

Take elevator

Main success scenario:

1. Passenger orders elevator.
2. Elevator arrives at floor and opens doors for 3 sec.
3. Passenger orders floor.
4. Elevator arrives at ordered floor and opens door for 3 sec.

Exception:

Emergency stop-button is pressed, and elevator stops immediately.

Extensions:

4a. Elevator stops at a floor on the way to ordered floor

Use-cases:

Stop

Pre-condition: None

Trigger: Stop-button is pushed

1. Elevator stops
2. All orders are deleted
3. To activate elevator, order new floor.

Success:

Elevator stops and orders are deleted

Order elevator(outside):

Pre-condition: None

Trigger: Elevator button is pushed

1. Order is placed in queue.
2. Elevator executes orders in queue and deletes them, one by one.
3. Elevator moves to ordered floor and opens door. Order is deleted.
4. Starts timer with 3 sec.
5. When timer hits 0 sec, elevator closes door, and executes next order

Extensions:

2a: There are no other orders in queue, jump to 3.

2b: Order is executed in the process of executing another order, jump to 3. Elevator moves past floor in same direction as the order.

4a: Obstruction is detected, restart timer.

Success: Elevator arrives at ordered floor.

Order floor(inside):

Pre-condition: None

Trigger: Floor button is pushed

1. Order is placed in queue.
2. Elevator executes orders in queue and deletes them, one by one.
3. Elevator moves to ordered floor and opens door. Order is deleted.
4. Starts timer with 3 sec.
5. When timer hits 0 sec, elevator closes door, and executes next order.

Extension:

2a: There are no other orders in queue, jump to 3.

2b: Order is executed in the process of executing another order, jump to 3.

4a: Obstruction is detected, restart timer.

Success: Elevator arrives at ordered floor.