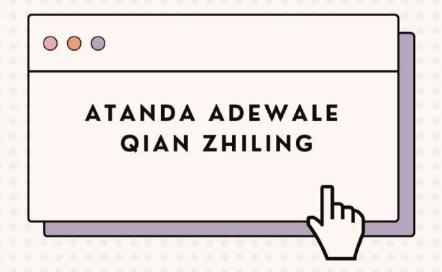
ELEVATOR SIMULATION







THE CAR

An elevator or lift is a cable-assisted, hydraulic cylinder-assisted, or roller-track assisted machine that vertically transports people or freight between floors, levels, or decks of a building, vessel, or other structure.

The car is an elevator component that carries passengers and goods and is the working part of the elevator. The car consists of a car frame and a car body.

- Identify the current position
- Allows up to 8 Passengers
- Carrier

```
class BasicElevator(object):
def __init__(self,min_floor,max_floor):
     self.max floor=max floor
     self.min floor=min floor
     self.current floor=min floor
     self.state=None
    self.target_list=[]
     self.travel distance=0
def getMaxFloor(self):
     return self.max floor
def getMinFloor(self):
     return self.min floor
 def getState(self):
     return self.state
def setState(self,new_state):
     Args:
     new state: string 'up', 'down' or None when standby
     self.state=new state
def getCurrentFloor(self):
```

CONTROL PANEL

Controller is a system to control the elevators and the elevator control panel is a cabin that holds all of the components to control the elevator. The elevator control panel holds all the power supply units, orchestrates all the operations, and ensures safety.

- Identify the current position
- Measure Targets Position
- Avoid Starvation

```
while(True):
print('Timestep -',i)
timestep label=w.create text(480, 10, anchor=tk.NW,text='Timestep '+str(i))
# update floor
elevator.updateCurrentFloor()
print('Current Floor:',elevator.getCurrentFloor())
# Draw empty elevator
floor=elevator.getCurrentFloor()
elevator_sqr=w.create_rectangle(72, (10-floor)*50+12, 168, (10-floor)*50+58, fill =
# update travel distance for KPI
elevator.updateDistance()
# Draw waiting passengers - 1:
draw_passenger_wait=[]
text_passenger_wait=[]
for f in waiting_passenger:
     for i,p in enumerate(waiting_passenger[f]):
        row=i//3
        col=i%3
        draw_passenger_wait.append(w.create_rectangle(172+col*100,
                                                        (10-f)*50+12+row*25,
                                                        192+col*100,
                                                        (10-f)*50+32+row*25,
                                                        fill = "red"))
        text passenger wait.append(w.create text(200+col*100,
                                                   (10-f)*50+12+row*25,
                                                   anchor=tk.NW,
                                                   text=p.getName()+'-'+p.getState()))
         # if elevator.current floor==p.target floor:##################!!!!!!!#####
               #w.delete(elevator sqr)
               print(p.target floor)
               w.create rectangle(72, (10-elevator.current floor)*50+12, 100, (10-elevator.current floor)
# Draw passenger in the elevator - 1:
draw_passenger_on=[]
text passenger on=[]
```

PASSENGER

People represented with a small red box who are moving from one floor to another easily without effort.

- Generates and Update targets state
- Defines 'Get on and Drop'
- Calculates time

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                                                   anchor=tk.NW,
                                                   text=p.getName()+'-'+p.getState())
         # if elevator.current_floor==p.target_floor:##################!!!!!!!#####
               #w.delete(elevator_sqr)
               print(p.target floor)
               w.create rectangle(72, (10-elevator.current floor)*50+12, 100, (10-elevator.current floor)
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