Key Questions

- 1. How many elevators do we have, i.e. do we need to consider an elevator bank?
 - 1. If only one elevator, just one elevator
 - 2. Else, we will have List<Elevator> elevators = new ArrayList<>();
- Do we need to consider the capacity/the weight limit of an elevator?
 It should be fine, if we need to consider this, we just need to add checkCapacity() or and add alarm() methods in our elevator instance

Other Questions - The other questions I encountered while went through online, but I think probably it is not necessary and minor

1. What is the **min floor and max floor** of the elevator that can move? (maybe because sometimes some levels are not reachable for some reason, like maintenance, or top-secrets floor, employee only)

First we will Create a **Elevator** class which is our core class.

We will maintain some of the default values for our Elevator Class like

```
public class Defaults {
    private static final int MIN_FLOOR = 1;
    private static final int MAX_FLOOR = 20;
    private static final int MAX_LOAD = 2000;
}
```

Next we will add State Enums like

```
private enum State {
    MAINTENANCE, STAND, UP, DOWN
}
```

Now we will initialize some of the variables required for the elevator class like

```
private int minFloor = Defaults.MIN_FLOOR;
private int maxFloor = Defaults.MAX_FLOOR;
private int floor = minFloor;
private int load = 0;
private int maxLoad = Defaults.MAX_LOAD;
private State state = State.STAND;
private boolean isDoorOpen = false;
private String id = null;
private Queue<Integer> upHeap = new PriorityQueue<>(maxFloor);
private Queue<Integer> downHeap = new PriorityQueue<>(maxFloor, Collections.reverseOrder());
```

Now we will create some of the constructors for the Elevator class

```
private Elevator (String id, int maxFloor, int minFloor, int maxLoad) {
    this(id, maxFloor, minFloor);
    maxLoad(maxLoad);
}

private Elevator (String id, int maxFloor, int minFloor) {
    this(id, maxFloor);
    minFloor(minFloor);
    floor(minFloor);
}

private Elevator (String id, int maxFloor) {
    id(id);
    maxFloor(maxFloor);
}
```