object:Elevator +void addRequest(int num, int direction) +void addBttn(int num, int elevatorNum) +void runElevator() +void addElevator(int pos) +vector<int> getElevatorPos() +void moveElevator() +bool isRequests() +int getFloorTime() -void addReg(int num, std::vector<int>& reg) -void sortReq(vector<int>& req) -void mergeSort(vector<int>& array) -void mergesort(vector<int>& array, vector<int>& result, int lowerBand, int upperBand) -void merge(vector<int>& array, vector<int>& result, int lowPointer, int highPointer, int upperBound) -vector<vector<int> bttnPress -vector<int> requestsUp -vector<int> requestsDown -vector<int> ElevatorPos -void moveDown(int elevatorNum) -void moveUp(int elevatorNum) -int bestElevator(int request) -void checkElevator(bool direction, int floor, int elevatorNum) -vector
bool> eDirection -void checkRequests(vector<int>& req, int target,int elevatorNum) -int floorTime object: Main +Elevator El

+vector<int> elPos