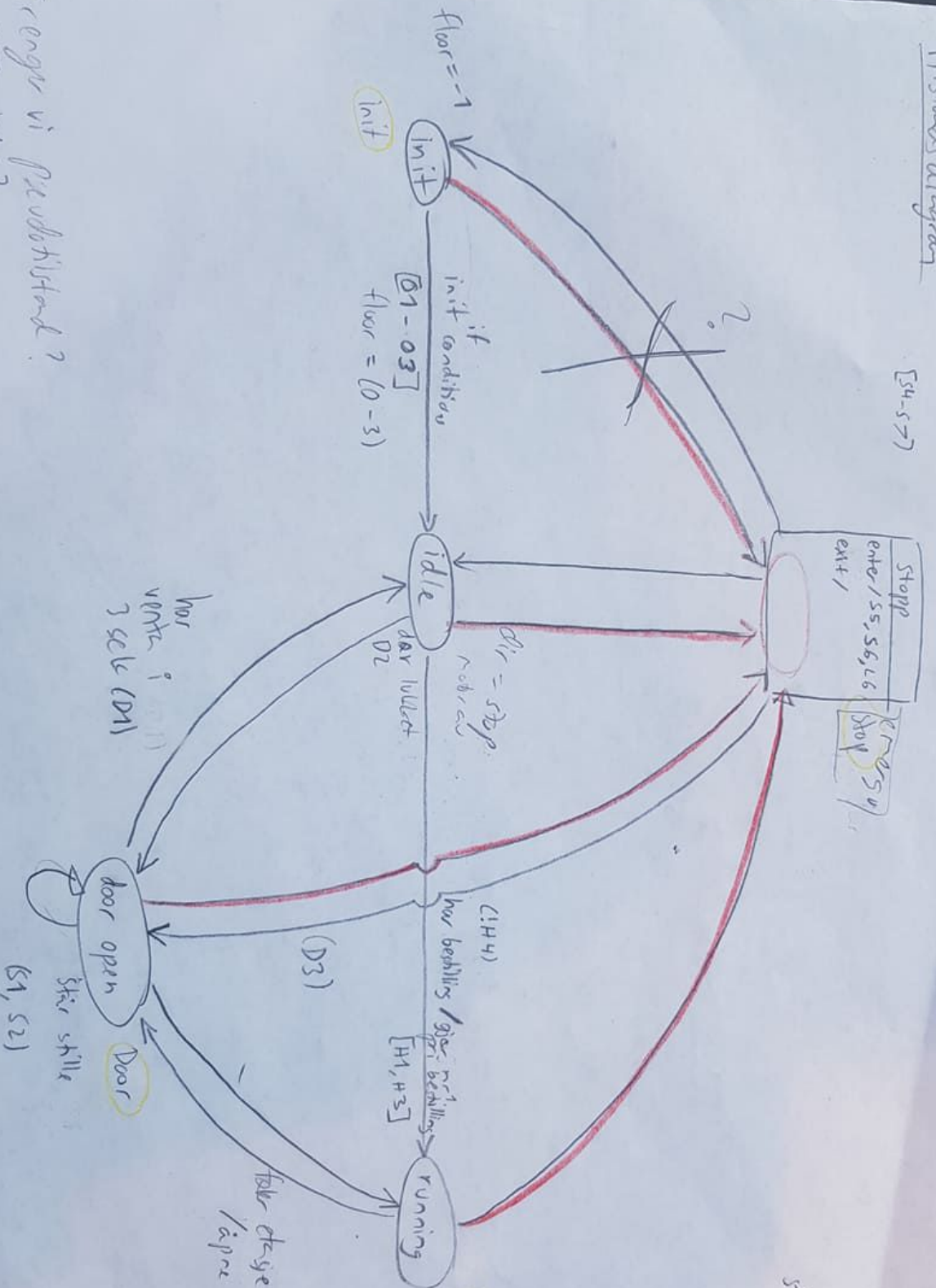


# Tilstandsdiagram

[S4-S7]



• Lys og beillingssystem  
 eller vist på  
 tilstandsdiagram

struct lift\_state {

init = 0,  
 idle,  
 running,  
 doorOpen,  
 stop,  
 }

LiftMovement

take time to nr 1 beilling OR H2 / åpne dør

Door  
 stay still  
 (S1, S2)

door closed  
 OR  
 door open

dir = stop  
 no beilling

[H1, H3]

(D3)

(H4)

order  
 Dir : correct

up  
 down

order  
 Dir : stop

up  
 down

• Trenger vi pseudotilstand?  
 på slides?