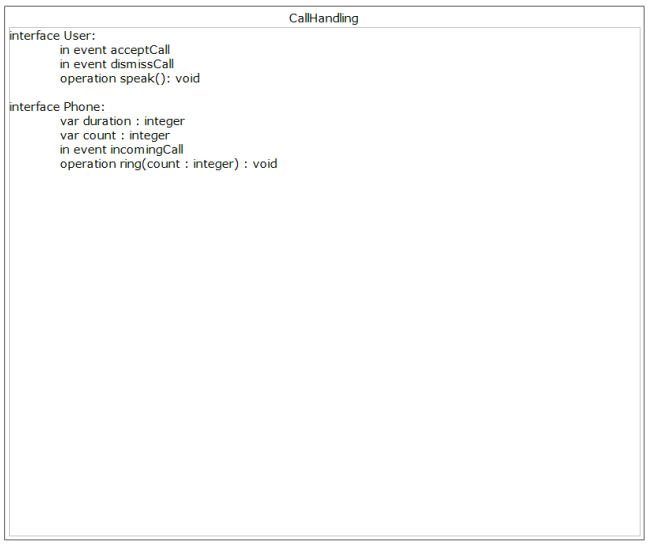
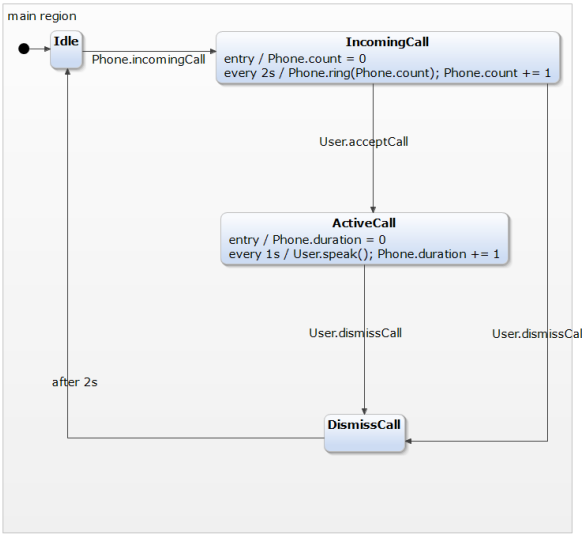
Michael Trittin

Homework 6

1. Model





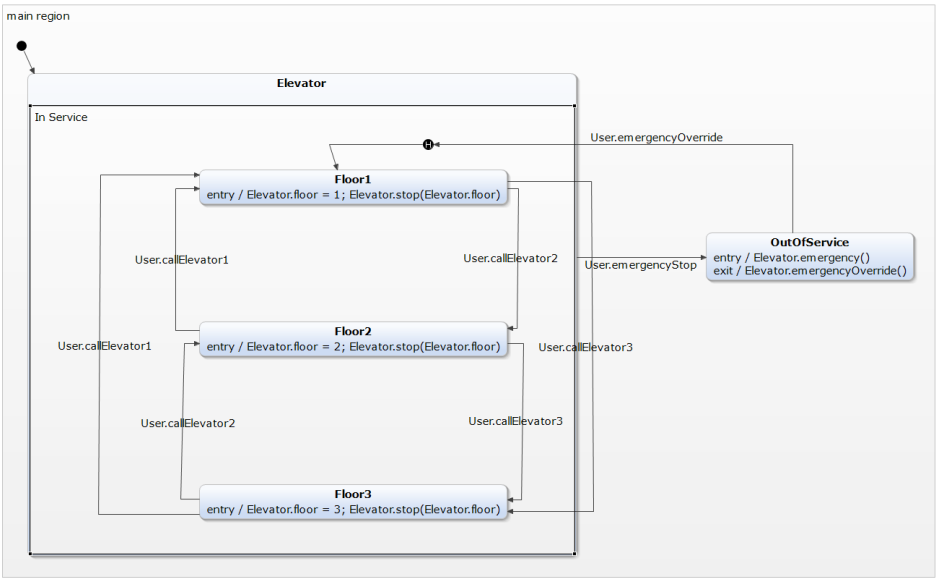
Console output

```
Ring 0
Ring 1
Ring 2
Blah ...
Blah ...
Blah ...
Blah ...
Blah ...
Blah ...
Blah ...
Blah ...
Blah ...
Blah ...
Ring Count: 3
Duration: 10
```

2. Model

```
ElevatorModeling
interface User:
        in event callElevator1
        in event callElevator2
        in event callElevator3
        in event emergencyStop
        in event emergencyOverride

interface Elevator:
        var floor : integer
        operation stop(floor : integer) : void
        operation emergency() : void
        operation emergencyOverride() : void
```



Console Output

```
Elevator is stopping at floor 2
Calling to floor 3
Elevator is stopping at floor 3
Calling to floor 2
Elevator is stopping at floor 2
Calling to floor 1
Elevator is stopping at floor 1
Hitting emergency stop
Elevator is in emergency stop mode
Attempting call to floor 1
Emergency override
Elevator will resume normal service
Elevator is stopping at floor 1
Calling to floor 1
```