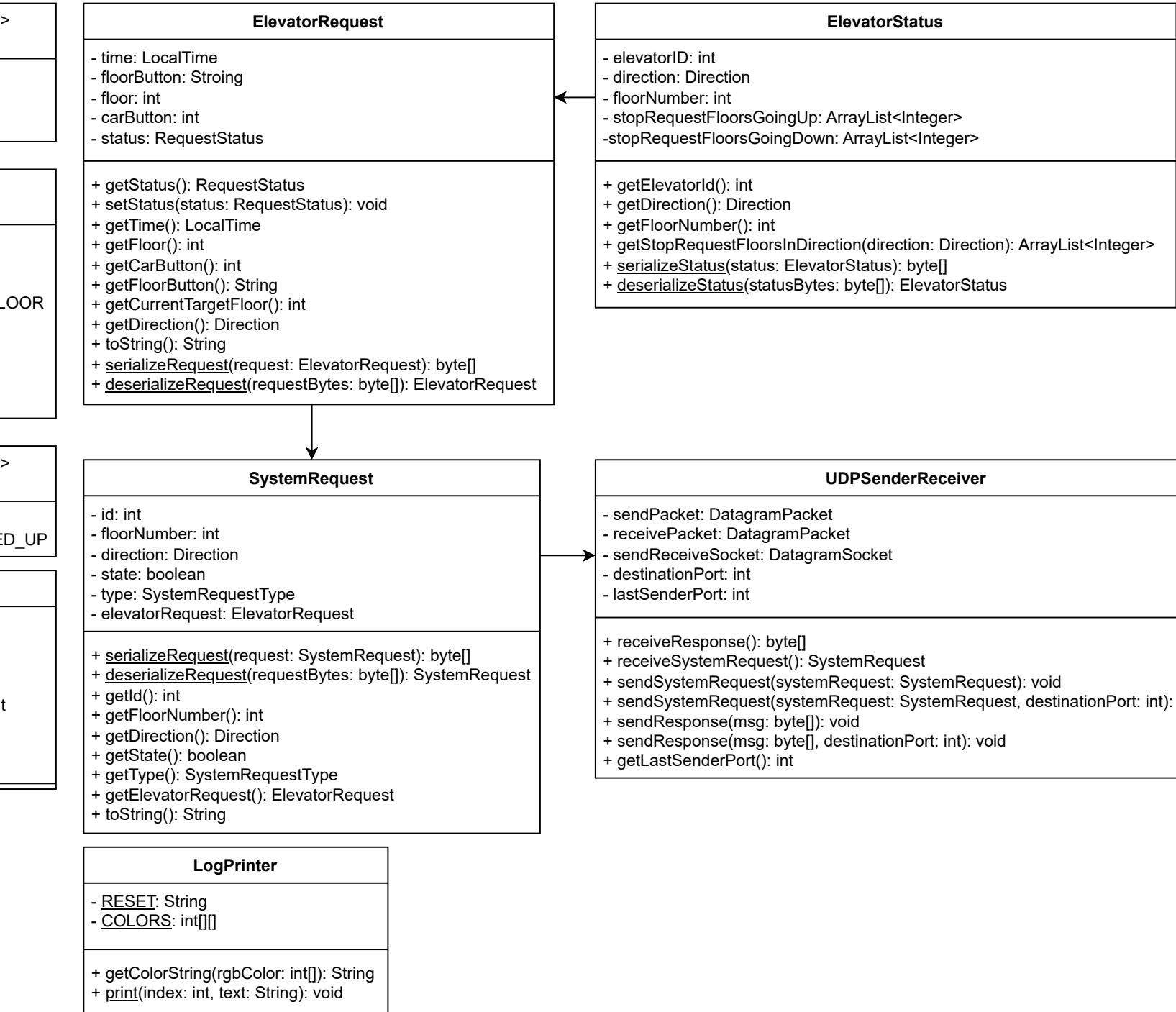


<<enumeration>> Direction
UP DOWN STOPPED

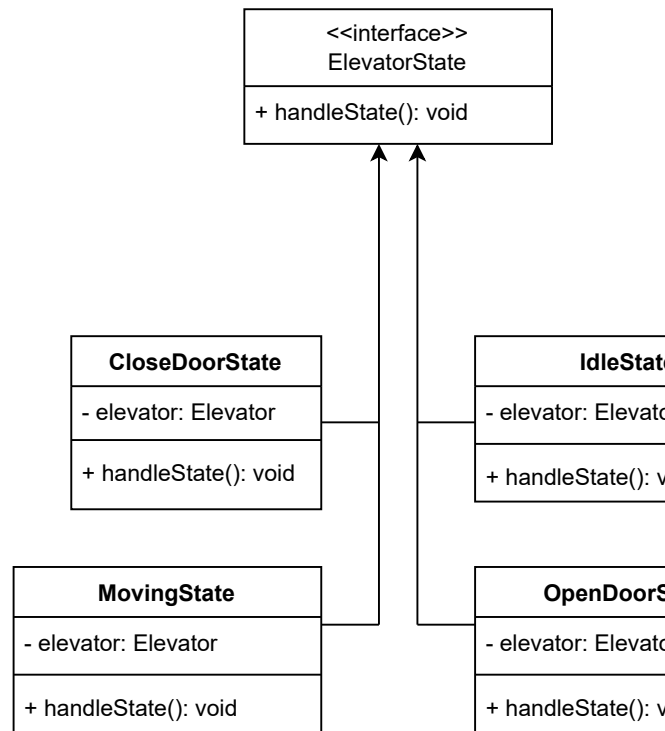
<<enumeration>> SystemRequestType
REGISTER_ELEVATOR_CONTROLLER NEW_PRIMARY_REQUEST IS_STOP_REQUIRED PROCESS_REQUESTS_AT_CURRENT_F PROCESS_COMPLETED_REQUESTS SET_FLOOR_DIRECTION_LAMPS SET_FLOOR_LAMPS ADD_NEW_REQUEST STATUS_REQUEST

<<enumeration>> RequestStatus
PENDING PASSENGER_PICKED

Constants
+ <u>NUMBER_OF_FLOORS</u> : int + <u>NUMBER_OF_ELEVATORS</u> : int + <u>SCHEDULER_PORT</u> : int + <u>SCHEDULER_PORT_2</u> : int + <u>FLOOR_CONTROLLER_PORT</u> : in + <u>BASE_MOVE_TIME</u> : int + <u>INCREMENTAL_MOVE_TIME</u> : int + <u>LOADING_TIME</u> : int

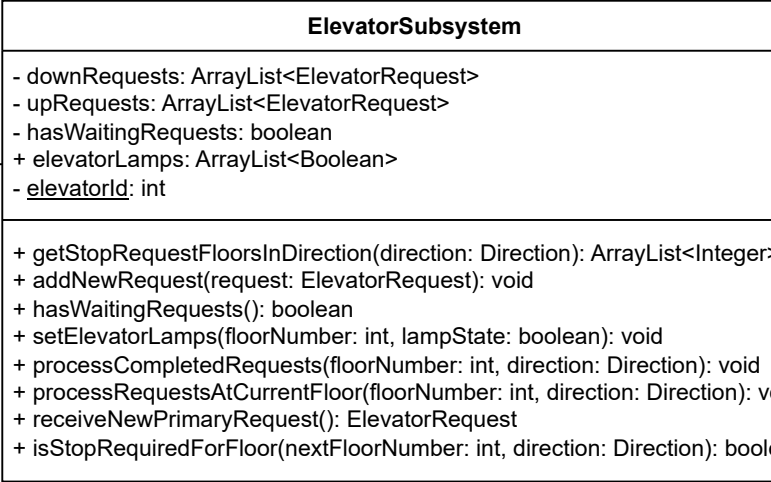
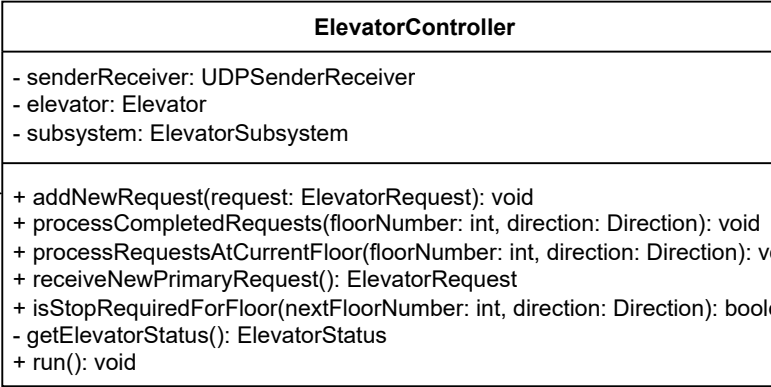
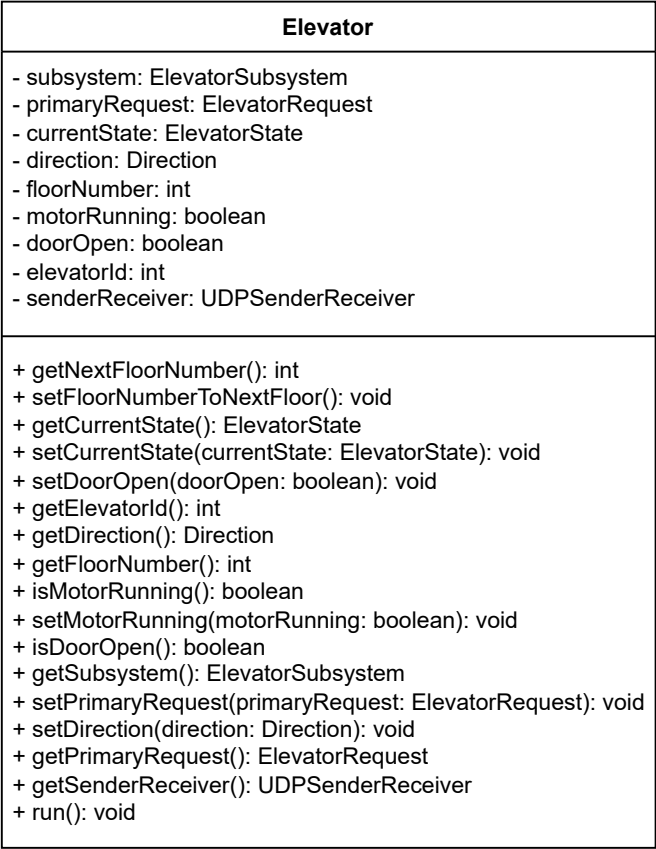


void



e
or
void

State
or
void



oid ean

> oid ean

FloorController
<div>- floorSubsystem: FloorSubsystem</div> <div>- receiver: UDPSenderReceiver</div>
<div>+ run(): void</div>

Floor
<div>- floorNumber: int</div> <div>- downRequests: ArrayList<ElevatorRequest></div> <div>- upRequests: ArrayList<ElevatorRequest></div> <div>- floorLampUp: boolean</div> <div>- floorLampDown: boolean</div> <div>- directionLamps: boolean[][]</div> <div>- isFirstFloor: boolean</div> <div>- isLastFloor: boolean</div>
<div>+ addRequest(event: ElevatorRequest): void</div> <div>+ checkForRequests(): ElevatorRequest</div> <div>+ setDirectionLamp(elevatorId: int, direction: Direction, state: boolean): void</div> <div>+ setFloorLamp(direction: Direction, state: boolean): void</div> <div>+ getUpRequests(): Collection<Object></div> <div>+ getDownRequests(): Collection<Object></div> <div>+ getDirectionLamps(): boolean[][]</div> <div>+ getFloorLampUp(): boolean</div> <div>+ getFloorLampDown(): boolean</div>



FloorSubsystem
<div>- sender: UDPSenderReceiver</div> <div>- numberOfFloors: int</div> <div>- floors: ArrayList<Floor></div>
<div>- readInputFile(filename: String): ArrayList<ElevatorRequest></div> <div>+ setDirectionLamp(elevatorId: int, floorNumber: int, direction: Direction, state: boolean): void</div> <div>+ setFloorLamp(floorNumber: int, direction: Direction, state: boolean): void</div> <div>+ run(): void</div>