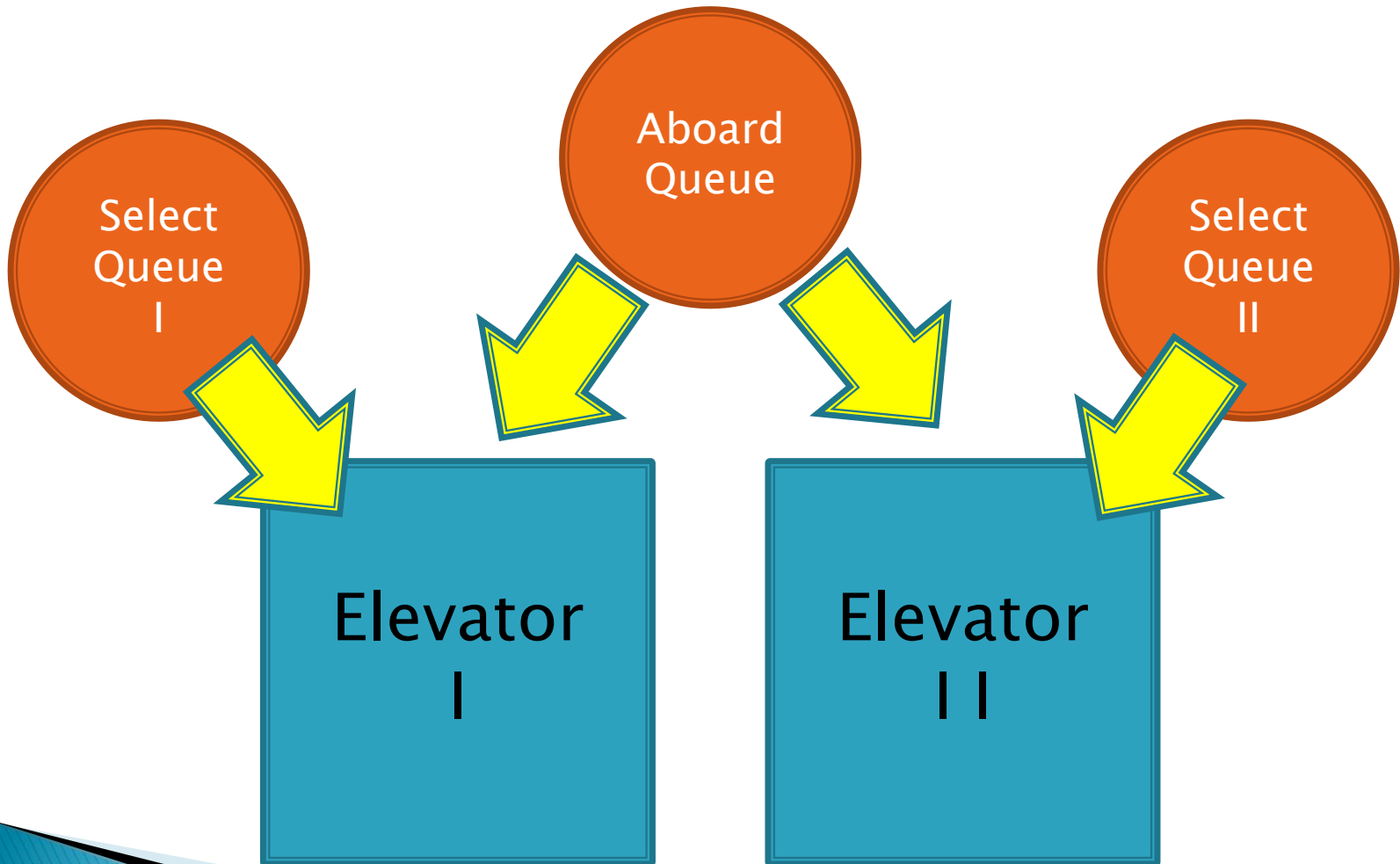


# FLUXVATOR

200913215 이인구

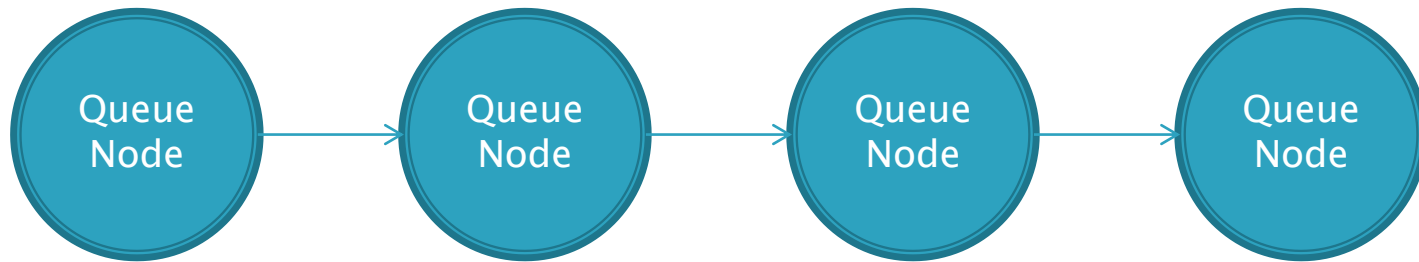
201013275 강태호

# 구현 중점 - 동적 큐 할당



# 구현 중점 - 큐

- ▶ Linked List -> 자바 기본 라이브러리 사용  
기존 계획에 있던 prev, next 삭제.
- ▶ 자바 기본 제공 Iterator 사용

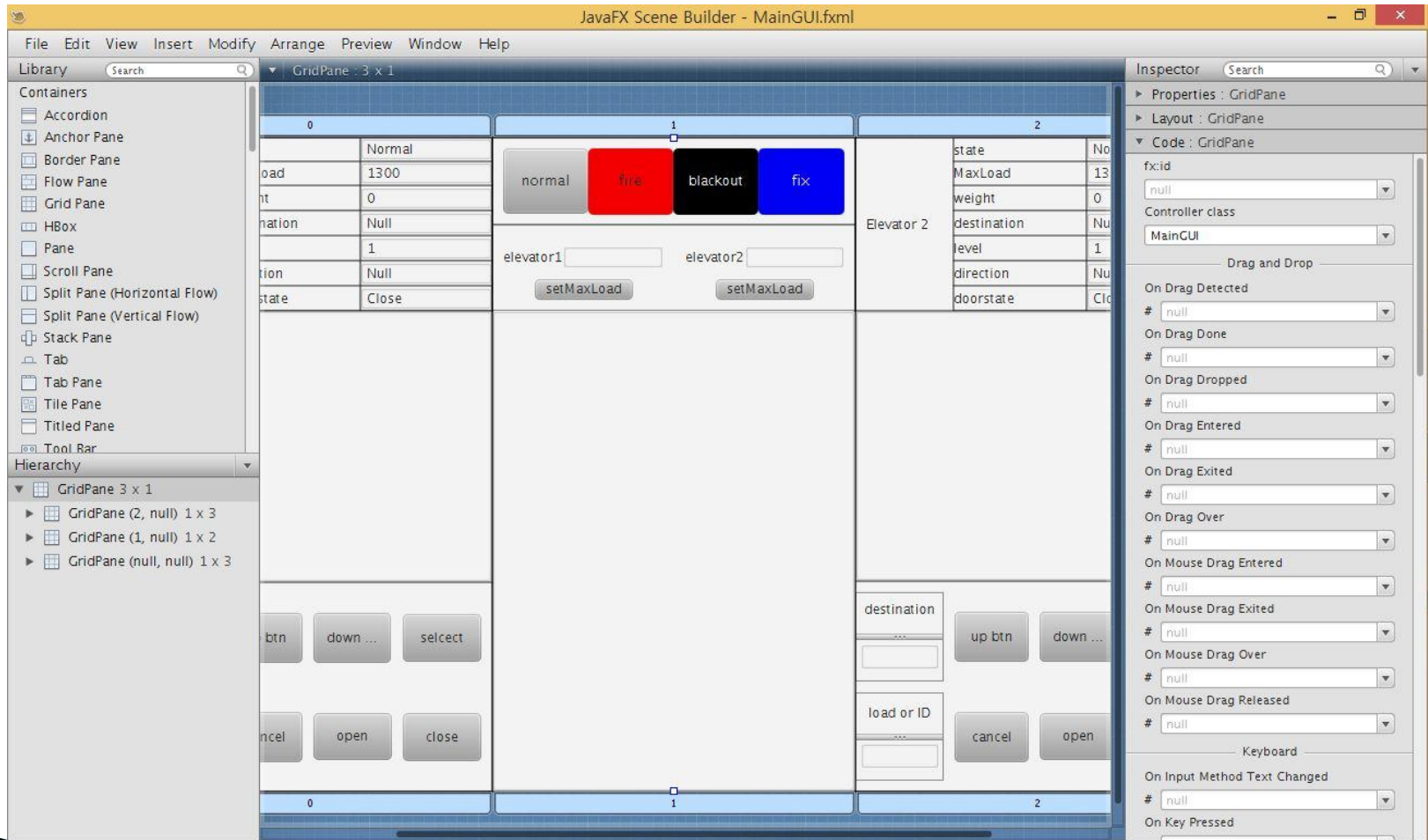


# 구현 중점 - 동기화

엘리베이터가  
새로운 큐를  
요구할 때

엘리베이터의  
수행이 끝나고  
수행한 큐를  
제거 할 때

# 구현 중점 - GUI



DEMO

# Aboard Request

The interface displays two elevator units, Elevator 1 and Elevator 2, with their respective status and control panels.

| Elevator   | state  | MaxLoad | weight | destination | level | direction | doorstate |
|------------|--------|---------|--------|-------------|-------|-----------|-----------|
| Elevator 1 | Normal | 1300    | 250    | Null        | 7     | 2         | Close     |
| Elevator 2 | Normal | 1300    | 70     | Null        | 5     | 2         | Close     |

Control buttons for Elevator 1: normal (grey), fire (red), blackout (black), fix (blue). Buttons for destination: up btn, down ..., select. Buttons for load or ID: cancel, open, close.

Log text:

```

Elevator1's Door is closed
Elevator1's destination is now8
Elevator2's destination is now8
Elevator1 moves 7floor
Elevator2 moves 4floor
Elevator1 moves 8floor
Elevator2 moves 5floor
Elevator1's Door is opened
Now Elevator1's weight is 160
Elevator1's Door is closed
Elevator2 moves 6floor
now Up request is added in Schedule
Elevator1's destination is now10
now Down request is added in Schedule
Elevator1's destination is now10
Elevator2's destination is now10
Elevator1 moves 9floor
Elevator1 moves 10floor
Elevator2 moves 7floor
Elevator1's Door is opened
Now Elevator1's weight is 250
Elevator1's Door is closed
Elevator1's destination is now5
Elevator2's destination is now5
Elevator1 moves 9floor
Elevator2 moves 6floor
Elevator1 moves 8floor
Elevator2 moves 5floor
Elevator1 moves 7floor
Elevator2's Door is opened
Now Elevator2's weight is 70
Elevator2's Door is closed
    
```



# Select Level

The interface is divided into several sections:

- Elevator 1 Status:**

|             |        |
|-------------|--------|
| state       | Normal |
| MaxLoad     | 1300   |
| weight      | 20     |
| destination | Null   |
| level       | 5      |
| direction   | 1      |
| doorstate   | Close  |
- Elevator 2 Status:**

|             |        |
|-------------|--------|
| state       | Normal |
| MaxLoad     | 1300   |
| weight      | 0      |
| destination | Null   |
| level       | 1      |
| direction   | Null   |
| doorstate   | Close  |
- Control Buttons:**
  - normal (grey)
  - fire (red)
  - blackout (black)
  - fix (blue)
- Input Fields:**
  - elevator1:
  - elevator2:
  - setMaxLoad (grey)
- Log:**

```

now Up request is added in Schedule
Elevator1's destination is now2
Elevator1 moves 2floor
Elevator1's Door is opened
Now Elevator1's weight is 50
Elevator1's Door is closed
Elevator1's Select Level request is added in Schedule
Elevator1's destination is now5
Elevator1's destination is now5
Elevator1 moves 3floor
Elevator1 moves 4floor
Elevator1 moves 5floor
Elevator1's Door is opened
Now Elevator1's weight is 20
Elevator1's Door is closed
                    
```
- User Controls (Left):**
  - destination:  up btn down ... select
  - load or ID:  cancel open close
- User Controls (Right):**
  - destination:  up btn down ... select
  - load or ID:  cancel open close



# Cancel Request

|  |   |        |                                |   |            |     |                                 |  |  |   |             |     |                                 |   |   |   |                                |  |         |      |        |   |             |      |       |   |           |   |           |       |
|--|---|--------|--------------------------------|---|------------|-----|---------------------------------|--|--|---|-------------|-----|---------------------------------|---|---|---|--------------------------------|--|---------|------|--------|---|-------------|------|-------|---|-----------|---|-----------|-------|
| <table border="1"> <tr><td>state</td><td>Normal</td></tr> <tr><td>MaxLoad</td><td>1300</td></tr> <tr><td>weight</td><td>10</td></tr> <tr><td>destination</td><td>Null</td></tr> <tr><td>level</td><td>9</td></tr> <tr><td>direction</td><td>1</td></tr> <tr><td>doorstate</td><td>Close</td></tr> </table>   | state   | Normal | MaxLoad                        | 1300  | weight     | 10  | destination                     | Null   | level  | 9 | direction   | 1   | doorstate                       | Close   | <div style="display: flex; justify-content: space-around;"> <span>normal</span> <span style="background-color: red; color: white; padding: 2px;">fire</span> <span style="background-color: black; color: white; padding: 2px;">blackout</span> <span style="background-color: blue; color: white; padding: 2px;">fix</span> </div> <div style="display: flex; justify-content: space-around; margin-top: 10px;"> <input type="text" value="elevator1"/> <input type="text" value="elevator2"/> </div> <div style="display: flex; justify-content: space-around; margin-top: 10px;"> <span>setMaxLoad</span> <span>setMaxLoad</span> </div> | <table border="1"> <tr><td>state</td><td>Normal</td></tr> <tr><td>MaxLoad</td><td>1300</td></tr> <tr><td>weight</td><td>0</td></tr> <tr><td>destination</td><td>Null</td></tr> <tr><td>level</td><td>8</td></tr> <tr><td>direction</td><td>1</td></tr> <tr><td>doorstate</td><td>Close</td></tr> </table> | state                          | Normal   | MaxLoad | 1300 | weight | 0 | destination | Null | level | 8 | direction | 1 | doorstate | Close |
| state  | Normal  |        |                                |   |            |     |                                 |  |  |   |             |     |                                 |   |   |   |                                |  |         |      |        |   |             |      |       |   |           |   |           |       |
| MaxLoad  | 1300  |        |                                |   |            |     |                                 |  |  |   |             |     |                                 |   |   |   |                                |  |         |      |        |   |             |      |       |   |           |   |           |       |
| weight   | 10  |        |                                |   |            |     |                                 |  |  |   |             |     |                                 |   |   |   |                                |  |         |      |        |   |             |      |       |   |           |   |           |       |
| destination  | Null  |        |                                |   |            |     |                                 |  |  |   |             |     |                                 |   |   |   |                                |  |         |      |        |   |             |      |       |   |           |   |           |       |
| level  | 9   |        |                                |   |            |     |                                 |  |  |   |             |     |                                 |   |   |   |                                |  |         |      |        |   |             |      |       |   |           |   |           |       |
| direction  | 1   |        |                                |   |            |     |                                 |  |  |   |             |     |                                 |   |   |   |                                |  |         |      |        |   |             |      |       |   |           |   |           |       |
| doorstate  | Close   |        |                                |   |            |     |                                 |  |  |   |             |     |                                 |   |   |   |                                |  |         |      |        |   |             |      |       |   |           |   |           |       |
| state  | Normal  |        |                                |   |            |     |                                 |  |  |   |             |     |                                 |   |   |   |                                |  |         |      |        |   |             |      |       |   |           |   |           |       |
| MaxLoad  | 1300  |        |                                |   |            |     |                                 |  |  |   |             |     |                                 |   |   |   |                                |  |         |      |        |   |             |      |       |   |           |   |           |       |
| weight   | 0   |        |                                |   |            |     |                                 |  |  |   |             |     |                                 |   |   |   |                                |  |         |      |        |   |             |      |       |   |           |   |           |       |
| destination  | Null  |        |                                |   |            |     |                                 |  |  |   |             |     |                                 |   |   |   |                                |  |         |      |        |   |             |      |       |   |           |   |           |       |
| level  | 8   |        |                                |   |            |     |                                 |  |  |   |             |     |                                 |   |   |   |                                |  |         |      |        |   |             |      |       |   |           |   |           |       |
| direction  | 1   |        |                                |   |            |     |                                 |  |  |   |             |     |                                 |   |   |   |                                |  |         |      |        |   |             |      |       |   |           |   |           |       |
| doorstate  | Close   |        |                                |   |            |     |                                 |  |  |   |             |     |                                 |   |   |   |                                |  |         |      |        |   |             |      |       |   |           |   |           |       |
| <pre> now Up request is added in Schedule Elevator1's destination is now12 now Up request is added in Schedule Elevator1's destination is now9 Elevator2's destination is now12 Elevator1 moves 2floor Elevator1 moves 3floor Elevator2 moves 2floor Elevator1 moves 4floor Elevators up 12 level request is canceled Elevator1's destination is now9 Elevator2's destination is now9 Elevator2 moves 3floor Elevator1 moves 5floor Elevator1 moves 6floor Elevator2 moves 4floor Elevator2 moves 5floor Elevator1 moves 7floor Elevator1 moves 8floor Elevator2 moves 6floor Elevator2 moves 7floor Elevator1 moves 9floor Elevator1's Door is opened Now Elevator1's weight is 10 Elevator1's Door is closed Elevator2 moves 8floor                     </pre> |   |        |                                |   |            |     |                                 |  |  |   |             |     |                                 |   |   |   |                                |  |         |      |        |   |             |      |       |   |           |   |           |       |
| <table border="1"> <tr><td>destination</td><td>...</td></tr> <tr><td><input type="text" value="9"/></td><td><span>up btn</span> <span>down ...</span> <span>select</span></td></tr> <tr><td>load or ID</td><td>...</td></tr> <tr><td><input type="text" value="10"/></td><td><span>cancel</span> <span>open</span> <span>close</span></td></tr> </table>   | destination   | ...    | <input type="text" value="9"/> | <span>up btn</span> <span>down ...</span> <span>select</span> | load or ID | ... | <input type="text" value="10"/> | <span>cancel</span> <span>open</span> <span>close</span> | <table border="1"> <tr><td>destination</td><td>...</td></tr> <tr><td><input type="text" value="12"/></td><td><span>up btn</span> <span>down ...</span> <span>select</span></td></tr> <tr><td>load or ID</td><td>...</td></tr> <tr><td><input type="text" value="1"/></td><td><span>cancel</span> <span>open</span> <span>close</span></td></tr> </table> |   | destination | ... | <input type="text" value="12"/> | <span>up btn</span> <span>down ...</span> <span>select</span> | load or ID  | ...   | <input type="text" value="1"/> | <span>cancel</span> <span>open</span> <span>close</span> |         |      |        |   |             |      |       |   |           |   |           |       |
| destination  | ...   |        |                                |   |            |     |                                 |  |  |   |             |     |                                 |   |   |   |                                |  |         |      |        |   |             |      |       |   |           |   |           |       |
| <input type="text" value="9"/>   | <span>up btn</span> <span>down ...</span> <span>select</span> |        |                                |   |            |     |                                 |  |  |   |             |     |                                 |   |   |   |                                |  |         |      |        |   |             |      |       |   |           |   |           |       |
| load or ID   | ...   |        |                                |   |            |     |                                 |  |  |   |             |     |                                 |   |   |   |                                |  |         |      |        |   |             |      |       |   |           |   |           |       |
| <input type="text" value="10"/>  | <span>cancel</span> <span>open</span> <span>close</span>      |        |                                |   |            |     |                                 |  |  |   |             |     |                                 |   |   |   |                                |  |         |      |        |   |             |      |       |   |           |   |           |       |
| destination  | ...   |        |                                |   |            |     |                                 |  |  |   |             |     |                                 |   |   |   |                                |  |         |      |        |   |             |      |       |   |           |   |           |       |
| <input type="text" value="12"/>  | <span>up btn</span> <span>down ...</span> <span>select</span> |        |                                |   |            |     |                                 |  |  |   |             |     |                                 |   |   |   |                                |  |         |      |        |   |             |      |       |   |           |   |           |       |
| load or ID   | ...   |        |                                |   |            |     |                                 |  |  |   |             |     |                                 |   |   |   |                                |  |         |      |        |   |             |      |       |   |           |   |           |       |
| <input type="text" value="1"/>   | <span>cancel</span> <span>open</span> <span>close</span>      |        |                                |   |            |     |                                 |  |  |   |             |     |                                 |   |   |   |                                |  |         |      |        |   |             |      |       |   |           |   |           |       |

# Fire Control

|  |   |  |  |            |   |      |
|--|---|--|--|------------|---|------|
| Elevator 1   | state   | Fire   | <input type="button" value="normal"/> <input type="button" value="fire"/> <input type="button" value="blackout"/> <input type="button" value="fix"/> | Elevator 2 | state   | Fire |
|  | MaxLoad   | 1300   |  |            | MaxLoad   | 1300 |
|  | weight  | 0  |  |            | weight  | 0    |
|  | destination   | Null   |  |            | destination   | Null |
|  | level   | 2  |  |            | level   | 2    |
|  | direction   | 2  |  |            | direction   | 2    |
|  | doorstate   | Close  |  |            | doorstate   | Open |
|  | elevator1 <input type="text"/> elevator2 <input type="text"/> |  |  |            | <input type="button" value="setMaxLoad"/> <input type="button" value="setMaxLoad"/> |      |
| <pre> now Up request is added in Schedule Elevator1's destination is now2 Elevator1 moves 4floor now Up request is added in Schedule Elevator1's destination is now2 Elevator2's destination is now2 Elevator1 moves 3floor Elevator1 moves 2floor Elevator2 moves 2floor Elevator1's Door is opened Now Elevator1's weight is 50 Elevator1's Door is closed Elevator1's destination is now3 Elevator2's destination is now3 Elevator1 moves 3floor Elevator2 moves 3floor Elevator1's Door is opened Elevator2's Door is opened Now Elevator1's weight is 80 Elevator1's Door is closed Now Elevator2's weight is 0 Now Elevators' state is fire Elevator1's destination is now2 Elevator2's destination is now2 Elevator1 moves 2floor Elevator2 moves 2floor Elevator1's Door is opened Now Elevator1's weight is 0 Elevator2's Door is openedElevator1's Door is closed  Now Elevator2's weight is 0 Elevator2's destination is now2 Elevator2's Door is closed           </pre> |   |  |  |            |   |      |
| destination <input type="text"/> <input type="button" value="up btn"/> <input type="button" value="down ..."/> <input type="button" value="select"/>   |   | requestID : 3 level : 2 load : 0   |  |            |   |      |
| load or ID <input type="text"/> <input type="button" value="cancel"/> <input type="button" value="open"/> <input type="button" value="close"/>   |   | <input type="text"/> <input type="button" value="up btn"/> <input type="button" value="down ..."/> <input type="button" value="select"/> |  |            |   |      |
| <input type="text"/> <input type="button" value="cancel"/> <input type="button" value="open"/> <input type="button" value="close"/>  |   | <input type="text"/> <input type="button" value="cancel"/> <input type="button" value="open"/> <input type="button" value="close"/>      |  |            |   |      |

# Blackout Control

The interface displays two elevator control panels, Elevator 1 and Elevator 2, with a central log and control buttons.

**Elevator 1 Status:**

|             |        |
|-------------|--------|
| state       | Normal |
| MaxLoad     | 1300   |
| weight      | 0      |
| destination | Null   |
| level       | 1      |
| direction   | 2      |
| doorstate   | Close  |

**Elevator 2 Status:**

|             |        |
|-------------|--------|
| state       | Normal |
| MaxLoad     | 1300   |
| weight      | 0      |
| destination | Null   |
| level       | 1      |
| direction   | 2      |
| doorstate   | Open   |

**Control Buttons:** normal (grey), fire (red), blackout (black), fix (blue).

**Log:**

```

Elevator1 moves 3floor
Elevator2 moves 3floor
Elevator1's Door is opened
Elevator2's Door is opened
Now Elevator1's weight is 80
Elevator1's Door is closed
Now Elevator2's weight is 0
Now Elevators' state is fire
Elevator1's destination is now2
Elevator2's destination is now2
Elevator1 moves 2floor
Elevator2 moves 2floor
Elevator1's Door is opened
Now Elevator1's weight is 0
Elevator2's Door is openedElevator1's Door is closed

Now Elevator2's weight is 0
Elevator2's destination is now2
Elevator2's Door is closed
Now Elevators' state is normal
Now Elevators' state is blackout
Elevator1's destination is now1
Elevator2's destination is now1
Elevator1 moves 1floor
Elevator2 moves 1floor
Elevator1's Door is opened
Elevator2's Door is opened
Now Elevator1's weight is 0
Elevator1's Door is closed
Now Elevator2's weight is 0
Elevator2's Door is closed
Now Elevators' state is normal
    
```

**Control Panels:**

**Elevator 1:** destination: 3, up btn, down ..., select; load or ID: 30, cancel, open, close.

**Elevator 2:** destination: [empty], up btn, down ..., select; load or ID: [empty], cancel, open, close.

**Additional UI:** Input fields for elevator1 and elevator2, and setMaxLoad buttons.

# Fix State

The screenshot displays a control interface for two elevators, Elevator 1 and Elevator 2, in a 'Fix State'.

**Elevator 1 Status:**

|             |       |
|-------------|-------|
| state       | fix   |
| MaxLoad     | 1300  |
| weight      | 0     |
| destination | Null  |
| level       | 1     |
| direction   | Null  |
| doorstate   | Close |

**Elevator 2 Status:**

|             |       |
|-------------|-------|
| state       | fix   |
| MaxLoad     | 1300  |
| weight      | 0     |
| destination | Null  |
| level       | 1     |
| direction   | Null  |
| doorstate   | Close |

**Control Buttons:** normal (grey), fire (red), blackout (black), fix (blue).

**Input Fields:** elevator1:  elevator2:

**Action Buttons:** setMaxLoad (grey)

**Destination and Load Controls:**

- destination:  (value: 5) with up btn, down ..., and selcct buttons.
- load or ID:  (value: 60) with cancel, open, and close buttons.

**Central Message:** Elevators' state is fix.  
Elevators' state is not normal!

# SetMaxLoad

|  |             |          |         |        |          |        |             |      |       |        |           |       |           |  |  |   |       |        |          |        |            |     |             |        |       |       |           |   |           |       |
|--|-------------|----------|---------|--------|----------|--------|-------------|------|-------|--------|-----------|-------|-----------|--|--|---|-------|--------|----------|--------|------------|-----|-------------|--------|-------|-------|-----------|---|-----------|-------|
| <table border="1"> <tr><td>state</td><td>Normal</td></tr> <tr><td>MaxLoad</td><td>300</td></tr> <tr><td>weight</td><td>110</td></tr> <tr><td>destination</td><td>Null</td></tr> <tr><td>level</td><td>6</td></tr> <tr><td>direction</td><td>1</td></tr> <tr><td>doorstate</td><td>Close</td></tr> </table>   | state       | Normal   | MaxLoad | 300    | weight   | 110    | destination | Null | level | 6      | direction | 1     | doorstate | Close  | <div style="display: flex; justify-content: space-around;"> <span>normal</span> <span style="background-color: red; color: white; padding: 2px;">fire</span> <span style="background-color: black; color: white; padding: 2px;">blackout</span> <span style="background-color: blue; color: white; padding: 2px;">fix</span> </div> <div style="display: flex; justify-content: space-around; margin-top: 10px;"> <input type="text" value="elevator1 300"/> <input type="text" value="elevator2"/> </div> <div style="display: flex; justify-content: space-around; margin-top: 5px;"> <span>setMaxLoad</span> <span>setMaxLoad</span> </div> | <table border="1"> <tr><td>state</td><td>Normal</td></tr> <tr><td>MaxLoad</td><td>1300</td></tr> <tr><td>weight</td><td>0</td></tr> <tr><td>destination</td><td>Null</td></tr> <tr><td>level</td><td>5</td></tr> <tr><td>direction</td><td>1</td></tr> <tr><td>doorstate</td><td>Close</td></tr> </table> | state | Normal | MaxLoad  | 1300   | weight     | 0   | destination | Null   | level | 5     | direction | 1 | doorstate | Close |
| state  | Normal      |          |         |        |          |        |             |      |       |        |           |       |           |  |  |   |       |        |          |        |            |     |             |        |       |       |           |   |           |       |
| MaxLoad  | 300         |          |         |        |          |        |             |      |       |        |           |       |           |  |  |   |       |        |          |        |            |     |             |        |       |       |           |   |           |       |
| weight   | 110         |          |         |        |          |        |             |      |       |        |           |       |           |  |  |   |       |        |          |        |            |     |             |        |       |       |           |   |           |       |
| destination  | Null        |          |         |        |          |        |             |      |       |        |           |       |           |  |  |   |       |        |          |        |            |     |             |        |       |       |           |   |           |       |
| level  | 6           |          |         |        |          |        |             |      |       |        |           |       |           |  |  |   |       |        |          |        |            |     |             |        |       |       |           |   |           |       |
| direction  | 1           |          |         |        |          |        |             |      |       |        |           |       |           |  |  |   |       |        |          |        |            |     |             |        |       |       |           |   |           |       |
| doorstate  | Close       |          |         |        |          |        |             |      |       |        |           |       |           |  |  |   |       |        |          |        |            |     |             |        |       |       |           |   |           |       |
| state  | Normal      |          |         |        |          |        |             |      |       |        |           |       |           |  |  |   |       |        |          |        |            |     |             |        |       |       |           |   |           |       |
| MaxLoad  | 1300        |          |         |        |          |        |             |      |       |        |           |       |           |  |  |   |       |        |          |        |            |     |             |        |       |       |           |   |           |       |
| weight   | 0           |          |         |        |          |        |             |      |       |        |           |       |           |  |  |   |       |        |          |        |            |     |             |        |       |       |           |   |           |       |
| destination  | Null        |          |         |        |          |        |             |      |       |        |           |       |           |  |  |   |       |        |          |        |            |     |             |        |       |       |           |   |           |       |
| level  | 5           |          |         |        |          |        |             |      |       |        |           |       |           |  |  |   |       |        |          |        |            |     |             |        |       |       |           |   |           |       |
| direction  | 1           |          |         |        |          |        |             |      |       |        |           |       |           |  |  |   |       |        |          |        |            |     |             |        |       |       |           |   |           |       |
| doorstate  | Close       |          |         |        |          |        |             |      |       |        |           |       |           |  |  |   |       |        |          |        |            |     |             |        |       |       |           |   |           |       |
| <pre> now Up request is added in Schedule Elevator1's destination is now6 now Up request is added in Schedule Elevator1's destination is now5 Elevator2's destination is now5 Elevator1 moves 2floor Elevator1 moves 3floor Elevator2 moves 2floor Elevator1 moves 4floor Elevator1 moves 5floor Elevator2 moves 3floor Elevator1's Door is opened Now Elevator1's weight is 60 Elevator1's Door is closed Elevator1's destination is now6 Elevator2's destination is now6 Elevator1 moves 6floor Elevator2 moves 4floor Elevator1's Door is opened Elevator2 moves 5floor Now Elevator1's weight is 110 Elevator1's Door is closed You cannot change maxload over currentLoad Now Elevator1's maxLoad is 300                     </pre> |             |          |         |        |          |        |             |      |       |        |           |       |           |  |  |   |       |        |          |        |            |     |             |        |       |       |           |   |           |       |
| <table border="1"> <tr><td>destination</td><td>...</td></tr> <tr><td>5</td><td>up btn</td><td>down ...</td><td>select</td></tr> <tr><td>load or ID</td><td>...</td></tr> <tr><td>60</td><td>cancel</td><td>open</td><td>close</td></tr> </table>   | destination | ...      | 5       | up btn | down ... | select | load or ID  | ...  | 60    | cancel | open      | close |           | <table border="1"> <tr><td>destination</td><td>...</td></tr> <tr><td>6</td><td>up btn</td><td>down ...</td><td>select</td></tr> <tr><td>load or ID</td><td>...</td></tr> <tr><td>50</td><td>cancel</td><td>open</td><td>close</td></tr> </table> | destination  | ...   | 6     | up btn | down ... | select | load or ID | ... | 50          | cancel | open  | close |           |   |           |       |
| destination  | ...         |          |         |        |          |        |             |      |       |        |           |       |           |  |  |   |       |        |          |        |            |     |             |        |       |       |           |   |           |       |
| 5  | up btn      | down ... | select  |        |          |        |             |      |       |        |           |       |           |  |  |   |       |        |          |        |            |     |             |        |       |       |           |   |           |       |
| load or ID   | ...         |          |         |        |          |        |             |      |       |        |           |       |           |  |  |   |       |        |          |        |            |     |             |        |       |       |           |   |           |       |
| 60   | cancel      | open     | close   |        |          |        |             |      |       |        |           |       |           |  |  |   |       |        |          |        |            |     |             |        |       |       |           |   |           |       |
| destination  | ...         |          |         |        |          |        |             |      |       |        |           |       |           |  |  |   |       |        |          |        |            |     |             |        |       |       |           |   |           |       |
| 6  | up btn      | down ... | select  |        |          |        |             |      |       |        |           |       |           |  |  |   |       |        |          |        |            |     |             |        |       |       |           |   |           |       |
| load or ID   | ...         |          |         |        |          |        |             |      |       |        |           |       |           |  |  |   |       |        |          |        |            |     |             |        |       |       |           |   |           |       |
| 50   | cancel      | open     | close   |        |          |        |             |      |       |        |           |       |           |  |  |   |       |        |          |        |            |     |             |        |       |       |           |   |           |       |

# Unit Test – Pass

| Test Case Name   | 1. testEnQueue  |
|------------------|---|
| Objective        | -QueueAlgorithm의 enqueue기능을 시행하였을때 실제로 요청이 저장되는지 확인 -Queue 내의 searchForNode 기능 작동 확인 -Queue 내의 findClosestNodeFromPosition 기능 작동 확인 1) queueID 1, requestID 1, level 1, load 10 을 넣어 enqueue 2) 앞에 넣은 큐의 selectForNode에 같은 enqueue에 넣어 준 값을 넣어 그중 load 값이 처음에 넣은 10과 같은지 확인 3) findClosestNodeFromPosition에서 엘리베이터의 현재 위치를 enqueue에 넣은 요청에서의 목적지와 동일하다고 가정하게 parameter를 주고 역시 리턴된 요청의 load 값 비교 |
| Estimated Result | 2) 의 결과 10, 3)의 결과 10으로 assertEquals 통과   |
| Actual Result    | PASS  |

| Test Case Name   | 2. testMakeNode  |
|------------------|--|
| Objective        | -Queue에서의 MakeNode 작동 확인 -makeNode기능을 세번 호출하여 총 세개의 요청을 Queue 에 넣은 뒤 Queue의 size가 3과 동일한지 확인 -앞에서 넣은 요청 중 level 5, requestID 3으로 넣은 요청에 대해 searchForNode를 호출하여 결과 일치하는지 확인 |
| Estimated Result | Queue size 3, 검색한 결과값의 level 5, requestID 3  |
| Actual Result    | PASS   |

| Test Case Name   | 3. testSearchNode   |
|------------------|---|
| Objective        | -앞의 테스트에서 이용되긴 하였으나 searchForNode 메소드 정상 작동 확인<br>-먼저 존재하지 않는 Node인 level 5, requestID 4인 Node 에 대한 검색 시행, null과 같은지 비교 -다음으로 존재하는 Node인 level 5, requestID 3 인 Node 에 대한 검색 시행, 결과노드의 requestID 3 값 맞는지 확인 |
| Estimated Result | assertNotEquals 통과, requestID 비교값 3   |
| Actual Result    | PASS  |

| Test Case Name   | 4. testfindClosestNodeFromPos   |
|------------------|---|
| Objective        | -Queue에서 현재엘레베이터의 위치와 방향을 넣었을 때 가장 가까운 요청 검색하는 기능<br>-엘리베이터가 3층에서 올라간다고 가정하고 5층으로 내리는 요청과 4층에서 올라가는 요청 정의<br>-가장 가까운 findClosestNodeFromPos 호출하고 가장 가까운 요청에 대한 목적지 비교 |
| Estimated Result | 가장 가까운 목적지 층 결과값 4  |
| Actual Result    | PASS  |

| Test Case Name   | 5. testOpenNClose   |
|------------------|---|
| Objective        | -Elevator 클래스 내 문을 여는 메소드 OpenDoor와 CloseDoor 두 메소드 작동 확인 -문을 열고 문의 현재상태 비교 -문을 닫고 문의 현재상태 비교 |
| Estimated Result | 문을 열었을 때 문의상태 1, 문을 닫았을 때 0   |
| Actual Result    | PASS  |



| Test Case Name   | 6. testClearResult   |
|------------------|--|
| Objective        | -Queue 클래스 내에 Queue 내용을 모두 비우는 메소드 ClearNode 메소드 작동 확인<br>-ClearNode 호출 후 Queue가 비었는지 확인 |
| Estimated Result | isEmpty() true 리턴  |
| Actual Result    | PASS   |

| Test Case Name   | 7. testCompClosestNode  |
|------------------|---|
| Objective        | -엘리베이터의 현재위치에 대해 가장 가까운 요청 검색 되 는지 확인<br>-현재 엘리베이터의 위치를 1으로 놓고 5층 상승 요청, 4층 내림 요청 두개 생성<br>-두 요청에 대해 더 가까운 요청 판별 후 그 요청의 목적지 확인 |
| Estimated Result | 결과로 된 요청의 목적지는 4가 되어 할 것이다.   |
| Actual Result    | PASS  |

| Test Case Name   | 8. testArrivalCalibration                 |
|------------------|---|
| Objective        | -Elevator 내의 arrivalCalibration 적용 되는지 판별 |
| Estimated Result |   |
| Actual Result    | PASS                                      |

# Unit Test – Error

| Test Case Name   | 9. testHandleAboard  |
|------------------|--|
| Objective        | -QueueAlgorithm의 탑승요청 handleAboard() 메소드 기능 확인 -11층에서 상승요청을 의미하는 요청 전달 -탑승요청 큐에 해당 요청 존재하는지 확인 |
| Estimated Result | 해당 요청 존재   |
| Actual Result    | ERROR  |

| Test Case Name   | 10. testEmergencyDestination             |
|------------------|--|
| Objective        | -비상 프로토콜을 위한 자동 비상 목적지 설정, 정차요청 기능 작동 확인 |
| Estimated Result | 엘리베이터의 목적지 변경                            |
| Actual Result    | ERROR                                    |

| Test Case Name   | 11. testFire |
|------------------|--------------|
| Objective        | -화재기능        |
| Estimated Result | 큐내 모든요청 삭제됨  |
| Actual Result    | ERROR        |

| Test Case Name   | 12. testBlack |
|------------------|---------------|
| Objective        | -정전기능         |
| Estimated Result | 큐내 모든요청 삭제됨   |
| Actual Result    | ERROR         |

| Test Case Name   | 13. testHandleSelect  |
|------------------|---|
| Objective        | -QueueAlgorithm의 하차요청 handleSelect() 메소드 기능 확인<br>-6층에서 정차를 하도록 하는 요청 전달<br>-탑승요청 큐에 해당 요청 존재하는지 확인 |
| Estimated Result | 해당 요청 존재  |
| Actual Result    | ERROR   |

| Test Case Name   | 14. testHandleCancel  |
|------------------|---|
| Objective        | -존재하는 요청 삭제하는 기능인 HandleCancel() 메소드 작동 확인<br>-한 개의 요청을 넣은 뒤 취소요청 (HandleCancel) 적용 후 해당요청 존재 여부 확인 |
| Estimated Result | 해당 요청 없음  |
| Actual Result    | ERROR   |

| Test Case Name   | 15. testSetNextDest  |
|------------------|--|
| Objective        | -setNextDestinationByComparison() 메소드 작동 확인<br>- 엘리베이터 1에대한 메소드 호출 후 엘리베이터의 목적지 확인 |
| Estimated Result | 목적지 변화   |
| Actual Result    | ERROR  |

| Test Case Name   | 16. testAdd  |
|------------------|--|
| Objective        | -목적지에 도착하여 arrivecalibration 중 해당 하중 내리기/ 태우기 기능 작동 확인 |
| Estimated Result |  |
| Actual Result    | ERROR  |

| Test Case Name   | 17. testDepart     |
|------------------|--------------------|
| Objective        | -엘리베이터 출발 기능 작동 확인 |
| Estimated Result |                    |
| Actual Result    | ERROR              |

Q&A