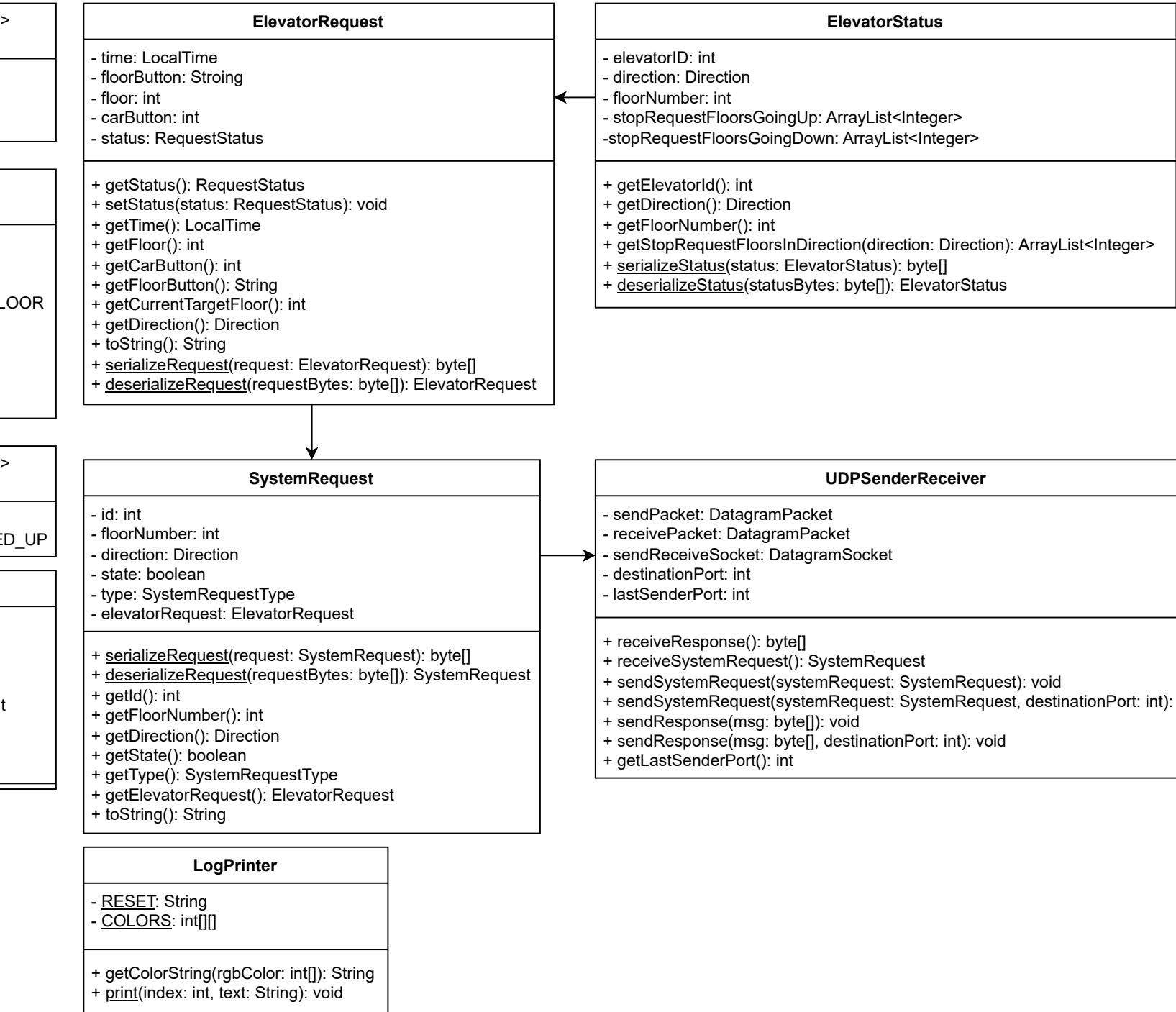


<<enumeration>> Direction
UP DOWN STOPPED

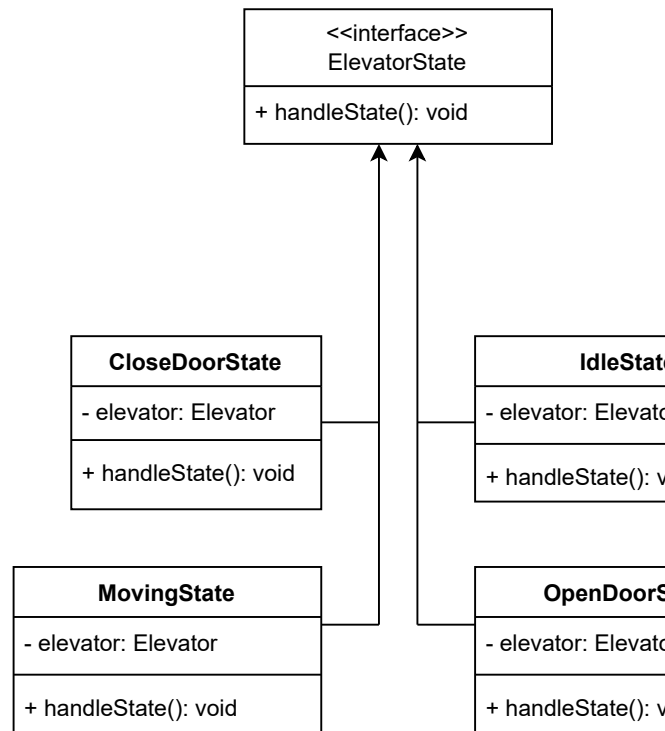
<<enumeration>> SystemRequestType
REGISTER_ELEVATOR_CONTROLLER NEW_PRIMARY_REQUEST IS_STOP_REQUIRED PROCESS_REQUESTS_AT_CURRENT_F PROCESS_COMPLETED_REQUESTS SET_FLOOR_DIRECTION_LAMPS SET_FLOOR_LAMPS ADD_NEW_REQUEST STATUS_REQUEST

<<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

Elevator
<div>- subsystem: ElevatorSubsystem - primaryRequest: ElevatorRequest - currentState: ElevatorState - direction: Direction - floorNumber: int - motorRunning: boolean - doorOpen: boolean - elevatorId: int - senderReceiver: UDPSenderReceiver</div>
<div>+ getNextFloorNumber(): int + setFloorNumberToNextFloor(): void + getCurrentState(): ElevatorState + setCurrentState(currentState: ElevatorState): void + setDoorOpen(doorOpen: boolean): void + getElevatorId(): int + getDirection(): Direction + getFloorNumber(): int + isMotorRunning(): boolean + setMotorRunning(motorRunning: boolean): void + isDoorOpen(): boolean + getSubsystem(): ElevatorSubsystem + setPrimaryRequest(primaryRequest: ElevatorRequest): void + setDirection(direction: Direction): void + getPrimaryRequest(): ElevatorRequest + getSenderReceiver(): UDPSenderReceiver + run(): void</div>

ElevatorController
<div>- senderReceiver: UDPSenderReceiver - elevator: Elevator - subsystem: ElevatorSubsystem</div>
<div>+ addNewRequest(request: ElevatorRequest): void + processCompletedRequests(floorNumber: int, direction: Direction): void + processRequestsAtCurrentFloor(floorNumber: int, direction: Direction): void + receiveNewPrimaryRequest(): ElevatorRequest + isStopRequiredForFloor(nextFloorNumber: int, direction: Direction): boolean - getElevatorStatus(): ElevatorStatus + run(): void</div>

ElevatorSubsystem
<div>- downRequests: ArrayList&lt;ElevatorRequest&gt; - upRequests: ArrayList&lt;ElevatorRequest&gt; - hasWaitingRequests: boolean + elevatorLamps: ArrayList&lt;Boolean&gt; - <u>elevatorId</u>: int</div>
<div>+ getStopRequestFloorsInDirection(direction: Direction): ArrayList&lt;Integer&gt; + addNewRequest(request: ElevatorRequest): void + hasWaitingRequests(): boolean + setElevatorLamps(floorNumber: int, lampState: boolean): void + processCompletedRequests(floorNumber: int, direction: Direction): void + processRequestsAtCurrentFloor(floorNumber: int, direction: Direction): void + receiveNewPrimaryRequest(): ElevatorRequest + isStopRequiredForFloor(nextFloorNumber: int, direction: Direction): boolean</div>



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FloorController
- floorSubsystem: FloorSubsystem - receiver: UDPSenderReceiver
+ run(): void

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



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

Scheduler
<ul style="list-style-type: none"><li>- floorSubsystems: FloorSubsystem</li><li>- elevatorPorts: int[]</li><li>- senderReceiver1: UDPSenderReceiver</li><li>- senderReceiver2: UDPSenderReceiver</li></ul>
<ul style="list-style-type: none"><li>+ setFloorSubsystem(floorSubsystems: FloorSubsystem): void</li><li>+ addElevator(elevatorId: int, elevatorPort: int): void</li><li>+ run(): void</li><li>+ selectBestElevatorNumber(elevatorRequest: ElevatorRequest): int</li></ul>