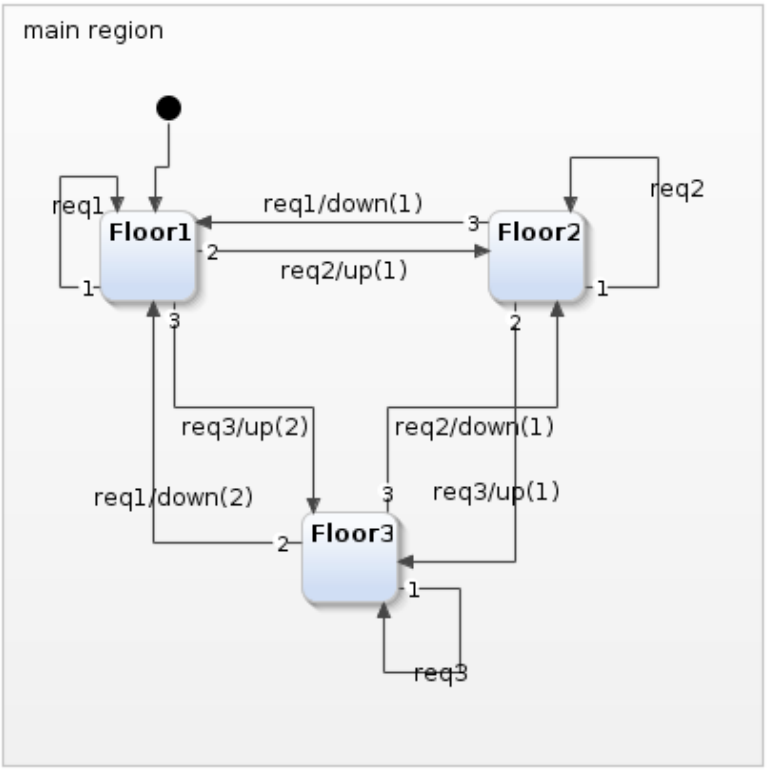
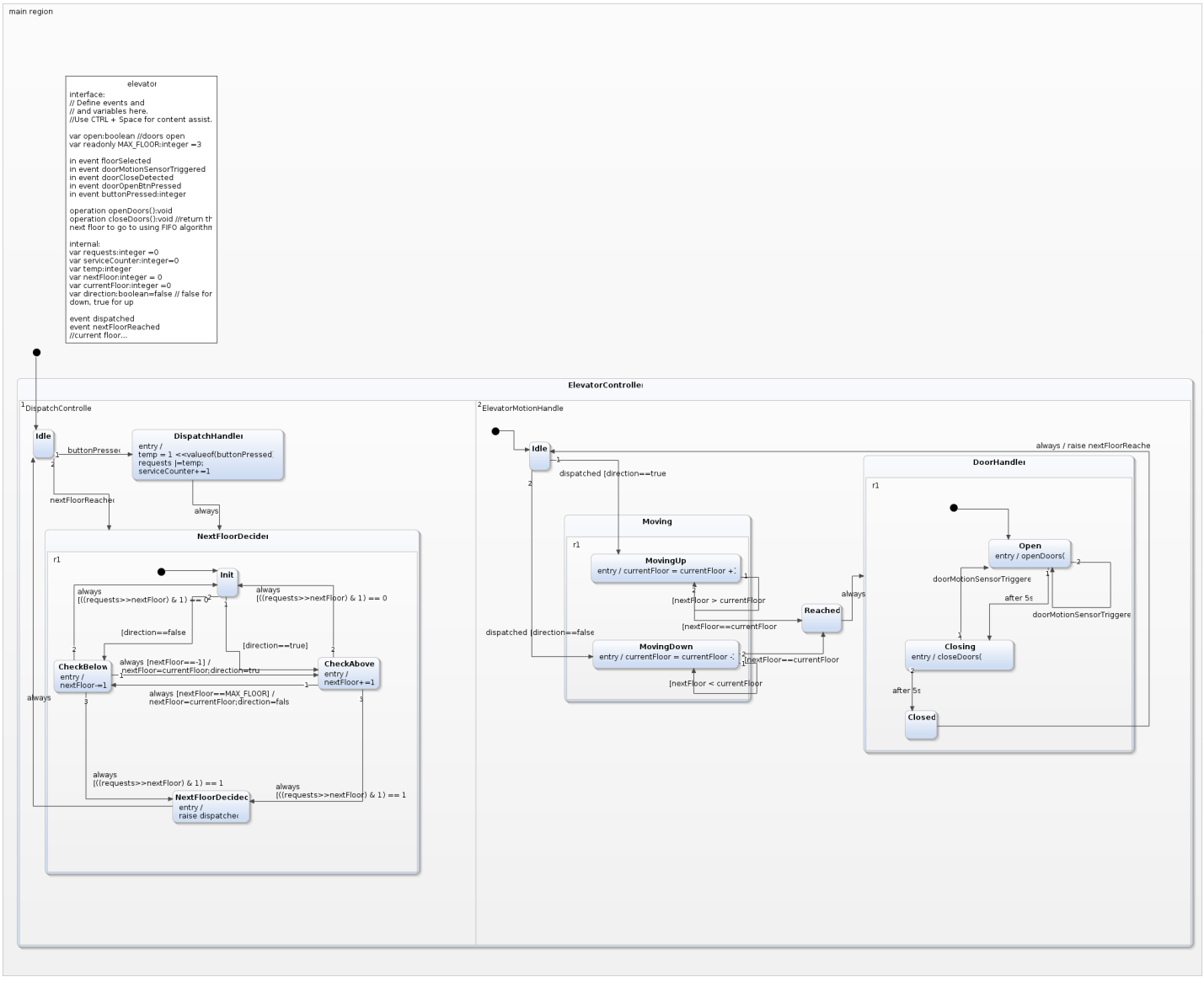
Case1: FSM

elevator1_fsm

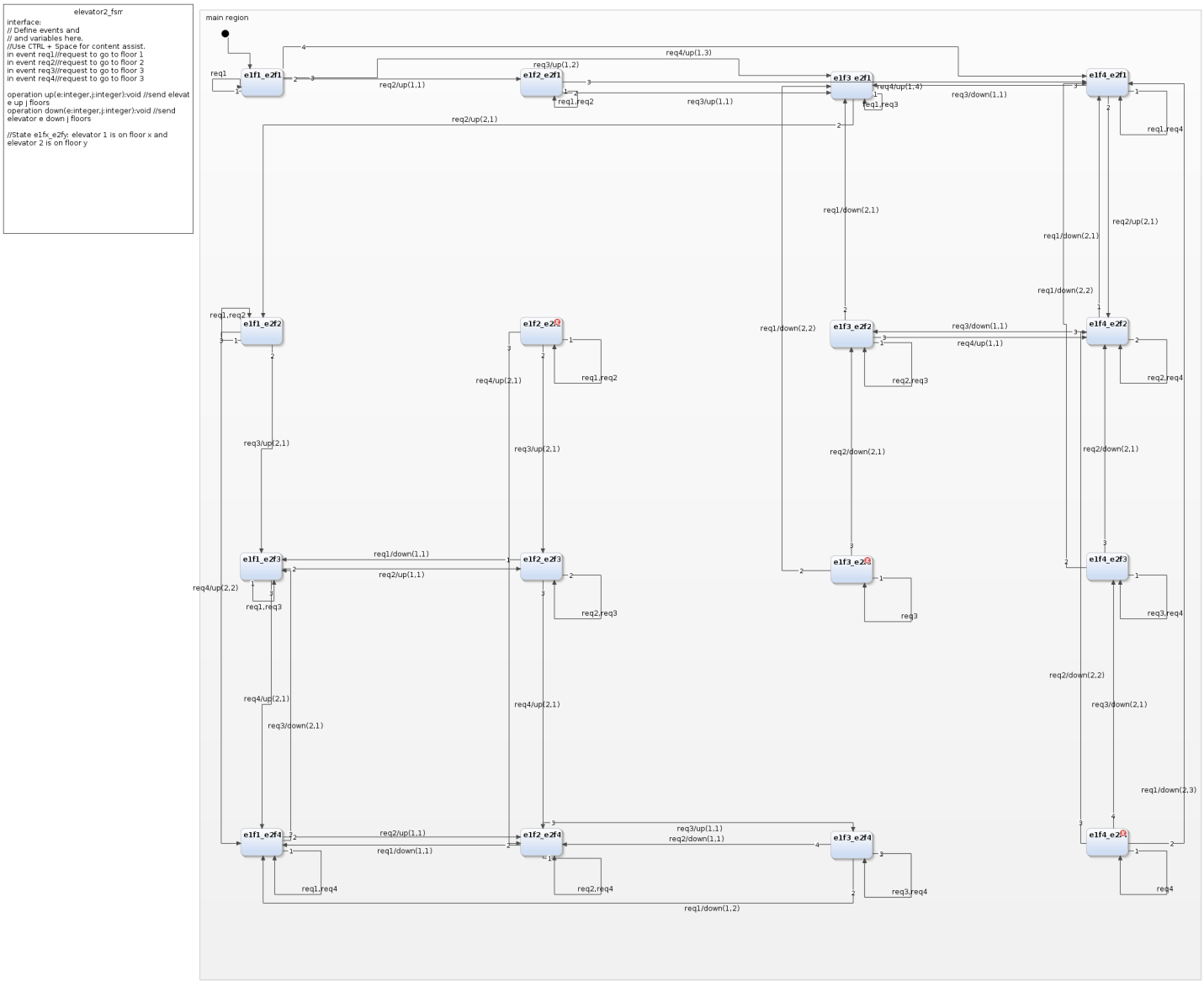
```
interface:
// Define events and
// and variables here.
//Use CTRL + Space for content assist.
in event req1//request to go to floor 1
in event req2//request to go to floor 2
in event req3//request to go to floor 3

operation up(j:integer):void //go up j floors
operation down(j:integer):void //go down j floor
```



Case1: StateChart



Case2: FSM


elevator2_fsm
interface:
// Define events and
// and variables here.
//Use CTRL + Space for content assist.
in event req1//request to go to floor 1
in event req2//request to go to floor 2
in event req3//request to go to floor 3
in event req4//request to go to floor 3
operation up(e:integer,j:integer):void //send elevat e up j floors
operation down(e:integer,j:integer):void //send elevator e down j floors
//State e1fx_e2fy: elevator 1 is on floor x and elevator 2 is on floor y
main region
e1f1_e2f1
e1f2_e2f1
e1f3_e2f1
e1f4_e2f1
e1f1_e2f2
e1f2_e2f2
e1f3_e2f2
e1f4_e2f2
e1f1_e2f3
e1f2_e2f3
e1f3_e2f3
e1f4_e2f3
e1f1_e2f4
e1f2_e2f4
e1f3_e2f4
e1f4_e2f4
req1
req4/up(1,3)
req3/up(1,2)
req2/up(1,1)
req1,req2
req3/up(1,1)
req4/up(1,4)
req1,req3
req3/down(1,1)
req1,req4
req2/up(2,1)
req1/down(2,1)
req2/up(2,1)
req1/down(2,1)
req1/down(2,2)
req1,req2
req1/down(2,2)
req3/down(1,1)
req4/up(1,1)
req4/up(2,1)
req1,req2
req2,req3
req2,req4
req3/up(2,1)
req3/up(2,1)
req2/down(2,1)
req2/down(2,1)
req1/down(1,1)
req2/up(1,1)
req4/up(2,2)
req1,req3
req2,req3
req3
req3,req4
req2/down(2,2)
req4/up(2,1)
req4/up(2,1)
req3/down(2,1)
req3/down(2,1)
req1/down(2,3)
req2/up(1,1)
req1/down(1,1)
req3/up(1,1)
req2/down(1,1)
req1,req4
req2,req4
req3,req4
req4
req1/down(1,2)

Case2: StateChart