Map ( floor, requests)

Input:

Time, direction, user floor, destination floor

if floor request doesn’t exist

add floor to all maps (mod later to only add to fastest one, if multiple elevators)

add user number, time, current floor, destination floor to new user

map (user number, user class)

when elevator hits uFloor, add user to elevator

requests

goingUp();

goingDown();

string dir: up, down, “”

