

Order_matrix

	UP	DOWN	CAB
Floor	queue_element		queue_element
0	queue_element	queue_element	queue_element
1	queue_element	queue_element	queue_element
2	queue_element	queue_element	queue_element
3		queue_element	queue_element

```
struct queue_element{
    bool active_button;
    int elevatorID;
};
```

```
class Elevator{
private:
    int dir;
    int floor;
    int elevatorID;
    bool out_of_order;
    queue_element** order_matrix_ptr;

public:
    ...
};
```