

# Elevator Validation

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**Group 3**

**Author: Yi Huang**

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## Testing

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### Code Running

#### Environment Setup

- Python: **3.13** needed

To run all the testing code, you can run the command

```
python -m testing
```

### T1: Unit Test

This section provides information of the unit tests we made.

#### T1.1: Controller Unit Test

##### **T1.1.1: Test reset()**

```
async def reset(self):
    await self.stop()

    # Empty the queue
    while not self.queue.empty():
        self.queue.get_nowait()

    # Reset elevators
    self.__post_init__()

    self.start()

    logger.info("Controller: Elevator system has been reset")
```

- Coverage Criteria: Branch coverage
- Test cases

**Test Case T1.1.1.1**

Coverage Item	Tcover1.1.1.1
Input	
State	self.queue not empty
Expected Output	self.queue empty

- Test coverage: 1 / 1 = 100%
- Test result: 1 passed

**T1.1.2: Test handle\_message(message: str)**

```
async def handle_message(self, message: str):
    if message == "reset":
        await self.reset()

    elif message.startswith("call_up@") or message.startswith("call_down@"):
        direction = Direction.UP if message.startswith("call_up") else
Direction.DOWN
        floor = Floor(message.split("@")[1])
        await self.call_elevator(floor, direction)

    elif message.startswith("select_floor@"):
        parts = message.split("@")[1].split("#")
        floor = Floor(parts[0])
        elevator_id = int(parts[1])
        await self.select_floor(floor, elevator_id)

    elif message.startswith("open_door#"):
        elevator_id = int(message.split("#")[1])
        elevator = self.elevators[elevator_id]
        await self.open_door(elevator)
```

```
elif message.startswith("close_door#"):
    elevator_id = int(message.split("#")[1])
    elevator = self.elevators[elevator_id]
    await self.close_door(elevator)

elif message.startswith("deselect_floor@"):
    parts = message.split("@")[1].split("#")
    floor = Floor(parts[0])
    elevator_id = int(parts[1])
    await self.deselect_floor(floor, elevator_id)

elif message.startswith("cancel_call_up@") or
message.startswith("cancel_call_down@"):
    direction = Direction.UP if message.startswith("cancel_call_up") else
Direction.DOWN
    floor = Floor(message.split("@")[1])
    await self.cancel_call(floor, direction)

else:
    logger.warning(f"Controller: Unrecognized message '{message}'")
```

- Coverage Criteria: Branch coverage
- Test cases

	Test Case T1.1.2.1	Test Case T1.1.2.2
Coverage Item	Tcover1.1.2.1	Tcover1.1.2.2
Input	"call_up@2"	"call_down@3"
State		
Expected Output	controller.elevators[1].current_floor = 2	self.controller.elevators[1].current_floor = 3
	Test Case T1.1.2.3	Test Case T1.1.2.4
Coverage Item	Tcover1.1.2.3	Tcover1.1.2.4
Input	"call_up@2" "cancel_call_up@2"	"call_down@3" "cancel_call_down@3"
State		
Expected Output	len(self.controller.requests) = 0	len(self.controller.requests) = 0
	Test Case T1.1.2.5	Test Case T1.1.2.6
Coverage Item	Tcover1.1.2.5	Tcover1.1.2.6
Input	"select_floor@2#1"	"select_floor@2#1" "deselect_floor@2#1"
State		
Expected Output	controller.elevators[1].current_floor = Floor("2")	"select_floor@2#1" not in controller.message_tasks
	Test Case T1.1.2.7	Test Case T1.1.2.8

Test Case T1.1.2.7		Test Case T1.1.2.8
Coverage Item	Tcover1.1.2.7	Tcover1.1.2.8
Input	"open_door#1"	"close_door#1"
State		
Expected Output	controller.elevators[1].door_open = True	controller.elevators[1].door_open = False

Test Case T1.1.2.9	
Coverage Item	Tcover1.1.2.9
Input	"foobar@unknown"
State	
Expected Output	Nothing

- Test coverage: 9 / 9 = 100%
- Test result: 9 passed

T1.1.3: Test call\_elevator(call\_floor: FloorLike, call\_direction: Direction)

```
async def call_elevator(self, call_floor: FloorLike, call_direction: Direction):
    call_floor = Floor(call_floor)
    assert call_direction in (Direction.UP, Direction.DOWN)

    # Check if the call direction is already requested
    if (call_floor, call_direction) in self.requests:
        logger.info(f"Controller: Floor {call_floor} already requested
{call_direction.name.lower()}")
        return

    logger.info(f"Controller: Calling elevator: Floor {call_floor}, Direction
{call_direction.name.lower()}")

    # Choose the best elevator (always choose the one that takes the shorter
arrival time)
    enabled_elevators = [e for e in self.elevators.values() if e.started]
    if not enabled_elevators:
        logger.warning(f"Controller: No enabled elevators available for call at
Floor {call_floor} going {call_direction.name.lower()}")
        return

    elevator = min(enabled_elevators, key=lambda e:
e.estimate_arrival_time(call_floor, call_direction))
    logger.info(f"Controller: Elevator {elevator.id} selected for call at Floor
{call_floor} going {call_direction.name.lower()}")
    directed_target_floor = FloorAction(call_floor, call_direction)

    try:
        self.requests.add(directed_target_floor)
        await elevator.commit_floor(call_floor, call_direction).wait()
```

```
        event_bus.publish(Event.CALL_COMPLETED, call_floor, call_direction)
    except asyncio.CancelledError as e:
        if str(e) != "cancel":
            raise asyncio.CancelledError from e
    finally:
        self.requests.remove(directed_target_floor)
        elevator.cancel_commit(call_floor, call_direction)
```

- Coverage Criteria: Branch coverage
- Test cases

**Test Case T1.1.3.1**

Coverage Item	Tcover1.1.3.1
Input	(Floor("2"), Direction.UP)
State	
Expected Output	self.controller.elevators[1].current_floor = 2

- Test coverage: 1 / 1 = 100%
- Test result: 1 passed

**T1.1.4: Test select\_floor(floor: FloorLike, elevator\_id: ElevatorId)**

```
async def select_floor(self, floor: FloorLike, elevator_id: ElevatorId):
    floor = Floor(floor)

    elevator = self.elevators[elevator_id]
    if elevator.started is False:
        logger.warning(f"Controller: Elevator {elevator_id} is not enabled,
cannot select floor {floor}")
        return

    # Check if the floor is already selected
    if floor in elevator.selected_floors:
        logger.info(f"Controller: Floor {floor} already selected for elevator
{elevator_id}")
        return

    try:
        elevator.selected_floors.add(floor)
        await elevator.commit_floor(floor, Direction.IDLE).wait()
        event_bus.publish(Event.FLOOR_ARRIVED, floor, elevator_id)
    except asyncio.CancelledError as e:
        if str(e) != "deselect":
            raise asyncio.CancelledError from e
    finally:
        elevator.selected_floors.remove(floor)
        elevator.cancel_commit(floor, Direction.IDLE)
```

- Coverage Criteria: Branch coverage
- Test cases

**Test Case T1.1.4.1**

Coverage Item	Tcover1.1.4.1
Input	(Floor("3"), 1)
State	
Expected Output	self.controller.elevators[1].current_floor = Floor("3")

- Test coverage: 1 / 1 = 100%
- Test result: 1 passed

**T1.1.5 Test open\_door(elevator: Elevator)**

```
async def open_door(self, elevator: Elevator):
    await elevator.commit_door(DoorDirection.OPEN)
```

- Coverage Criteria: Branch coverage
- Test cases

**Test Case T1.1.5.1**

Coverage Item	Tcover1.1.5.1
Input	
State	elevator = self.controller.elevators[1]
Expected Output	self.controller.elevators[1].door_open = True

- Test coverage: 1 / 1 = 100%
- Test result: 1 passed

**T1.1.6 Test close\_door(elevator: Elevator)**

```
async def close_door(self, elevator: Elevator):
    await elevator.commit_door(DoorDirection.CLOSE)
```

- Coverage Criteria: Branch coverage
- Test cases

**Test Case T1.1.6.1**

Coverage Item	Tcover1.1.6.1
Input	

Test Case T1.1.6.1

State	elevator = self.controller.elevators[1]
Expected Output	self.controller.elevators[1].door_open = False
<ul style="list-style-type: none"><li>• Test coverage: 1 / 1 = 100%</li><li>• Test result: 1 passed</li></ul>	

T1.2: Elevator Unit Test

T1.2.1 Test accelerate\_distance()

```
def accelerate_distance(self) -> float:
    return 0.5 / self.floor_travel_duration * self.accelerate_duration
```

- Coverage Criteria: Branch coverage
- Test cases

Test Case T1.2.1.1

Coverage Item	Tcover1.2.1.1
Input	
State	
Expected Output	0.5
<ul style="list-style-type: none"><li>• Test coverage: 1 / 1 = 100%</li><li>• Test result: 1 passed</li></ul>	

T1.2.2 Test max\_speed()

```
def max_speed(self) -> float:
    return 1.0 / self.floor_travel_duration
```

- Coverage Criteria: Branch coverage
- Test cases

Test Case T1.2.2.1

Coverage Item	Tcover1.2.2.1
Input	
State	
Expected Output	1.0

- Test coverage: 1 / 1 = 100%
- Test result: 1 passed

T1.2.3 Test acceleration()

```
def acceleration(self) -> float:
    return self.max_speed / self.accelerate_duration
```

- Coverage Criteria: Branch coverage
- Test cases

Test Case T1.2.3.1

Coverage Item	Tcover1.2.3.1
Input	
State	
Expected Output	1.0

- Test coverage: 1 / 1 = 100%
- Test result: 1 passed

T1.2.4 Test commit\_door(door\_state: DoorDirection)

```
async def commit_door(self, door_state: DoorDirection):
    if not self.door_loop_started:
        logger.warning(f"door_loop of elevator {self.id} was not started yet.")
        self.door_action_queue.put_nowait(door_state) # the queue is consumed at
door_loop
        self.door_action_processed.clear()
        await self.door_action_processed.wait()
```

- Coverage Criteria: Branch coverage
- Test cases

Test Case T1.2.4.1

Coverage Item	Tcover1.2.4.1
Input	(DoorDirection.OPEN)
State	
Expected Output	elevator.door_open = True

- Test coverage: 1 / 1 = 100%
- Test result: 1 passed



### T1.2.5 Test `commit_floor(floor: FloorLike, requested_direction: Direction = Direction.IDLE)`

```

def commit_floor(self, floor: FloorLike, requested_direction: Direction =
Direction.IDLE) -> asyncio.Event:
    """
    Commit a floor to the elevator's list of target floors.

    Args:
        floor (Floor): The floor to commit. Must be an instance of Floor.
        requested_direction (Direction): The direction the elevator should take
        after arriving at the floor. If Direction.IDLE, it is a call inside the elevator

    Returns:
        asyncio.Event: An event that will be set when the elevator arrives at
        the committed floor.

    """
    floor = Floor(floor)

    if not self.move_loop_started:
        logger.warning(f"move_loop of elevator {self.id} was not started yet.")

    logger.debug(f"Elevator {self.id}: Committing floor {floor} with direction
    {requested_direction.name}")

    directed_floor = FloorAction(floor, requested_direction)
    if directed_floor in self.target_floor_chains:
        logger.debug(f"Elevator {self.id}: Floor {floor} with direction
    {requested_direction.name} already in the action chain")
        return self.events[directed_floor]

    assert isinstance(requested_direction, Direction)

    target_direction = self.direction_to(floor)

    # arrive immediately if the elevator is already at the floor
    if target_direction == Direction.IDLE: # same floor
        if self.target_floor_chains.direction in (requested_direction,
    Direction.IDLE): # same direction
            msg = f"floor_arrived@{self.current_floor}#{self.id}"
            match requested_direction:
                case Direction.UP:
                    self.queue.put_nowait(f"up_{msg}")
                case Direction.DOWN:
                    self.queue.put_nowait(f"down_{msg}")
                case Direction.IDLE:
                    self.queue.put_nowait(msg)

    e = asyncio.Event()

    async def open_door():
        try:
            await self.commit_door(DoorDirection.OPEN)
        except asyncio.CancelledError:

```

```

        pass
        e.set()

        self.event_loop.create_task(open_door(),
name=f"open_door_elevator_{self.id}_floor_{floor} {__file__}:{inspect.stack()
[0].lineno}")
        logger.debug(f"Elevator {self.id}: Arrived at floor {floor}
immediately, opening door")
        return e

    # Determine the chain to add the action to and process later in the
move_loop
    match self.target_floor_chains.direction:
        case Direction.IDLE:
            # Use the current chain
            chain = self.target_floor_chains.current_chain
            # Initialize the direction of the chain
            self.target_floor_chains.direction = requested_direction if
requested_direction != Direction.IDLE else target_direction
            case Direction.UP | Direction.DOWN:
                match requested_direction:
                    case Direction.IDLE:
                        if target_direction in (self.target_floor_chains.direction,
Direction.IDLE):
                            chain = self.target_floor_chains.current_chain
                        else:
                            chain = self.target_floor_chains.next_chain

                    case Direction.UP | Direction.DOWN:
                        if requested_direction ==
self.target_floor_chains.direction:
                            if target_direction in
(self.target_floor_chains.direction, Direction.IDLE):
                                # We can directly reuse the current plan since the
all directions are the same
                                chain = self.target_floor_chains.current_chain
                            else:
                                # The floor has missed although the requested
direction is the same as the current direction
                                # We need to add it to the last plan
                                chain = self.target_floor_chains.future_chain
                        else:
                            # Add the floor to the next plan since it is in the
opposite direction
                            chain = self.target_floor_chains.next_chain

            # Add the action to the chain
            chain.add(floor, requested_direction)
            logger.debug(f"Elevator {self.id}: {self.target_floor_chains}")

        self.events[directed_floor] = asyncio.Event()
        return self.events[directed_floor]

```

- Coverage Criteria: Branch coverage
- Test cases

	Test Case T1.2.5.1	Test Case T1.2.5.2
Coverage Item	Tcover1.2.5.1	Tcover1.2.5.2
Input	(2, Direction.IDLE)	(2, Direction.UP)
State	elevator.current_floor = 2	elevator.current_floor = 2, elevator.target_floor_chains.direction = Direction.UP
Expected Output	elevator.door_open = True	elevator.door_open = True
	Test Case T1.2.5.3	Test Case T1.2.5.4
Coverage Item	Tcover1.2.5.3	Tcover1.2.5.4
Input	(2, Direction.DOWN)	(3, Direction.DOWN)
State	elevator.current_floor = 2, elevator.target_floor_chains.direction = Direction.DOWN	elevator.current_floor = 1, elevator.target_floor_chains.direction = Direction.IDLE
Expected Output	elevator.door_open = True	elevator.target_floor_chains.direction = Direction.DOWN, FloorAction(3, Direction.DOWN) in elevator.target_floor_chains.current_chain
	Test Case T1.2.5.5	Test Case T1.2.5.6
Coverage Item	Tcover1.2.5.5	Tcover1.2.5.6
Input	(3, Direction.UP)	(1, Direction.UP)
State	elevator.current_floor = 2, elevator.target_floor_chains.direction = Direction.UP	elevator.current_floor = 2, elevator.target_floor_chains.direction = Direction.UP
Expected Output	FloorAction(3, Direction.UP) in elevator.target_floor_chains.current_chain	FloorAction(1, Direction.UP) in elevator.target_floor_chains.current_chain
	Test Case T1.2.5.7	
Coverage Item	Tcover1.2.5.7	
Input	(1, Direction.UP)	
State	elevator.current_floor = 2, elevator.target_floor_chains.direction = Direction.DOWN	
Expected Output	FloorAction(1, Direction.UP) in elevator.target_floor_chains.current_chain	

- Test coverage: 7 / 7 = 100%
- Test result: 7 passed

T1.2.6 Test cancel\_commit(floor: FloorLike, requested\_direction: Direction = Direction.IDLE)

```
def cancel_commit(self, floor: FloorLike, requested_direction: Direction =
Direction.IDLE):
    floor = Floor(floor)
    directed_floor = FloorAction(floor, requested_direction)
    # Remove the action from the chain
    logger.debug(f"Elevator {self.id}: Cancelling floor {floor} with direction
{requested_direction.name}")
    logger.debug(f"Elevator {self.id}: {self.target_floor_chains}")
    if directed_floor in self.target_floor_chains:
        self.target_floor_chains.remove(directed_floor)
        assert directed_floor in self.events
        self.events.pop(directed_floor).set()
        logger.debug(f"Elevator {self.id}: {self.target_floor_chains}")
```

- Coverage Criteria: Branch coverage
- Test cases

Test Case T1.2.6.1	
Coverage Item	Tcover1.2.6.1
Input	(4, Direction.UP)
State	elevator.commit_floor(4, Direction.UP)
Expected Output	event.is_set() = True

- Test coverage: 1 / 1 = 100%
- Test result: 1 passed

T1.2.7 Test arrival\_summary(floor: FloorLike, requested\_direction: Direction)

```
def arrival_summary(self, floor: FloorLike, requested_direction: Direction) ->
tuple[float, int]:
    floor = Floor(floor)
    directed_floor = FloorAction(floor, requested_direction)
    if directed_floor not in self.target_floor_chains:
        raise ValueError(f"Floor {floor} not in action chain")

    current_floor = self.current_position

    n_floors = 0.0
    n_stops = 0
    for a in iter(self.target_floor_chains):
        n_floors += abs(a.floor - current_floor)
        if a.floor == floor and a.direction in (requested_direction,
Direction.IDLE):
            break
        n_stops += 1
```

```
        current_floor = a.floor

    return n_floors, n_stops
```

- Coverage Criteria: Branch coverage
- Test cases

**Test Case T1.2.7.1**

Coverage Item	Tcover1.2.7.1
Input	(5, Direction.UP)
State	elevator.current_floor = 1, elevator.commit_floor(5, Direction.UP)
Expected Output	n_floors = 4.0, n_stops = 0

- Test coverage: 1 / 1 = 100%
- Test result: 1 passed

**T1.2.8 Test estimate\_door\_close\_time()**

```
def estimate_door_close_time(self) -> float:
    """
    Estimate the time until the door finally closes.

    Returns:
        float: Estimated time in seconds until the door is fully closed.
    """
    duration: float = 0.0
    if self._door_last_state_change_time is None:
        return duration
    passed = self.event_loop.time() - self._door_last_state_change_time

    match self.state:
        case ElevatorState.OPENING_DOOR:
            duration = self.door_move_duration - passed +
self.door_stay_duration + self.door_move_duration
        case ElevatorState.STOPPED_DOOR_OPENED:
            duration = self.door_stay_duration - passed +
self.door_move_duration
        case ElevatorState.CLOSING_DOOR:
            duration = self.door_move_duration - passed
    if duration < 0:
        duration = 0.0
    return duration
```

- Coverage Criteria: Branch coverage
- Test cases

Test Case T1.2.8.1		Test Case T1.2.8.2
Coverage Item	Tcover1.2.8.1	Tcover1.2.8.2
Input		
State	elevator._door_last_state_change_time = self.elevator.event_loop.time() - 1.0, elevator.state = ElevatorState.OPENING_DOOR	elevator._door_last_state_change_time = self.elevator.event_loop.time() - 1.0, elevator.state = ElevatorState.STOPPED_DOOR_OPENED
Expected Output	8.0	5.0
Test Case T1.2.8.3		
Coverage Item	Tcover1.2.8.3	
Input		
State	elevator._door_last_state_change_time = self.elevator.event_loop.time() - 1.0, elevator.state = ElevatorState.CLOSING_DOOR	
Expected Output	2.0	
<ul style="list-style-type: none"><li>• Test coverage: 3 / 3 = 100%</li><li>• Test result: 3 passed</li></ul>		

T1.2.9 Test estimate\_door\_open\_time()

```
def estimate_door_open_time(self) -> float:
    """
    Estimate the time until the door fully opened (including the stay duration).

    Returns:
        float: Estimated time in seconds until the door is fully closed.
    """
    duration: float = self.door_move_duration
    if self._door_last_state_change_time is None:
        assert self.state == ElevatorState.STOPPED_DOOR_CLOSED
        return duration

    passed = self.event_loop.time() - self._door_last_state_change_time
    match self.state:
        case ElevatorState.OPENING_DOOR:
            duration = self.door_move_duration - passed
        case ElevatorState.STOPPED_DOOR_OPENED:
            duration = 0
        case ElevatorState.CLOSING_DOOR:
            duration = passed + self.door_stay_duration
        case _:
            pass
```

```
        raise ValueError(f"Invalid elevator state {self.state.name} for
estimating door open time")
    if duration < 0:
        duration = 0.0
    return duration
```

- Coverage Criteria: Branch coverage
- Test cases

Test Case T1.2.9.1		Test Case T1.2.9.2	
Coverage Item	Tcover1.2.9.1	Tcover1.2.9.2	
Input			
State	elevator._door_last_state_change_time = self.elevator.event_loop.time() - 1.0, elevator.state = ElevatorState.OPENING_DOOR	elevator._door_last_state_change_time = self.elevator.event_loop.time() - 1.0, elevator.state = ElevatorState.STOPPED_DOOR_OPENED	
Expected Output	2.6	0	

Test Case T1.2.9.3	
Coverage Item	Tcover1.2.9.3
Input	
State	elevator._door_last_state_change_time = self.elevator.event_loop.time() - 1.0, elevator.state = ElevatorState.CLOSING_DOOR
Expected Output	3.4

- Test coverage: 3 / 3 = 100%
- Test result: 3 passed

T1.2.10 Test pop\_target()

```
def pop_target(self) -> FloorAction:
    """
    Pop the next action from the elevator's list of target floors.
    """
    if self.target_floor_chains.is_empty():
        raise IndexError("No actions in the current chain")

    directed_floor = self.target_floor_chains.pop()
    event = self.events.pop(directed_floor)
    event.set()
```

```
logger.debug(f"Elevator {self.id}: Action popped: {directed_floor}")
logger.debug(f"Elevator {self.id}: {self.target_floor_chains}")
return directed_floor
```

- Coverage Criteria: Branch coverage
- Test cases

	Test Case T1.2.10.1	Test Case T1.2.10.2
Coverage Item	Tcover1.2.10.1	Tcover1.2.10.2
Input		
State	target_floor_chains.is_empty() = True	elevator.commit_floor(3, Direction.IDLE)
Expected Output	raise error	FloorAction(3, Direction.IDLE)

- Test coverage: 2 / 2 = 100%
- Test result: 2 passed

T1.2.11 Test \_move\_loop()

```
async def _move_loop(self):
    """
    Main loop for the elevator. This function will be called in a separate async
    task.

    It really updates `self.current_floor`.
    It should also trigger the update of the animation of the elevator.
    """
    try:
        self.move_loop_started = True
        while True:
            # Get the target floor from the plan
            target_floor, direction = await self.target_floor_chains.get()

            # Wait for the door not open or moving
            await self.door_idle_event.wait()

            # Start the elevator movement (move from current floor to target
            floor)

            self._moving_timestamp = self.event_loop.time()
            self._moving_speed = self.max_speed

            if self.current_floor < target_floor:
                self.state = ElevatorState.MOVING_UP
                # TODO trigger animation
                await asyncio.sleep(self.floor_travel_duration)
                self.current_floor += 1

            if self.target_floor_chains.is_empty():
                # target floor deselected
                self.state = ElevatorState.STOPPED_DOOR_CLOSED
```



```

elif self.current_floor > target_floor:
    self.state = ElevatorState.MOVING_DOWN
    # TODO trigger animation
    await asyncio.sleep(self.floor_travel_duration)
    self.current_floor -= 1

    if self.target_floor_chains.is_empty():
        # target floor deselected
        self.state = ElevatorState.STOPPED_DOOR_CLOSED

else:
    self.state = ElevatorState.STOPPED_DOOR_CLOSED
    await self.commit_door(DoorDirection.OPEN)
    assert not self.door_idle_event.is_set()

    committed_direction = direction
    while True:
        self.pop_target()
        msg = f"floor_arrived@{self.current_floor}#{self.id}"
        if self.target_floor_chains.is_empty():
            match direction:
                case Direction.IDLE:
                    self.queue.put_nowait(msg)
                case Direction.UP:
                    self.queue.put_nowait(f"up_{msg}")
                case Direction.DOWN:
                    self.queue.put_nowait(f"down_{msg}")
            else:
                next_target_floor, next_direction =
self.target_floor_chains.top()
                if next_target_floor == self.current_floor:
                    # get committed direction
                    assert next_direction != direction
                    if direction == Direction.IDLE:
                        committed_direction = next_direction
                    assert committed_direction != Direction.IDLE

                if next_direction == -committed_direction:
                    match committed_direction:
                        case Direction.UP:
                            self.queue.put_nowait(f"up_{msg}")
                        case Direction.DOWN:
                            self.queue.put_nowait(f"down_{msg}")
                    break # we are going to the opposite direction,
so we can stop here

                # otherwise, we can continue to the next target
floor

                logger.warning(f"Target floor {next_target_floor} is
the same as current floor {self.current_floor}, skipping")
                continue

        elif next_target_floor > self.current_floor:
            self.queue.put_nowait(f"up_{msg}")
        else: # target_floor < self.current_floor

```

```

        self.queue.put_nowait(f"down_{msg}")
        break

        logger.debug(f"Elevator {self.id}: Waiting for door to close")
        await self.door_idle_event.wait() # wait for the door to close

        self._moving_timestamp = None

        # Signal that the floor as arrived
    except asyncio.CancelledError:
        logger.debug(f"Elevator {self.id}: Move loop cancelled")
        pass
    except RuntimeError:
        # current running loop was stopped, e.g. by the program exit
        logger.warning(f"Elevator {self.id}: Move loop cancelled due to
RuntimeError")
        pass
    finally:
        self.move_loop_started = False
        pass
```

- Coverage Criteria: Branch coverage
- Test cases

	Test Case T1.2.11.1	Test Case T1.2.11.2
Coverage Item	Tcover1.2.11.1	Tcover1.2.11.2
Input		
State	elevator.current_floor = 1, elevator.commit_floor(3, Direction.IDLE)	elevator.current_floor = 3, elevator.commit_floor(1, Direction.UP)
Expected Output	elevator.state = ElevatorState.MOVING_UP	elevator.state = ElevatorState.MOVING_DOWN
	Test Case T1.2.11.3	Test Case T1.2.11.4
Coverage Item	Tcover1.2.11.3	Tcover1.2.11.4
Input		
State	elevator.current_floor = 1, elevator.commit_floor(2, Direction.IDLE)	elevator.current_floor = 1, elevator.commit_floor(2, Direction.UP)
Expected Output	elevator.queue.get() = "floor_arrived@2#1"	elevator.queue.get() = "up_floor_arrived@2#1"
	Test Case T1.2.11.5	Test Case T1.2.11.6
Coverage Item	Tcover1.2.11.5	Tcover1.2.11.6

Test Case T1.2.11.5		Test Case T1.2.11.6	
Input			
State	elevator.current_floor = 1, elevator.commit_floor(2, Direction.DOWN)	elevator.commit_floor(2, Direction.UP), elevator.commit_floor(3, Direction.DOWN)	
Expected Output	elevator.queue.get() = "down_floor_arrived@2#1"	elevator.queue.get() = "up_floor_arrived@2#1"	
Test Case T1.2.11.7		Test Case T1.2.11.8	
Coverage Item	Tcover1.2.11.7	Tcover1.2.11.8	
Input			
State	elevator.commit_floor(3, Direction.DOWN), elevator.commit_floor(2, Direction.IDLE)	elevator.commit_floor(2, Direction.IDLE), elevator.commit_floor(2, Direction.DOWN)	
Expected Output	elevator.queue.get() = "down_floor_arrived@3#1"		
Test Case T1.2.11.9		Test Case T1.2.11.10	
Coverage Item	Tcover1.2.11.9	Tcover1.2.11.10	
Input			
State	elevator.commit_floor(2, Direction.DOWN), elevator.commit_floor(2, Direction.UP)	elevator.commit_floor(2, Direction.UP), elevator.commit_floor(2, Direction.DOWN)	
Expected Output	elevator.queue.get() = "down_floor_arrived@2#1"	elevator.queue.get() = "up_floor_arrived@2#1"	
<div><div></div><div><ul style="list-style-type: none"><li>• Test coverage: 10 / 10 = 100%</li><li>• Test result: 10 passed</li></ul></div></div>			

T1.2.12 Test\_door\_loop()

```
async def _door_loop(self):
    try:
        self.door_loop_started = True
        while True:
            logger.debug(f"Elevator {self.id}: Wait for door action queue")
            action = await self.door_action_queue.get()
            match self.state:
                case ElevatorState.MOVING_UP | ElevatorState.MOVING_DOWN:
                    logger.info("Cannot commit door state while the elevator is
moving or opening")
                case ElevatorState.OPENING_DOOR:
                    pass
                case ElevatorState.STOPPED_DOOR_CLOSED:
                    if action == DoorDirection.OPEN:
```

```

        self.door_idle_event.clear()
        task = asyncio.create_task(open_door()),
name=f"open_door_{__file__}:{inspect.stack()[0].lineno}")
        case ElevatorState.CLOSING_DOOR:
            assert task is not None
            assert self._door_last_state_change_time is not None

            if action == DoorDirection.OPEN:
                task.cancel("request door open")
                await task
                assert task.done()
                duration = self.event_loop.time() -
self._door_last_state_change_time
                logger.info(f"Door closing is interrupted after
{duration}")

            self.door_idle_event.clear()
            task = asyncio.create_task(open_door(duration),
name=f"open_door_{__file__}:{inspect.stack()[0].lineno}")

            case ElevatorState.STOPPED_DOOR_OPENED:
                assert task is not None
                if action == DoorDirection.CLOSE:
                    assert not self.door_idle_event.is_set()
                    task.cancel("request door close") # cancel the stay
duration if it is running
                    await task
                    assert task.done()
                    task = asyncio.create_task(close_door(),
name=f"close_door_{__file__}:{inspect.stack()[0].lineno}")

                self.door_action_processed.set()

    except asyncio.CancelledError:
        logger.debug(f"Elevator {self.id}: Door loop cancelled")
        pass
    finally:
        if task is not None and not task.done():
            task.cancel("exit")
            await task
            assert task.done()
        self.door_loop_started = False
```

- Coverage Criteria: Branch coverage
- Test cases

Test Case T1.2.12.1		Test Case T1.2.12.2
Coverage Item	Tcover1.2.12.1	Tcover1.2.12.2
Input	elevator.commit_door(DoorDirection.OPEN)	elevator.commit_door(DoorDirection.OPEN)

Test Case T1.2.12.1		Test Case T1.2.12.2
State	elevator.state = ElevatorState.MOVING_UP	elevator.state = ElevatorState.OPENING_DOOR
Expected Output		
Test Case T1.2.12.3		Test Case T1.2.12.4
Coverage Item	Tcover1.2.12.3	Tcover1.2.12.4
Input	elevator.commit_door(DoorDirection.OPEN)	elevator.commit_door(DoorDirection.OPEN)
State	elevator.state = ElevatorState.STOPPED_DOOR_CLOSED	elevator.state = ElevatorState.CLOSING_DOOR
Expected Output	elevator.door_idle_event.is_set() = False	elevator.queue.get() = "door_opened#1"
Test Case T1.2.12.5		
Coverage Item	Tcover1.2.12.5	
Input	elevator.commit_door(DoorDirection.CLOSE)	
State	elevator.state = ElevatorState.STOPPED_DOOR_OPENED	
Expected Output	elevator.queue.get() = "door_closed#1"	
<ul style="list-style-type: none"><li>• Test coverage: 5 / 5 = 100%</li><li>• Test result: 5 passed</li></ul>		

T1.2.13 Test moving\_direction()

```
def moving_direction(self) -> Direction:
    return self.state.get_moving_direction()
```

- Coverage Criteria: Branch coverage
- Test cases

Test Case T1.2.13.1	
Coverage Item	Tcover1.2.13.1
Input	
State	elevator.state = ElevatorState.MOVING_DOWN
Expected Output	elevator.moving_direction = Direction.DOWN
<ul style="list-style-type: none"><li>• Test coverage: 1 / 1 = 100%</li><li>• Test result: 1 passed</li></ul>	

T1.2.14 Test door\_open()

```
def door_open(self) -> bool:
    return self.state.is_door_open()
```

- Coverage Criteria: Branch coverage
- Test cases

Test Case T1.2.14.1		Test Case T1.2.14.2
Coverage Item	Tcover1.2.14.1	Tcover1.2.14.2
Input		
State	elevator.state = ElevatorState.STOPPED_DOOR_OPENED	elevator.state = ElevatorState.STOPPED_DOOR_CLOSED
Expected Output	elevator.door_open = True	elevator.door_open = False

- Test coverage: 2 / 2 = 100%
- Test result: 2 passed

T1.2.15 Test state()

```
def state(self) -> ElevatorState:
    return self._state
```

- Coverage Criteria: Branch coverage
- Test cases

Test Case T1.2.15.1	
Coverage Item	Tcover1.2.15.1
Input	
State	elevator.state = ElevatorState.MOVING_UP
Expected Output	elevator.state = ElevatorState.MOVING_UP

- Test coverage: 1 / 1 = 100%
- Test result: 1 passed

T1.2.16 Test next\_target\_floor()

```
def next_target_floor(self) -> Floor | None:
    if self.target_floor_chains.is_empty():
```

```
        return None
    return self.target_floor_chains.top().floor
```

- Coverage Criteria: Branch coverage
- Test cases

**Test Case T1.2.16.1**

Coverage Item	Tcover1.2.16.1
Input	
State	elevator.commit_floor(3, Direction.UP)
Expected Output	3

- Test coverage: 1 / 1 = 100%
- Test result: 1 passed

**T1.2.17 Test current\_floor()**

```
def current_floor(self) -> Floor:
    return self._current_floor
```

- Coverage Criteria: Branch coverage
- Test cases

**Test Case T1.2.17.1**

Coverage Item	Tcover1.2.17.1
Input	
State	elevator.current_floor = 5
Expected Output	5

- Test coverage: 1 / 1 = 100%
- Test result: 1 passed

**T1.2.18 Test current\_position()**

```
def current_position(self) -> float:
    match self.moving_direction:
        case Direction.UP:
            return self._current_floor + self.position_percentage
        case Direction.DOWN:
            return self._current_floor - self.position_percentage

    return self._current_floor
```

- Coverage Criteria: Branch coverage
- Test cases

	Test Case T1.2.18.1	Test Case T1.2.18.2
Coverage Item	Tcover1.2.18.1	Tcover1.2.18.2
Input		
State	elevator.state = ElevatorState.MOVING_UP	elevator.state = ElevatorState.MOVING_DOWN
Expected Output	1.0	1.0

- Test coverage: 2 / 2 = 100%
- Test result: 2 passed

T1.2.19 Test direction\_to(target\_floor: FloorLike)

```
def direction_to(self, target_floor: FloorLike) -> Direction:
    target_floor = Floor(target_floor)
    if target_floor > self.current_position:
        return Direction.UP
    elif target_floor < self.current_position:
        return Direction.DOWN
    else:
        return Direction.IDLE
```

- Coverage Criteria: Branch coverage
- Test cases

	Test Case T1.2.19.1	Test Case T1.2.19.2
Coverage Item	Tcover1.2.19.1	Tcover1.2.19.2
Input	elevator.direction_to(3)	elevator.direction_to(2)
State	elevator.current_floor = 2	elevator.current_floor = 2
Expected Output	Direction.UP	Direction.IDLE
	Test Case T1.2.19.3	
Coverage Item	Tcover1.2.19.3	
Input	elevator.direction_to(1)	
State	elevator.current_floor = 2	
Expected Output	Direction.DWON	



- Test coverage: 3 / 3 = 100%
- Test result: 3 passed

T1.2.20 Test position\_percentage()

```
def position_percentage(self) -> float:
    if self._moving_timestamp is None:
        return 0.0
    duration = self.event_loop.time() - self._moving_timestamp
    assert duration >= 0, "Moving timestamp is in the future"
    assert self._moving_speed is not None
    p = duration * self._moving_speed
    if p > 1:
        p = 1.0
    assert 0 <= p <= 1, f"Position percentage {p} is out of bounds [0, 1]"
    return p
```

- Coverage Criteria: Branch coverage
- Test cases

Test Case T1.2.20.1

Coverage Item	Tcover1.2.20.1
Input	
State	elevator._moving_timestamp = self.elevator.event_loop.time() - 1.5, elevator._moving_speed = 1, elevator.state = ElevatorState.MOVING_UP
Expected Output	1.0

- Test coverage: 1 / 1 = 100%
- Test result: 1 passed

T1.2.21 Test door\_position\_percentage()

```
def door_position_percentage(self) -> float:
    match self.state:
        case ElevatorState.STOPPED_DOOR_OPENED:
            p = 1.0
        case ElevatorState.OPENING_DOOR:
            assert self._door_last_state_change_time is not None
            p = (self.event_loop.time() - self._door_last_state_change_time) /
self.door_move_duration
        case ElevatorState.CLOSING_DOOR:
            assert self._door_last_state_change_time is not None
            p = 1.0 - (self.event_loop.time() -
self._door_last_state_change_time) / self.door_move_duration
        case ElevatorState.STOPPED_DOOR_CLOSED | ElevatorState.MOVING_UP |
```

```
ElevatorState.MOVING_DOWN:
    p = 0.0
    if p > 1:
        p = 1.0
    elif p < 0:
        p = 0.0
    assert 0 <= p <= 1, f"Door position percentage {p} is out of bounds [0, 1]"
    return p
```

- Coverage Criteria: Branch coverage
- Test cases

Test Case T1.2.21.1		Test Case T1.2.21.2	
Coverage Item	Tcover1.2.21.1	Tcover1.2.21.2	
Input			
State	elevator.state = ElevatorState.STOPPED_DOOR_OPENED, elevator._door_last_state_change_time = self.elevator.event_loop.time() - 1.0	elevator.state = ElevatorState.OPENING_DOOR, elevator._door_last_state_change_time = self.elevator.event_loop.time() - 1.0	
Expected Output	1.0	0.5	
Test Case T1.2.21.3		Test Case T1.2.21.4	
Coverage Item	Tcover1.2.21.3	Tcover1.2.21.4	
Input			
State	elevator.state = ElevatorState.CLOSING_DOOR, elevator._door_last_state_change_time = self.elevator.event_loop.time() - 1.0	elevator.state = ElevatorState.STOPPED_DOOR_CLOSED, elevator._door_last_state_change_time = self.elevator.event_loop.time() - 1.0	
Expected Output	0.5	0.0	

- Test coverage: 4 / 4 = 100%
- Test result: 4 passed

T1.2.22 Test door\_state()

```
def door_state(self) -> DoorState:
    return self.state.get_door_state()
```

- Coverage Criteria: Branch coverage

- Test cases

**Test Case T1.2.22.1**

Coverage Item	Tcover1.2.22.1
Input	
State	elevator.state = ElevatorState.CLOSING_DOOR
Expected Output	"CLOSING"

- Test coverage: 1 / 1 = 100%
- Test result: 1 passed

**T1.2.23 Test committed\_direction()**

```
def committed_direction(self) -> Direction:
    return self.target_floor_chains.direction
```

- Coverage Criteria: Branch coverage
- Test cases

**Test Case T1.2.23.1**

Coverage Item	Tcover1.2.23.1
Input	
State	elevator.target_floor_chains.direction = Direction.UP
Expected Output	Direction.UP

- Test coverage: 1 / 1 = 100%
- Test result: 1 passed

**T1.2.24 Test calculate\_duration(n\_floors: float, n\_stops: int)**

```
def calculate_duration(self, n_floors: float, n_stops: int) -> float:
    return n_floors * self.floor_travel_duration + n_stops *
(self.door_move_duration * 2 + self.door_stay_duration)
```

- Coverage Criteria: Branch coverage
- Test cases

**Test Case T1.2.24.1**

Coverage Item	Tcover1.2.24.1
Input	

Test Case T1.2.24.1

State	(3,2)
Expected Output	19.0
<div><div></div><div><ul style="list-style-type: none"><li>• Test coverage: 1 / 1 = 100%</li><li>• Test result: 1 passed</li></ul></div></div>	

T1.2.25 Test estimate\_arrival\_time(target\_floor: FloorLike, requested\_direction: Direction)

```
def estimate_arrival_time(self, target_floor: FloorLike, requested_direction:
Direction) -> float:
    target_floor = Floor(target_floor)
    old_level = logger.level
    logger.setLevel(logging.CRITICAL)
    elevator = self.copy()
    elevator.commit_floor(target_floor, requested_direction)

    if elevator.state.is_moving():
        duration = elevator.door_move_duration
    elif target_floor == elevator.current_floor and elevator.committed_direction
in (requested_direction, Direction.IDLE):
        logger.setLevel(old_level)
        return elevator.estimate_door_open_time()
    else:
        duration = elevator.estimate_door_close_time() +
elevator.door_move_duration

    n_floors, n_stops = elevator.arrival_summary(target_floor,
requested_direction)
    duration += self.calculate_duration(n_floors, n_stops)
    logger.setLevel(old_level)
    logger.debug(f"Controller: Estimation details - Elevator ID: {elevator.id},
Target Floor: {target_floor}, Requested Direction: {requested_direction.name},
Number of Floors: {n_floors}, Number of Stops: {n_stops}, Estimated Duration:
{duration:.2f} seconds")
    return duration
```

- Coverage Criteria: Branch coverage
- Test cases

	Test Case T1.2.25.1	Test Case T1.2.25.2
Coverage Item	Tcover1.2.25.1	Tcover1.2.25.2
Input	(1, Direction.IDLE)	(4, Direction.UP)
State	elevator.current_floor = 1	elevator.current_floor = 1
Expected Output	3.0	6.0
Test Case T1.2.25.3		

Test Case T1.2.25.3

Coverage Item	Tcover1.2.25.3
Input	(3, Direction.DOWN)
State	elevator.current_floor = 5
Expected Output	24.0

- Test coverage: 3 / 3 = 100%
- Test result: 3 passed

T1.3: TargetFloors Unit Test

T1.3.1 Test add(floor: FloorLike, direction: Direction)

```
def add(self, floor: FloorLike, direction: Direction):
    assert direction in (Direction.IDLE, self.direction), f"Direction of
requested action {direction.name} does not match the chain direction
{self.direction.name}"
    bisect.insort(self, FloorAction(floor, direction), key=self.key)
    if not self.is_empty():
        self.nonemptyEvent.set()
```

- Coverage Criteria: Branch coverage
- Test cases

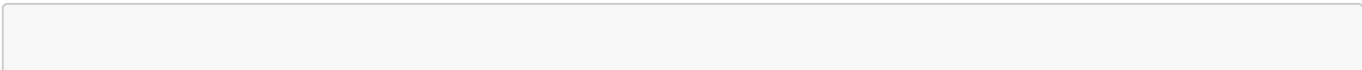
	Test Case T1.3.1.1	Test Case T1.3.1.2
Coverage Item	Tcover1.3.1.1	Tcover1.3.1.2
Input	(2, self.down)	
State	TargetFloors(self.up)	TargetFloors(self.up)
Expected Output	raise error	nonemptyEvent.is_set() = false

Test Case T1.3.1.3

Coverage Item	Tcover1.3.1.3
Input	(3, self.up), (1, self.up), (5, self.up)
State	TargetFloors(self.up)
Expected Output	nonemptyEvent.is_set() = True

- Test coverage: 3 / 3 = 100%
- Test result: 3 passed

T1.3.2 Test remove(action: FloorAction)



```
def remove(self, action: FloorAction):
    super().remove(action)
    if len(self) == 0:
        self.nonemptyEvent.clear()
```

- Coverage Criteria: Branch coverage
- Test cases

	Test Case T1.3.2.1	Test Case T1.3.2.2
Coverage Item	Tcover1.3.2.1	Tcover1.3.2.2
Input	(3, self.up), (1, self.up)	(3, self.up), (1, self.up)
State	TargetFloors(self.up), remove(FloorAction(3, self.up))	TargetFloors(self.up), remove(FloorAction(3, self.up)), remove(FloorAction(1, self.up))
Expected Output	FloorAction(3, self.up) not in TargetFloors	nonemptyEvent.is_set() = false

- Test coverage: 2 / 2 = 100%
- Test result: 2 passed

T1.3.3 Test pop(index: SupportsIndex = -1)

```
def pop(self, index: SupportsIndex = -1) -> FloorAction:
    action = super().pop(index)
    if len(self) == 0:
        self.nonemptyEvent.clear()
```

- Coverage Criteria: Branch coverage
- Test cases

	Test Case T1.3.3.1	Test Case T1.3.3.2
Coverage Item	Tcover1.3.3.1	Tcover1.3.3.2
Input	(3, self.up), (1, self.up)	(3, self.up), (1, self.up)
State	TargetFloors(self.down), tf.add(1, self.down), tf.add(2, self.down)	TargetFloors(self.down), tf.add(1, self.down), tf.add(2, self.down), pop()
Expected Output	FloorAction(1, self.down)	FloorAction(2, self.down)

- Test coverage: 2 / 2 = 100%
- Test result: 2 passed

T1.3.4 Test is\_empty()

```
def is_empty(self) -> bool:
    return len(self) == 0
```

- Coverage Criteria: Branch coverage
- Test cases

	Test Case T1.3.4.1	Test Case T1.3.4.2
Coverage Item	Tcover1.3.4.1	Tcover1.3.4.2
Input		
State	TargetFloors(self.down), add(1, self.down)	TargetFloors(self.down), add(1, self.down), pop()
Expected Output	False	True

- Test coverage: 2 / 2 = 100%
- Test result: 2 passed

T1.3.5 Test copy()

```
def copy(self) -> Self:
    new_copy = self.__class__(self.direction)
    new_copy.extend(self)
    new_copy.nonemptyEvent = asyncio.Event()
    if not self.is_empty():
        new_copy.nonemptyEvent.set()
    return new_copy
```

- Coverage Criteria: Branch coverage
- Test cases

	Test Case T1.3.5.1	Test Case T1.3.5.2
Coverage Item	Tcover1.3.5.1	Tcover1.3.5.2
Input		
State	TargetFloors(self.down)	TargetFloors(self.down), add(4, self.down)
Expected Output	nonemptyEvent.is_set() = True	nonemptyEvent.is_set() = False

- Test coverage: 2 / 2 = 100%
- Test result: 2 passed

T1.3.6 Test direction(new\_direction: Direction)

```
def direction(self, new_direction: Direction):
    if new_direction == getattr(self, "_direction", None):
        return
    assert all(d == Direction.IDLE for _, d in self)
    self._direction = new_direction

    match new_direction:
        case Direction.UP:
            self.key = lambda x: (x[0], x[1])
        case Direction.DOWN:
            self.key = lambda x: (-x[0], -x[1])
        case Direction.IDLE:
            self.key = None
```

- Coverage Criteria: Branch coverage
- Test cases

Test Case T1.3.5.1		Test Case T1.3.5.2
Coverage Item	Tcover1.3.5.1	Tcover1.3.5.2
Input	Direction.DOWN	
State	TargetFloors(self.down), add(1, self.down), add(2, self.down)	TargetFloors(self.down), add(1, self.down), add(2, self.down)
Expected Output	[FloorAction(2, Direction.DOWN), FloorAction(1, Direction.DOWN)]	direction = Direction.DOWN
Test Case T1.3.5.3		Test Case T1.3.5.4
Coverage Item	Tcover1.3.5.3	Tcover1.3.5.4
Input	Direction.UP	
State	TargetFloors(self.down), add(1, self.down), add(2, self.down)	Direction = Up, add(2, self.up), add(1, self.up)
Expected Output	raise error	[FloorAction(1, Direction.UP), FloorAction(2, Direction.UP)]
Test Case T1.3.5.5		
Coverage Item	Tcover1.3.5.5	
Input	Direction.IDLE	
State		
Expected Output	direction = idle	

- Test coverage: 5 / 5 = 100%
- Test result: 5 passed



T1.4: TargetFloorChains Unit Test

T1.4.1 Test direction(new\_direction: Direction)

```
def direction(self, new_direction: Direction):
    self.current_chain.direction = new_direction
    self.next_chain.direction = -new_direction
    self.future_chain.direction = new_direction
```

- Coverage Criteria: Branch coverage
- Test cases

Test Case T1.4.1.1

Coverage Item	Tcover1.4.1.1
Input	
State	chains.direction = Direction.UP
Expected Output	chains.current_chain.direction = Direction.UP, chains.next_chain.direction = Direction.DOWN, chains.future_chain.direction = Direction.UP

- Test coverage: 1 / 1 = 100%
- Test result: 1 passed

T1.4.2 Test \_swap\_chains()

```
def _swap_chains(self):
    """
    Swap the current chain with the next chain and the next chain with the
    future chain.
    This is used when the current chain is empty and we need to move to the next
    chain.
    """
    self.swap_event.set()
    self.current_chain, self.next_chain, self.future_chain = self.next_chain,
self.future_chain, TargetFloors(-self.future_chain.direction)
    assert self.current_chain.direction == -self.next_chain.direction ==
self.future_chain.direction, f"Direction mismatch after swap:
{self.current_chain.direction}, {self.next_chain.direction},
{self.future_chain.direction}"
```

- Coverage Criteria: Branch coverage
- Test cases

Test Case T1.4.2.1

Test Case T1.4.2.1

Coverage Item	Tcover1.4.2.1
Input	
State	chains.direction = Direction.UP, chains.next_chain.add(2, Direction.DOWN), chains.pop()
Expected Output	chains.current_chain.direction, Direction.IDLE
<div><div></div><div><ul style="list-style-type: none"><li>• Test coverage: 1 / 1 = 100%</li><li>• Test result: 1 passed</li></ul></div></div>	

T1.4.3 Test pop()

```
def pop(self) -> FloorAction:
    try:
        if len(self.current_chain) > 0:
            a = self.current_chain.pop(0)

            if a.direction != Direction.IDLE:
                # do not swap the chains if the action is not IDLE
                # this is to allow IDLE actions to be added to current_chain
                return a

            elif len(self) > 0:
                while len(self.current_chain) == 0:
                    # If the current chain is empty, we need to swap the next
                    and future chains
                    self._swap_chains()
                return a
            elif len(self) > 0:
                while len(self.current_chain) == 0:
                    # If the current chain is empty, we need to swap the next and
                    future chains
                    self._swap_chains()
                return self.pop()

            raise IndexError("No actions in the current chain")
    finally:
        if len(self) == 0:
            self.direction = Direction.IDLE
```

- Coverage Criteria: Branch coverage
- Test cases

Test Case

T1.4.3.1

Test Case T1.4.3.2

Coverage Item	Tcover1.4.3.1	Tcover1.4.3.2
Input		

Test Case T1.4.3.1		Test Case T1.4.3.2
State		chains.direction = Direction.UP, chains.next_chain.add(2, Direction.DOWN)
Expected Output	raise error	FloorAction(2, Direction.DOWN)
Test Case T1.4.3.3		Test Case T1.4.3.4
Coverage Item	Tcover1.4.3.3	Tcover1.4.3.4
Input		
State	chains.direction = Direction.DOWN, chains.current_chain.add(3, Direction.DOWN)	chains.direction = Direction.IDLE, chains.current_chain.add(3, Direction.IDLE), chains.current_chain.add(2, Direction.IDLE), chains.next_chain.add(1, Direction.IDLE)
Expected Output	FloorAction(3, Direction.DOWN)	FloorAction(2, Direction.IDLE)
Test Case T1.4.3.5		Test Case T1.4.3.6
Coverage Item	Tcover1.4.3.5	Tcover1.4.3.6
Input		
State	chains.direction = Direction.IDLE, chains.current_chain.add(3, Direction.IDLE), chains.next_chain.add(1, Direction.IDLE)	chains.current_chain = [FloorAction(1, Direction.IDLE)]
Expected Output	FloorAction(3, Direction.IDLE), chains.current_chain = [FloorAction(1, Direction.IDLE)]	len(self.chains.next_chain) = 0

- Test coverage: 6 / 6 = 100%
- Test result: 6 passed

T1.4.4 Test top()

```
def top(self) -> FloorAction:
    return next(iter(self))
```

- Coverage Criteria: Branch coverage
- Test cases

Test Case T1.4.4.1	
Coverage Item	Tcover1.4.4.1

Test Case T1.4.4.1

Input	
State	chains.direction = Direction.UP, chains.future_chain.add(3, Direction.UP)
Expected Output	FloorAction(3, Direction.UP)

- Test coverage: 1 / 1 = 100%
- Test result: 1 passed

T1.4.5 Test remove(item: FloorAction)

```
def remove(self, item: FloorAction):
    if item in self.current_chain:
        self.current_chain.remove(item)
        if not self.is_empty():
            while self.current_chain.is_empty():
                self._swap_chains()
        else:
            self.direction = Direction.IDLE
    return

    if item in self.next_chain:
        self.next_chain.remove(item)
        return

    if item in self.future_chain:
        self.future_chain.remove(item)
        return

    raise ValueError(f"FloorAction {item} not found in any chain")
```

- Coverage Criteria: Branch coverage
- Test cases

Test Case T1.4.5.1		Test Case T1.4.5.2
Coverage Item	Tcover1.4.5.1	Tcover1.4.5.2
Input	FloorAction(2, Direction.DOWN)	FloorAction(3, Direction.UP)
State	chains.direction = Direction.UP, chains.current_chain.add(1, Direction.UP), chains.current_chain.add(2, Direction.UP), chains.next_chain.add(2, Direction.DOWN), chains.next_chain.add(3, Direction.DOWN), chains.future_chain.add(3, Direction.UP)	
Expected Output	(2, Direction.DOWN) not in self.chains.next_chain	(3, Direction.UP) not in self.chains.future_chain

Test Case T1.4.5.3		Test Case T1.4.5.4
Coverage Item	Tcover1.4.5.3	Tcover1.4.5.4
Input	FloorAction(1, Direction.UP)	FloorAction(2, Direction.UP)
State		
Expected Output	(1, Direction.UP) not in chains.current_chain	(2, Direction.UP) not in chains.future_chain

Test Case T1.4.5.5	
Coverage Item	Tcover1.4.5.5
Input	FloorAction(3, Direction.DOWN)
State	
Expected Output	chains.is_empty() = True

- Test coverage: 5 / 5 = 100%
- Test result: 5 passed

T1.4.6 Test is\_empty()

```
def is_empty(self) -> bool:
    return len(self) == 0
```

- Coverage Criteria: Branch coverage
- Test cases

Test Case T1.4.6.1		Test Case T1.4.6.2
Coverage Item	Tcover1.4.6.1	Tcover1.4.6.2
Input		
State	chains.current_chain.add(1, Direction.IDLE), chains.next_chain.add(2, Direction.IDLE)	
Expected Output	chains.is_empty() = True	chains.is_empty() = False

- Test coverage: 2 / 2 = 100%
- Test result: 2 passed

T1.4.7 Test clear()

```
def clear(self):
    self.current_chain.clear()
    self.next_chain.clear()
    self.future_chain.clear()
```

- Coverage Criteria: Branch coverage
- Test cases

**Test Case T1.4.7.1**

Coverage Item	Tcover1.4.7.1
Input	
State	current_chain.add(1, Direction.DOWN), next_chain.add(2, Direction.UP)
Expected Output	len(self.chains) = 0

- Test coverage: 1 / 1 = 100%
- Test result: 1 passed

**T1.4.8 Test len()**

```
def __len__(self) -> int:
    return len(self.current_chain) + len(self.next_chain) +
len(self.future_chain)
```

- Coverage Criteria: Branch coverage
- Test cases

**Test Case T1.4.8.1**

Coverage Item	Tcover1.4.8.1
Input	
State	current_chain.add(1, Direction.DOWN), next_chain.add(2, Direction.UP)
Expected Output	2

- Test coverage: 1 / 1 = 100%
- Test result: 1 passed

**T1.4.9 Test copy()**

```
def __copy__(self) -> Self:
    c = self.__class__(event_loop=self.event_loop)
    c.current_chain = self.current_chain.copy()
    c.next_chain = self.next_chain.copy()
    c.future_chain = self.future_chain.copy()
    return c
```

- Coverage Criteria: Branch coverage
- Test cases

**Test Case T1.4.9.1**

Coverage Item	Tcover1.4.9.1
Input	
State	chains.current_chain.add(1, Direction.IDLE), new_chains = self.chains.copy()
Expected Output	chains.current_chain is not new_chains.current_chain

- Test coverage: 1 / 1 = 100%
- Test result: 1 passed

**T1.4.10 Test contains(item: FloorAction)**

```
def __contains__(self, item: FloorAction) -> bool:
    return any(item in chain for chain in (self.current_chain, self.next_chain,
self.future_chain))
```

- Coverage Criteria: Branch coverage
- Test cases

**Test Case T1.4.10.1**

Coverage Item	Tcover1.4.10.1
Input	
State	chains.next_chain.add(2, Direction.IDLE)
Expected Output	FloorAction(2, Direction.IDLE) in chains

- Test coverage: 1 / 1 = 100%
- Test result: 1 passed

**T1.4.11 Test getitem(index: int)**

```
def __getitem__(self, index: int) -> FloorAction:
    if index < 0:
        index += len(self.current_chain) + len(self.next_chain) +
len(self.future_chain)
    if index < len(self.current_chain):
        return self.current_chain[index]
    index -= len(self.current_chain)
    if index < len(self.next_chain):
        return self.next_chain[index]
    index -= len(self.next_chain)
    if index < len(self.future_chain):
```

```
        return self.future_chain[index]
        raise IndexError("Index out of range")
```

- Coverage Criteria: Branch coverage
- Test cases

	Test Case T1.4.11.1	Test Case T1.4.11.2
Coverage Item	Tcover1.4.11.1	Tcover1.4.11.2
Input		
State	chains.current_chain.add(1, Direction.IDLE), chains.next_chain.add(2, Direction.IDLE), chains.future_chain.add(3, Direction.IDLE)	chains.current_chain.add(1, Direction.IDLE), chains.next_chain.add(2, Direction.IDLE), chains.future_chain.add(3, Direction.IDLE)
Expected Output	chains[-3] = FloorAction(1, Direction.IDLE)	self.chains[1] = FloorAction(2, Direction.IDLE)
	Test Case T1.4.11.3	Test Case T1.4.11.4
Coverage Item	Tcover1.4.11.3	Tcover1.4.11.4
Input		
State	chains.current_chain.add(1, Direction.IDLE), chains.next_chain.add(2, Direction.IDLE), chains.future_chain.add(3, Direction.IDLE)	chains.current_chain.add(1, Direction.IDLE), chains.next_chain.add(2, Direction.IDLE), chains.future_chain.add(3, Direction.IDLE)
Expected Output	self.chains[2] = FloorAction(3, Direction.IDLE)	self.chains[5] raise error

- Test coverage: 4 / 4 = 100%
- Test result: 4 passed

T1.5: Floor Unit Test

T1.5.1 Test new(value: FloorLike)

```
def __new__(cls, value: FloorLike) -> Self:
    if isinstance(value, cls):
        return value
    index = int(value)
    if index < 0:
        index += 1
    return super().__new__(cls, index)
```

- Coverage Criteria: Branch coverage
- Test cases



Test Case T1.5.1.1		Test Case T1.5.1.2
Coverage Item	Tcover1.5.1.1	Tcover1.5.1.2
Input		
State	Floor(3)	Floor("-2")
Expected Output	3	-1

- Test coverage: 2 / 2 = 100%
- Test result: 2 passed

T1.5.2 Test str()

```
def __str__(self) -> str:
    index = int(self)
    return str(index if index > 0 else index - 1)
```

- Coverage Criteria: Branch coverage
- Test cases

Test Case T1.5.2.1		Test Case T1.5.2.2
Coverage Item	Tcover1.5.2.1	Tcover1.5.2.2
Input		
State	Floor(3)	Floor(-1)
Expected Output	"3"	"-1"

- Test coverage: 2 / 2 = 100%
- Test result: 2 passed

T1.5.3 Test repr()

```
def __repr__(self) -> str:
    return f"Floor({str(self)})"
```

- Coverage Criteria: Branch coverage
- Test cases

Test Case T1.5.3.1	
Coverage Item	Tcover1.5.3.1
Input	
State	Floor(3)

Test Case T1.5.3.1

Expected Output	"Floor(3)"
<ul style="list-style-type: none"><li>• Test coverage: 1 / 1 = 100%</li><li>• Test result: 1 passed</li></ul>	

T1.5.4 Test add(other)

```
def __add__(self, other):
    if isinstance(other, int):
        return super().__new__(self.__class__, int(self) + other)
```

- Coverage Criteria: Branch coverage
- Test cases

Test Case T1.5.4.1

Coverage Item	Tcover1.5.4.1
Input	
State	Floor(2) + 3
Expected Output	Floor(5)
<ul style="list-style-type: none"><li>• Test coverage: 1 / 1 = 100%</li><li>• Test result: 1 passed</li></ul>	

T1.5.5 Test sub(other)

```
def __sub__(self, other):
    if isinstance(other, self.__class__):
        return int(self) - int(other)
    elif isinstance(other, int):
        return super().__new__(self.__class__, int(self) - other)
    elif isinstance(other, float):
        return float(self) - other
    else:
        raise TypeError(f"Unsupported operand type(s) for -: 'Floor' and '{type(other).__name__}'")
```

- Coverage Criteria: Branch coverage
- Test cases

Test Case T1.5.5.1      Test Case T1.5.5.2

Coverage Item	Tcover1.5.5.1	Tcover1.5.5.2
---------------	---------------	---------------

Test Case T1.5.5.1		Test Case T1.5.5.2
Input		
State	Floor(2) - 3	Floor(5) - Floor(3)
Expected Output	Floor(-2)	2

Test Case T1.5.5.3	
Coverage Item	Tcover1.5.5.3
Input	
State	Floor(5) - 2.5
Expected Output	2.5

- Test coverage: 3 / 3 = 100%
- Test result: 3 passed

T1.5.6 Test direction\_to(other: Self)

```
def direction_to(self, other: Self) -> Direction:
    """Get the direction from the current floor to another floor."""
    if self < other:
        return Direction.UP
    elif self > other:
        return Direction.DOWN
    else:
        return Direction.IDLE
```

- Coverage Criteria: Branch coverage
- Test cases

Test Case T1.5.6.1		Test Case T1.5.6.2
Coverage Item	Tcover1.5.6.1	Tcover1.5.6.2
Input	Floor(3)	Floor(2)
State	Floor(2)	Floor(5)
Expected Output	Direction.UP	Direction.DOWN
Test Case T1.5.6.3		
Coverage Item	Tcover1.5.6.3	
Input	Floor(3)	
State	Floor(3)	
Expected Output	Direction.IDLE	

- Test coverage: 3 / 3 = 100%

- Test result: 3 passed

**T1.5.7 Test between(other1: Self, other2: Self)**

```
def between(self, other1: Self, other2: Self) -> bool:
    """Check if the current floor is between two other floors."""
    return (self > other1 and self < other2) or (self < other1 and self >
other2)
```

- Coverage Criteria: Branch coverage
- Test cases

	Test Case T1.5.7.1	Test Case T1.5.7.2
Coverage Item	Tcover1.5.7.1	Tcover1.5.7.2
Input	(Floor(2), Floor(5))	(Floor(2), Floor(5))
State	Floor(3)	Floor(1)
Expected Output	True	False

- Test coverage: 2 / 2 = 100%
- Test result: 2 passed

**T1.5.8 Test is\_of(direction: Direction, other: Self)**

```
def is_of(self, direction: Direction, other: Self) -> bool:
    """Check if the current floor is in the direction of another floor."""
    match direction:
        case Direction.UP:
            return self < other
        case Direction.DOWN:
            return self > other
        case _:
            return False
```

- Coverage Criteria: Branch coverage
- Test cases

	Test Case T1.5.8.1	Test Case T1.5.8.2
Coverage Item	Tcover1.5.8.1	Tcover1.5.8.2
Input	(Direction.UP, Floor(5))	(Direction.DOWN, Floor(5))
State	Floor(3)	Floor(3)
Expected Output	True	False
Test Case T1.5.8.3		

Test Case T1.5.8.3

Coverage Item	Tcover1.5.8.3
Input	(Direction.IDLE, Floor(5))
State	Floor(3)
Expected Output	False

- Test coverage: 3 / 3 = 100%
- Test result: 3 passed

T1.6 : GUIController Unit Test

T1.6.1 Test\_on\_elevator\_state\_changed(elevator\_id: ElevatorId, floor: FloorLike, door\_state: DoorState, direction: Direction)

```
def _on_elevator_state_changed(self, elevator_id: ElevatorId, floor: FloorLike,
door_state: DoorState, direction: Direction):
    """Handle elevator state change events"""
    try:
        self.window.elevator_panels[elevator_id].update_elevator_status(floor,
door_state, direction)
        # Update parent window's visualizer if available
        if hasattr(self.window, "elevator_visualizer"):
            self.window.elevator_visualizer.update_elevator_status(elevator_id,
floor, door_open=door_state.is_open(), direction=direction)

        logging.debug(f"Updated UI for elevator {elevator_id}: floor={floor},
door={door_state}, direction={direction}")
    except Exception as e:
        logging.error(f"Error updating elevator UI: {e}")
        raise e
```

- Coverage Criteria: Branch coverage
- Test cases

Test Case T1.6.1.1

Coverage Item	Tcover1.6.1.1
Input	controller_on_elevator_state_changed(eid, floor, door_state, direction)
State	eid: ElevatorId = 1, floor: FloorLike = 3, door_state = MagicMock(), door_state.is_open.return_value = True, direction = Direction.UP
Expected Output	panel.update_elevator_status.assert_called_once(), visualizer.update_elevator_status.assert_called_once()

- Test coverage: 1 / 1 = 100%

- Test result: 1 passed

**T1.6.2 Test \_on\_call\_completed(floor: FloorLike, direction: Direction)**

```
def _on_call_completed(self, floor: FloorLike, direction: Direction):
    floor = Floor(floor)
    self.window.building_panel.clear_call_button(floor, direction)
```

- Coverage Criteria: Branch coverage
- Test cases

**Test Case T1.6.2.1**

Coverage Item	Tcover1.6.2.1
Input	controller._on_call_completed(floor, direction)
State	floor: FloorLike = 2, direction = Direction.DOWN, building_panel = MagicMock()
Expected Output	building_panel.clear_call_button.assert_called_once_with(floor, direction)

- Test coverage: 1 / 1 = 100%
- Test result: 1 passed

**T1.6.3 Test \_on\_floor\_arrived(floor: FloorLike, elevator\_id: ElevatorId)**

```
def _on_floor_arrived(self, floor: FloorLike, elevator_id: ElevatorId):
    floor = Floor(floor)
    self.window.elevator_panels[elevator_id].clear_floor_button(str(floor))
```

- Coverage Criteria: Branch coverage
- Test cases

**Test Case T1.6.3.1**

Coverage Item	Tcover1.6.3.1
Input	controller._on_floor_arrived(floor, eid)
State	eid: ElevatorId = 1, floor: FloorLike = 5, panel = MagicMock()
Expected Output	panel.clear_floor_button.assert_called_once_with(str(floor))

- Test coverage: 1 / 1 = 100%
- Test result: 1 passed

**T1.6.4 Test handle\_message(message: str)**

```
async def handle_message(self, message: str):
    """
    Handle incoming messages and log them to the console
    Then delegate to the parent class for actual processing
    """
    # Using QApplication.translate for translation
    self.window.console_widget.log_message(f"→ {message}")
    logging.info(f"Processing command: {message}")

    # Call parent class handler
    await super().handle_message(message)
```

- Coverage Criteria: Branch coverage
- Test cases

**Test Case T1.6.4.1**

Coverage Item	Tcover1.6.4.1
Input	("call E1 3")
State	
Expected Output	controller.window.console_widget.log_message.assert_called()

- Test coverage: 1 / 1 = 100%
- Test result: 1 passed

**T1.6.5 Test reset()**

```
async def reset(self):
    self.window.reset()
    await super().reset()
```

- Coverage Criteria: Branch coverage
- Test cases

**Test Case T1.6.5.1**

Coverage Item	Tcover1.6.5.1
Input	
State	
Expected Output	controller.window.reset.assert_called_once()

- Test coverage: 1 / 1 = 100%
- Test result: 1 passed

**T1.6.6 Test call\_elevator(call\_floor: FloorLike, call\_direction: Direction)**

```
    async def call_elevator(self, call_floor: FloorLike, call_direction: Direction):
        call_floor = Floor(call_floor)
        match call_direction:
            case Direction.UP:

self.window.building_panel.up_buttons[str(call_floor)].setChecked(True)
            case Direction.DOWN:

self.window.building_panel.down_buttons[str(call_floor)].setChecked(True)
            case _:
                raise ValueError(f"Invalid call direction: {call_direction}")

        return await super().call_elevator(call_floor, call_direction)
```

- Coverage Criteria: Branch coverage
- Test cases

	Test Case T1.6.6.1	Test Case T1.6.6.2
Coverage Item	Tcover1.6.6.1	Tcover1.6.6.2
Input		
State	floor: FloorLike = 1, direction = Direction.UP, button = MagicMock()	floor: FloorLike = 1, direction = Direction.DOWN, button = MagicMock()
Expected Output	button.setChecked.assert_called_once_with(True)	button.setChecked.assert_called_once_with(True)

- Test coverage: 2 / 2 = 100%
- Test result: 2 passed

T1.6.7 Test select\_floor(floor: FloorLike, elevator\_id: ElevatorId)

```
    async def select_floor(self, floor: FloorLike, elevator_id: ElevatorId):
        floor = Floor(floor)

self.window.elevator_panels[elevator_id].floor_buttons[str(floor)].setChecked(True)
        return await super().select_floor(floor, elevator_id)
```

- Coverage Criteria: Branch coverage
- Test cases

	Test Case T1.6.7.1
Coverage Item	Tcover1.6.7.1
Input	



Test Case T1.6.7.1

State	floor: FloorLike = 2, eid: ElevatorId = 1, button = MagicMock()
Expected Output	button.setChecked.assert_called_once_with(True)

- Test coverage: 1 / 1 = 100%
- Test result: 1 passed

T1.6.8 Test deselect\_floor(floor: FloorLike, elevator\_id: ElevatorId)

```
async def deselect_floor(self, floor: FloorLike, elevator_id: ElevatorId):
    floor = Floor(floor)

    self.window.elevator_panels[elevator_id].floor_buttons[str(floor)].setChecked(False)
    return await super().deselect_floor(floor, elevator_id)
```

- Coverage Criteria: Branch coverage
- Test cases

Test Case T1.6.8.1

Coverage Item	Tcover1.6.8.1
Input	
State	floor: FloorLike = 2, eid: ElevatorId = 1, button = MagicMock()
Expected Output	button.setChecked.assert_called_once_with(False)

- Test coverage: 1 / 1 = 100%
- Test result: 1 passed

T1.6.9 Test set\_elevator\_count(count: int)

```
def set_elevator_count(self, count: int):
    if self.config.elevator_count == count:
        return

    self.window.set_elevator_count(count)
    super().set_elevator_count(count)
```

- Coverage Criteria: Branch coverage
- Test cases

Test Case T1.6.9.1

Coverage Item	Tcover1.6.9.1
Input	controller.set_elevator_count(5)

Test Case T1.6.9.1

State	controller.config.elevator_count = 3, controller.window.set_elevator_count = MagicMock()
Expected Output	controller.window.set_elevator_count.assert_called_once_with(5)
<ul style="list-style-type: none"><li>• Test coverage: 1 / 1 = 100%</li><li>• Test result: 1 passed</li></ul>	

T2: Integration Test

T2.1: Integration Test1

This section tests the integration between the elevator and its inside UI.

T2.1.1 Test open door button

- Test cases

Test Case T2.1.1.1

Coverage Item	Tcover1.1.2, Tcover1.1.5, Tcover1.2.4, Tcover1.2.12, Tcover T1.6.1
Input	Press internal open door button of Elevator 1.
State	Elevator 1 door is closed.
Expected Output	Elevator 1 door opens, and the door will close in some time.
<ul style="list-style-type: none"><li>• Test coverage: 5 / 5 = 100%</li><li>• Test result: 1 passed</li></ul>	

T2.1.2 Test close door button

- Test cases

Test Case T2.1.2.1

Coverage Item	Tcover1.1.2, Tcover1.1.5, Tcover1.1.6, Tcover1.2.4, Tcover1.2.12, Tcover T1.6.1, Tcover T1.6.4
Input	Press internal open door button of Elevator 1.
State	Elevator 1 door is closed.
Expected Output	Elevator 1 door opens, and the door will close in some time.
<ul style="list-style-type: none"><li>• Test coverage: 7 / 7 = 100%</li><li>• Test result: 1 passed</li></ul>	

T2.1.3 Test inside floor button and elevator movement

- Test cases

Test Case T2.1.3.1

Test Case T2.1.3.1

Coverage Item	Tcover1.1.2, Tcover1.1.4, Tcover1.2.5, Tcover1.2.11, Tcover T1.6.1, Tcover T1.6.2, Tcover T1.6.3, Tcover T1.6.4, Tcover T1.6.7
Input	Press internal open door button of Elevator 1.
State	Elevator 1 door is closed.
Expected Output	Elevator 1 door opens, and the door will close in some time.
<ul style="list-style-type: none"><li>• Test coverage: 9 / 9 = 100%</li><li>• Test result: 1 passed</li></ul>	

T2.2: Integration Test2

This section tests the integration between the elevator and all the UI.

- Test cases

Test Case T2.2.1.1

Coverage Item	Tcover1.1.2 - Tcover1.1.6, Tcover1.2.4 - Tcover1.2.12, Tcover T1.6.1 - T1.6.4, Tcover T1.6.6, Tcover T1.6.7
Input	1. Press down button outside on floor 2. 2. When the door of elevator 1 is about to close, press open door button. 3. Press floor -1 button in elevator 1, then press floor 3 button. 4. When elevator 1 is on floor -1, press up button outside on floor 2. 5. Press close door button of elevator 2 when door is open.
State	Elevator 1 and elevator 2 both stops at the Floor 1.
Expected Output	1. Elevator 1 is called and the door will open when it arrives. 2. The door of elevator 1 opens again. 3. Elevator 1 moves to floor -1, then moves to floor 3. 4. Elevator 2 is called. 5. Elevator 2 closes the door.
<ul style="list-style-type: none"><li>• Test coverage: 20 / 20 = 100%</li><li>• Test result: 1 passed</li></ul>	

T3: System Test

T3.1 Test open elevator door

T3.1.1 Press "open door" button

- Test cases

Test Case T3.1.1.1		Test Case T3.1.1.2	
Input	1. Press "open door" button in both elevators. 2. Wait 0.5 seconds. 3. Wait 5 seconds	1. Press "open door" button on elevator 1. 2. Press "close door" button on elevator 1. 3. Press "open door" button on elevator 1.	

Test Case T3.1.1.1		Test Case T3.1.1.2
State	Elevator 1 on floor 1, elevator 2 on floor 3.	
Expected	2. Two elevators both open doors. 3.	3. Elevator 1 opens door.
Output	Two elevators both close doors.	

- Test result: 2 passed

T3.1.2 Reach target floor

- Test cases

Test Case T3.1.2.1	
Input	1. Press "down" button in floor 2. 2. Wait 1 seconds.
State	Elevator 1 on floor 1, elevator 2 on floor 3.
Expected Output	2. Elevator 1 moves to floor2. Elevator 1 opens door.

- Test result: 1 passed

T3.2 Test open elevator door

T3.2.1 Press "close door" button

- Test cases

Test Case T3.2.1.1	
Input	1. Press "open door" button in both elevators. 2. Wait 0.1 seconds. 3. Press "close door" button in both elevators.
State	Elevator 1 on floor 1, elevator 2 on floor 3.
Expected Output	2. Two elevators both open doors. 3. Two elevators both close doors.

- Test result: 1 passed

T3.2.2 Reach target floor

- Test cases

Test Case T3.2.2.1		Test Case T3.2.2.2
Input	1. Press "down" button in floor 2. 2. Wait 1 seconds. 3. Wait 4 seconds.	1. Press "Floor 3" button in elevator 1. 2. Wait 2 seconds
State	Elevator 1 on floor 1, elevator 2 on floor 3.	

**Test Case T3.2.2.1****Test Case T3.2.2.2**

Expected Output	2. Elevator 1 opens doors. 3. Elevator 1 closes doors.
-----------------	--

Expected Output	2. Elevator 1 closes door in the moving process.
-----------------	--

- Test result: 2 passed

**T3.3 Test select floor****T3.3.1 Select one floor**

- Test cases

**Test Case T3.3.1.1**

Input	1. Press "Floor 2" button in both elevators.
State	Elevator 1 on floor 1, elevator 2 on floor 3.
Expected Output	1. Two elevators both moves to Floor 2.

- Test result: 1 passed

**T3.3.2 Select multiple floor**

- Test cases

**Test Case T3.3.2.1**

Input	1. Press "Floor 2" and "Floor 3" button in elevator 1, press "Floor 1" and "Floor -1" button in elevator 2.
State	Elevator 1 on floor 1, elevator 2 on floor 3.
Expected Output	1. Elevator 1 first moves to floor 2, and stops at floor 3. Elevator 2 first moves to floor 1, and stops at floor -1.

- Test result: 1 passed

**T3.3.3 Select current floor**

- Test cases

**Test Case T3.3.3.1**

Input	1. Press "Floor 1" button in elevator 1, press "Floor 3" button in elevator 2.
State	Elevator 1 on floor 1, elevator 2 on floor 3.
Expected Output	1. Both elevators open door.

- Test result: 1 passed

**T3.4 Test cancel floor selection**

T3.4.1 Cancel one of the selected floors

- Test cases

Test Case T3.4.1.1

Input	1. Press "Floor 3" and "Floor 2" button in elevator 1. 2. Cancel "Floor 3" button.
State	Elevator 1 on floor 1, elevator 2 on floor 3.
Expected Output	2. Elevator 1 stops at Floor 2.

- Test result: 1 passed

T3.5 Test call elevator

T3.5.1

- Test cases

Test Case T3.5.1.1

Input	1. Press "Up" button in Floor 2.
State	Elevator 1 on floor 1, elevator 2 on floor 3.
Expected Output	1. Elevator 1 moves at Floor 2 and opens door.

- Test result: 1 passed

T3.6 Test information displayment

T3.6.1 Floor button light up

- Test cases

Test Case T3.6.1.1

Input	1. Press "Floor 3" button in elevator 1. 2. Wait 2 seconds.
State	Elevator 1 on floor 1, elevator 2 on floor 3.
Expected Output	1. Floor 3 button in elevator 1 lights up. 2. Elevator 1 arrives Floor 3, Floor 3 button light off.

- Test result: 1 passed

T3.6.2 Current floor displays

- Test cases

Test Case T3.6.2.1

Input	1. Press "Floor 3" button in elevator 1. 2. Wait 2 seconds.
-------	---

**Test Case T3.6.2.1**

State	Elevator 1 on floor 1, elevator 2 on floor 3.
Expected Output	2. In the process of moving up, the current floor of elevator 1 changes from "1" to "2", from "2" to "3".

- Test result: 1 passed

**T3.6.3 Current door information**

- Test cases

**Test Case T3.6.3.1**

Input	1. Press "Floor 3" button in elevator 1. 2. Wait 2 seconds.
State	Elevator 1 on floor 1, elevator 2 on floor 3.
Expected Output	2. In the process of moving up, elevator 1 shows door closed "关", on arriving Floor 3, shows door opened "开".

- Test result: 1 passed

**T3.6.4 Inside move direction information**

- Test cases

**Test Case T3.6.4.1**

Input	1. Press "Floor 3" button in elevator 1. 2. Wait 2 seconds.
State	Elevator 1 on floor 1, elevator 2 on floor 3.
Expected Output	2. In the process of moving up, elevator 1 shows moving up "上".

- Test result: 1 passed

**T3.6.5 Outside call direction information**

- Test cases

**Test Case T3.6.5.1**

Input	1. Press "down" button in Floor 2.
State	Elevator 1 on floor 1, elevator 2 on floor 3.
Expected Output	1. "down" button in Floor 2 lights up.

- Test result: 1 passed

**T3.7 Test multiple calls****T3.7.1**

- Test cases

**Test Case T3.7.1.1**

Input	1. Press "up" and "down" button in Floor 2.
State	Elevator 1 on floor 1, elevator 2 on floor 3.
Expected Output	1. Both elevators moves to Floor 2.

- Test result: 1 passed

T3.8 Test efficiency

**T3.8.1**

- Test cases

**Test Case T3.8.1.1**

Input	1. Press "up" button in Floor 2.
State	Elevator 1 on floor -1, elevator 2 on floor 3.
Expected Output	1. Elevator 2 should move to Floor 2 and elevator 1 doesn't move.

- Test result: 1 passed

*Model Checking*

A UPPAAL model of this Elevator system is built for model checking. You could find corresponding files in the model\_checking folder.

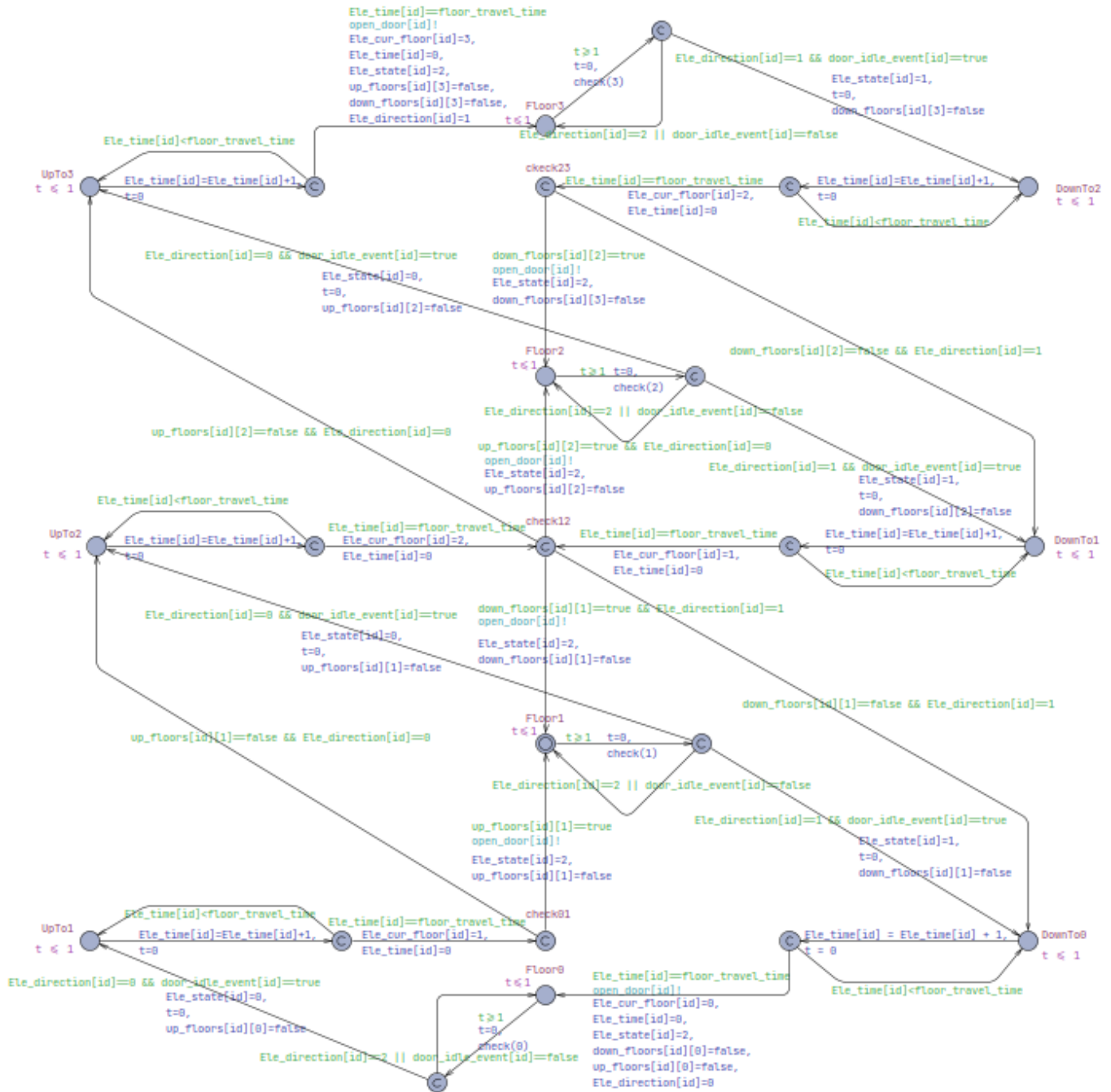
Full Model

The full UPPAAL model consisting of 3 parts: the Elevator, the elevator door, and the user.

System model

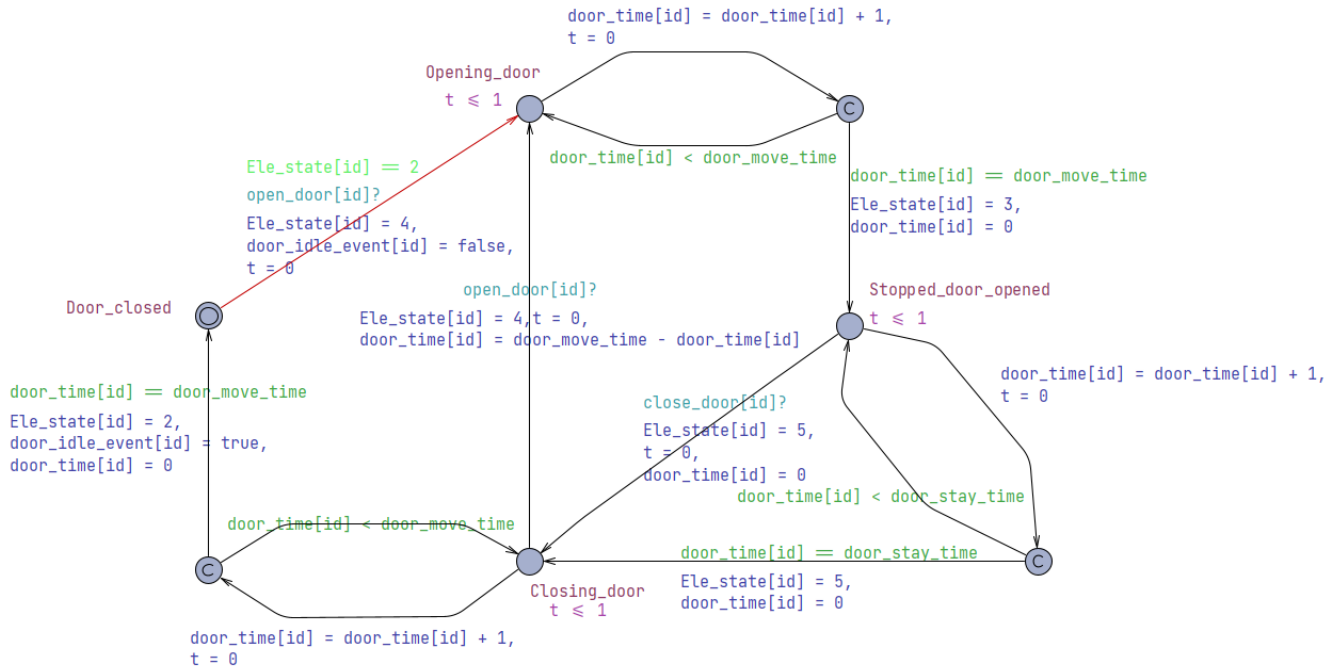
**Elevator**





This model simulates the whole elevator logic in our elevator development code. Here, Floor 0 means Floor -1.

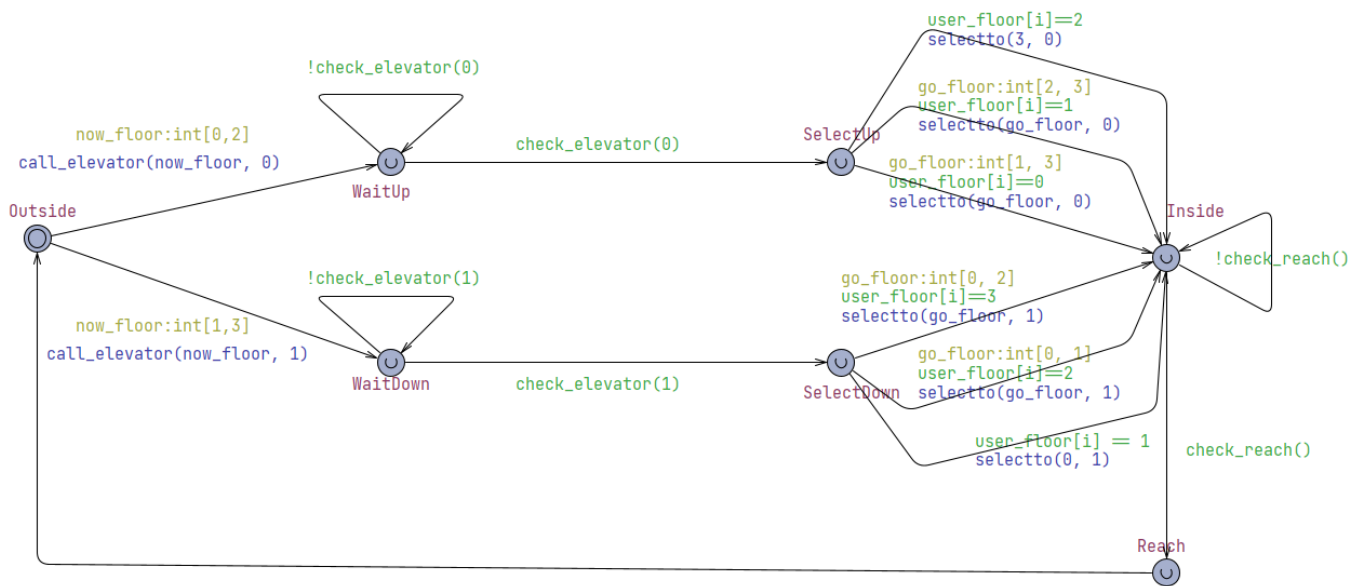
## Elevator Door



This model simulates all the states of elevator doors. It will opens door when receiving "open\_door" request if valid.

## Environment model

### User



This model simulates the whole process of user actions, from elevator calling to floor selecting. Here, to avoid always in "opening door" state while checking, the "open door" action is deleted when the user inside the elevator.

## Verification queries

### Query 1

Property	A[] ((Ele_state[0] == 0    Ele_state[0] == 1) imply (door_idle_event[0] == true))
----------	---

Description	When the elevator is moving, the door keeps closed.
Result	Passed

When checking this property, only one User. I think number of users doesn't influence the result under this User model.

Query 2

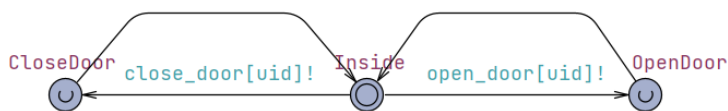
Property	$A[] \text{ (Ele\_state}[0] \neq 0 \ \&\& \ \text{Ele\_state}[0] \neq 1) \text{ imply (Ele\_time}[0] == 0)$
Description	When the elevator is stopped, it must stop at some Floor, cannot be between floors.
Result	Passed

When checking this property, only one User. I think number of users doesn't influence the result under this User model.

Query 3

Property	$A <> ((\text{User1.WaitUp} \text{ imply } \text{User1.Reach}) \ \&\& \ (\text{User1.WaitDown} \text{ imply } \text{User1.Reach}) \ \&\& \ (\text{User2.WaitUp} \text{ imply } \text{User2.Reach}) \ \&\& \ (\text{User2.WaitDown} \text{ imply } \text{User2.Reach}))$
Description	User's requests can always be processed.
Result	Passed

In order to make up for the fact that in the modeling of the User Model, users cannot press the door opening button in the Inside state, this module has been specifically tested here.



Query 4

Property	$A <> ((\text{User1.OpenDoor} \ \&\& \ \text{Door1.Closing\_door}) \text{ imply } \text{Door1.Opening\_door})$
Description	User's opendoor request can be processed.
Result	Passed

Query 5

Property	$A <> ((\text{User1.OpenDoor} \ \&\& \ \text{Door1.Door\_closed}) \text{ imply } \text{Door1.Opening\_door})$
Description	User's opendoor request can be processed.

---

Result	Passed
--------	--------

Query 6

---

Property	$A \lt \gt ((\text{User1.CloseDoor} \ \&\& \ \text{Door1.Stopped\_door\_opened}) \ \text{imply} \ \text{Door1.Closing\_door})$
Description	User's closedoor request can be processed.
Result	Passed

Query 7

---

Property	$E \lt \gt \text{Door1.Stopped\_door\_opened}$
Description	The elevator can open the door.
Result	Passed

*Risk Management*

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Risk 1

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Risk	Whether elevator will stop between floors
Severity/ Risk type	Safety risk. It may pose a threat to the user's life
Mitigation	Model Checking query2