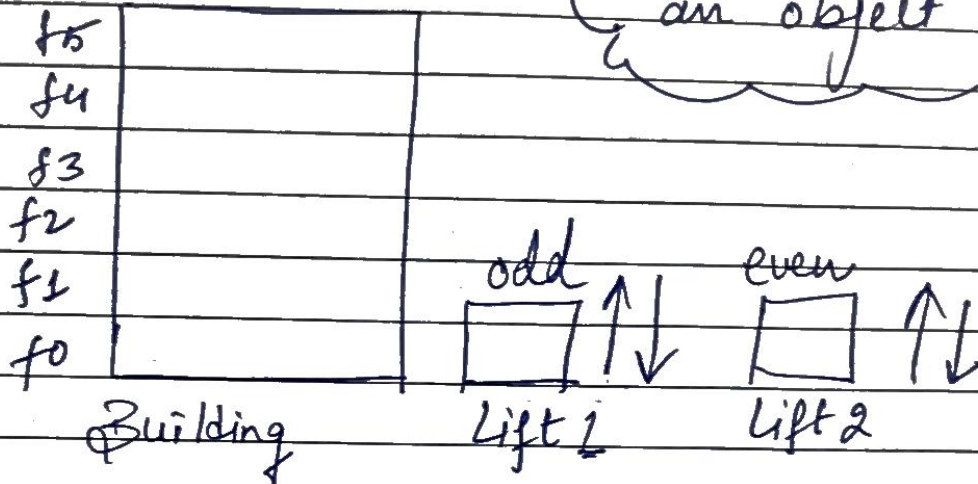


# Elevator Design

## Rough Flow

User is an actor not an object



## Requirement Clarification

→ How many lift should we consider

→ Lift dispatch Algorithm

- ↳ odd even
- ↳ fixed floor
- ↳ Minimum seek (Nearest to user)

## Object

→ Building

→ Floor

→ External Button

→ Elevator Car

→ Display

→ Doors

→ Display

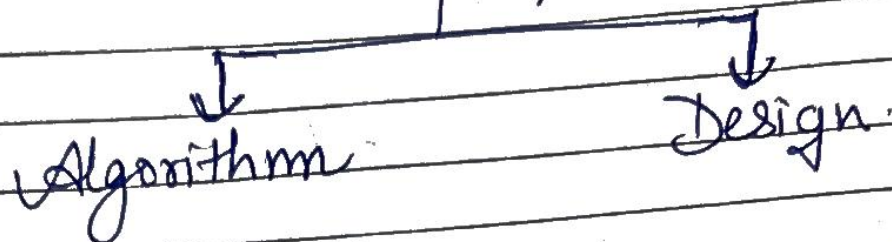
→ Curr floor

→ Direction (Enum)

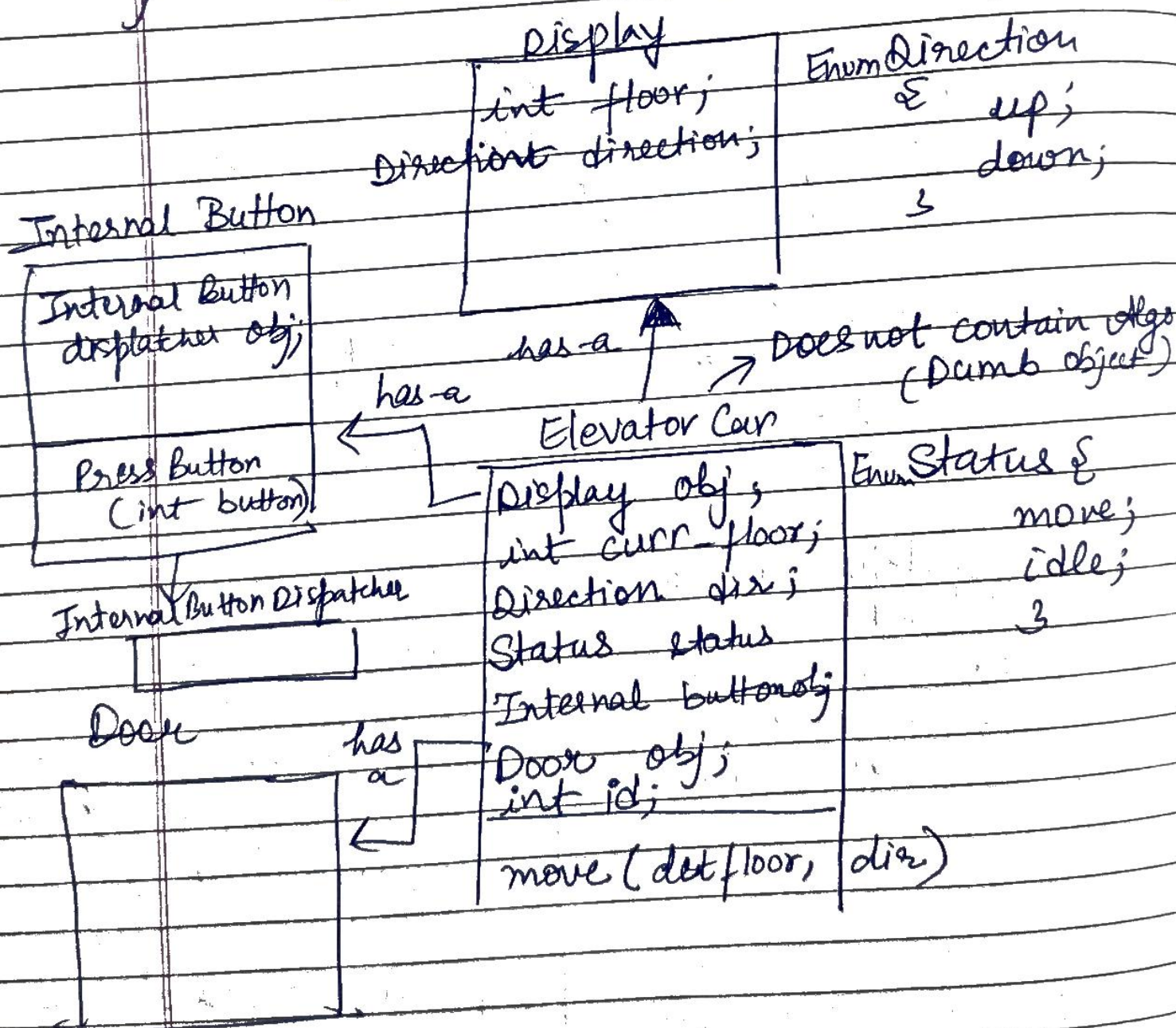
→ Status (Enum)

→ Internal Button

# Elevator System



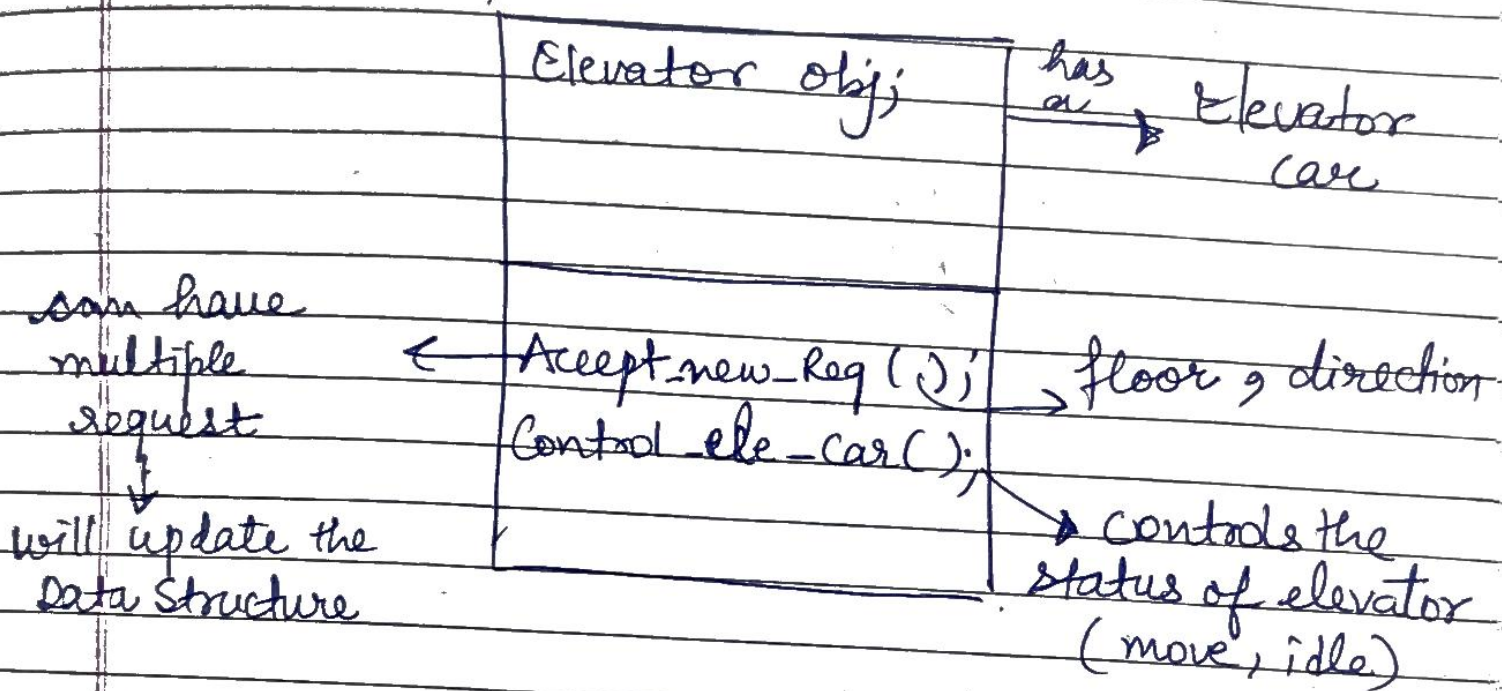
## 1.) Design / UML Diagram





Since Elevator is a Dumb object So we need a Controller of Elevator (holds all algorithm)

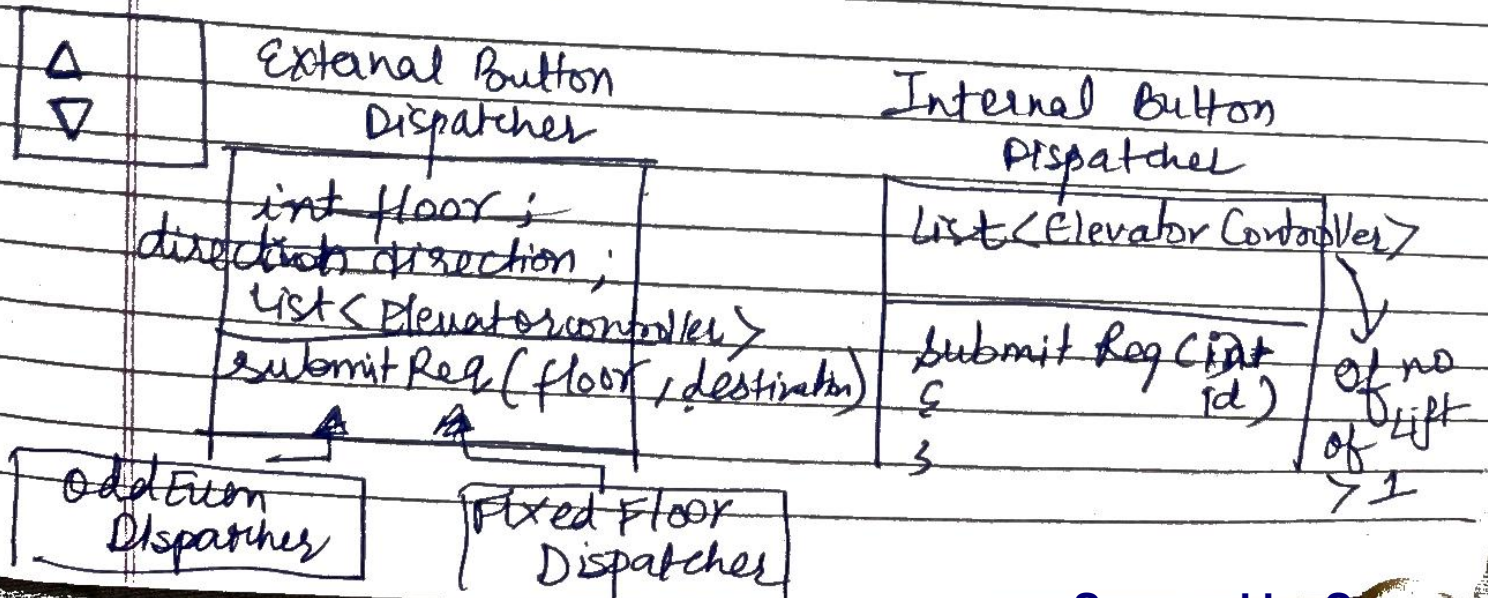
### Elevator Controller



Now From Where the Elevator Controller receives the requests.

Internal Button

External Button



External Button

pressButton(floor, direct)

has a

External Button Dispatcher

List<Elevator Controller> obj  
submitReq(floor, dir)

has a

Elevator Controller

Elevator obj;

submitReq(floor, dir)

→ Next we have floor, building

Floor

floor\_id

External buttons

has a

Building

List<Floors>



# Building

list < floor >

has-a

Internal Button  
Dispatcher

External Button

External Button  
Dispatcher

## Overall High Level View

Internal Button  
Dispatcher

list < Elev control >

submitReq()

External Dispatcher

list < Eleva Conf >

submitReq()

odd-even  
Dispatch

Fixed  
Dispatch

Internal Button

InterButt Dispatcher

Press Button (floor, dir)

Elevator Controller  
Elevator obj

SubmitReq (floor, dir);  
Control\_elevator ( );

Display

int floor  
Direction Dir

Elevator Car

Display obj  
int cur\_floor  
Direction dir;  
Status s;  
Internal Button;  
Door

move (floor, dir)

Enum Direction

up;  
down;

Enum Status

move;  
idle;



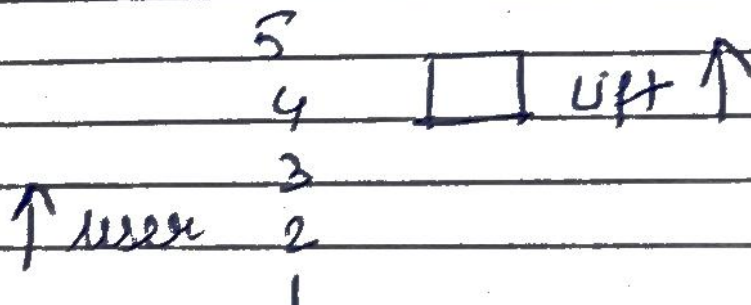
# Algorithm

dispatcher

Elevator controller

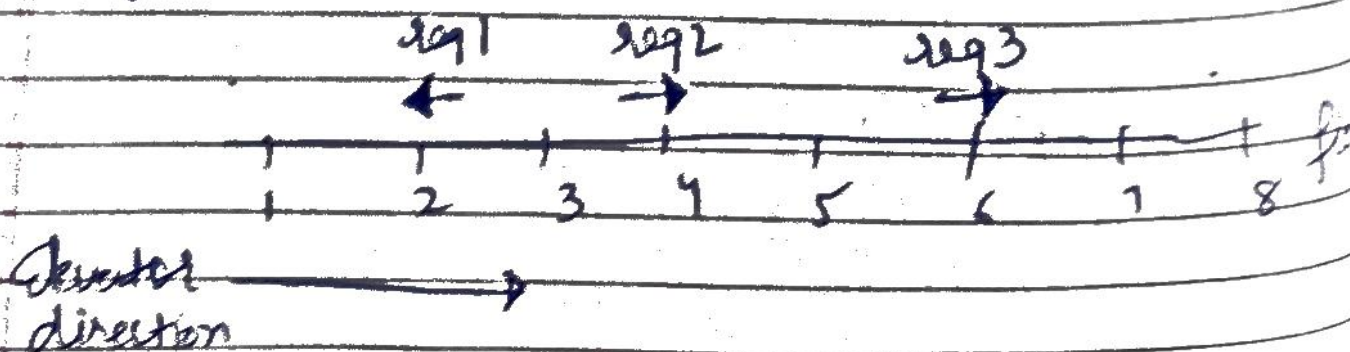
## use case

	user	Lift
use case 1	↑	↑
2	↑	↓
3	↓	↑
4	↓	↓



user and lift both has up direction  
But this condition cannot be fulfilled  
in this scenario.

## Algorithm (scan)





Now in this algorithm the elevator will scan the request in one direction & fulfil those request and when it reaches end then it will change the direction and fulfil requests in that directions.

### Disadvantage

1. If we have request of 4<sup>th</sup> floor to 5<sup>th</sup> floor then lift will come but it will go till last even if it does not have any request further.

### 2.) Look Algorithm

When the elevator is moving, it is looking one step ahead whether there is any request or not.

If not then it will change direction and come back.

### ● Which data Structure to be used to implement Look?

Current floor of Lift 2

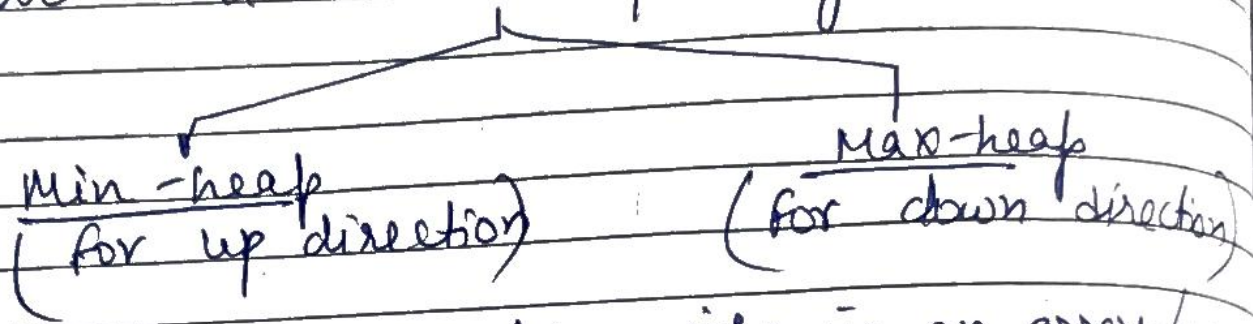
Now Req 5, 4, 3 comes  
So the lift first fulfil 3 then 4 & 5  
(In ascending order)

But if cur floor 7

and req 5, 2, 6 comes  
so it will first serve 6, 5, 2



We will use two priority queue



We will store pending jobs in an array/queue

### Working :

Let say lift is at 0<sup>th</sup> floor and req comes from floor 5, 2, 4

When it reaches  
serves req for floor  
2 then req for  
floor 1 comes  
So we will  
store it in pending queue

2	4	5
---	---	---

Min heap

Pending.

1
---

Now when lift reaches last floor req comes for 6, 7, 2, 1

7	6	2	1
---	---	---	---

Max heap

and then it will  
serve these request

and after reaching floor 1  
it will add the new + pending req  
in Min-heap for further.