Sherzod Kulnazarov

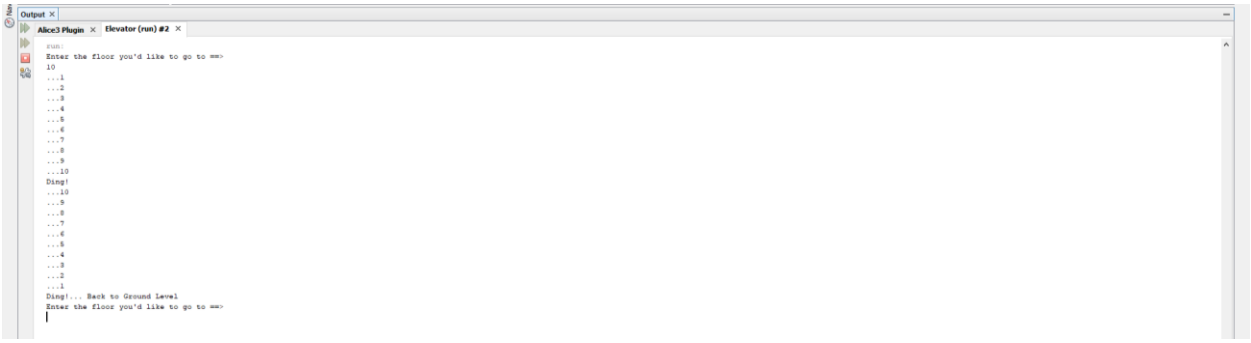
CIT-111 WH

Eric Darsow

12/12/2018

Summary of My Project

The code is on 2-5 pages. Output of the program is included on this page.



It consist of two files. One: “Elevator” class object that includes member variable and methods. Second: “emireBuilding” class that includes main method and instances of object, “Elevator”.

Most of the syntaxes, I leant and referenced from Java book by Oracle and website (https://docs.oracle.com). In addition, I used various coding forums, for an example “StackOverflow.com”, to make my code work. Also known as, “The guts” of the program where all logical operations take place.

Due to limited time, my program, so far, does very simple operation. It asks user to input floor number and takes the elevator from “basement” floor to user “specified floor”. It prints each floor it passes from basement to specified floor. Once, it reaches it prints “Ding!”. Letting user know it reached the floor.

There could be many things improved. One of them is to make elevator object more complex by adding more member variables and logical method. My Class that contains “Main” method could be improved more. I also wanted to make my program run on “while” loop to accept additional elevator request. And, if user inputs emergency call, it would trigger my fire alarm method and would ask people exit the elevator.

```
/*
 * To change this license header, choose License Headers in Project Properties.
 * To change this template file, choose Tools | Templates
 * and open the template in the editor.
 */
package elevator;
/**
 *
 * @author Sherzod
 */
public class empireBuilding {


    public static void main(String[] args) {
    Elevator empireStateElevator1 = new Elevator();
        empireStateElevator1.selectFloor();
    Elevator empireStateElevator2 = new Elevator();
        empireStateElevator2.selectFloor();
    }//close main
}//close class
```

```
/*
 * To change this license header, choose License Headers in Project Properties.
 * To change this template file, choose Tools | Templates
 * and open the template in the editor.
 */
package elevator;
import java.util.Scanner;
/**
 *
 * @author Sherzod Kulnazarov
 */
public class Elevator {

    //memeber variables
    public int currentFloor = 0;

    //methods
    public void selectFloor() {
        //new scanner object
        Scanner scnr = new Scanner(System.in);
        int newFloor;
        //ask the floor
        System.out.println("Enter the floor you'd like to go to ==> ");
```

```
    newFloor = scnr.nextInt(); //stores the floor
    //checks the entered floor for following parametrs
    //if its true prints "Invalid Selection"
    if (newFloor > 100 || newFloor < 0 || newFloor == 13) {
        System.out.println("Invalid selection");
    } //close if
    //otherwise
    else if (newFloor <= 100 && newFloor > 0 && newFloor != 13) {
        //increments to selected floor
        for (int i = 1; i <= newFloor; i++) //prints increments
        {
            System.out.println("..." + i);
        }
        //prints when it reaches selected floor
        System.out.println("Ding!");
        //calls method back to basement

        backToBasement(newFloor);
    }//close else if
}//close selectFloor method
//method for fire alarm

public void fireAlarm() {
```

```
        System.out.println("Danger, you must exit the building now!");
    }//close fireAlarm
    //mehtod back to basement
    public void backToBasement(int newFloor) {
        //accepts input from selectFloor and
        //reduces untill reaches basement floor
        for (int i = newFloor; i > 0; i--) {
            System.out.println("..." + i);
        }
        //prints when elevator is at the basement level..
        System.out.println("Ding!... Back to Ground Level");
    }//close method backtobasement
}//close class
```