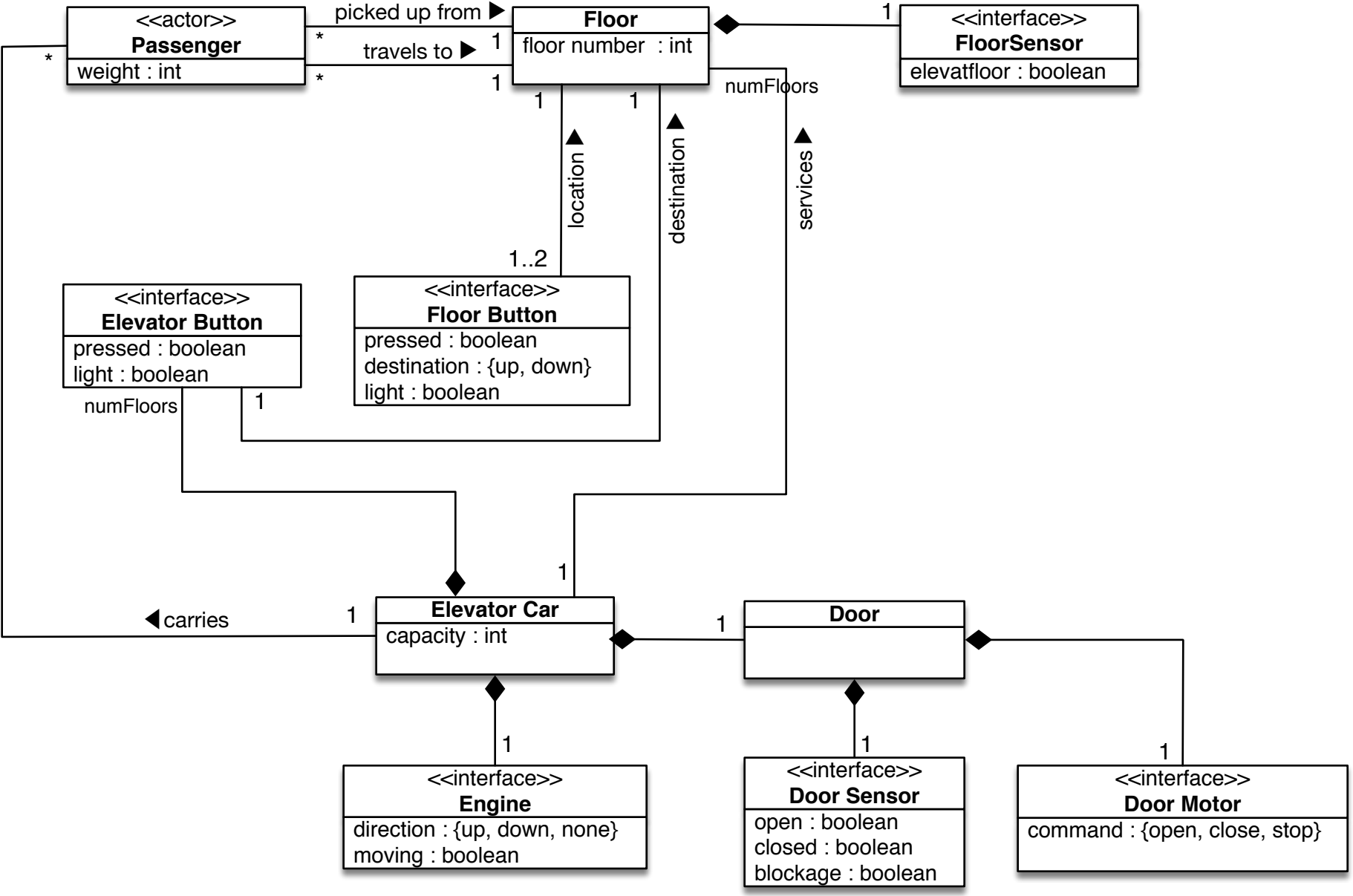
<<actor>>
Passenger
weight : int
picked up from
travels to
Floor
floor number : int
<<interface>>
FloorSensor
elevatfloor : boolean
numFloors
location
destination
services
1..2
<<interface>>
Elevator Button
pressed : boolean
light : boolean
<<interface>>
Floor Button
pressed : boolean
destination : {up, down}
light : boolean
numFloors
carries
Elevator Car
capacity : int
Door
<<interface>>
Engine
direction : {up, down, none}
moving : boolean
<<interface>>
Door Sensor
open : boolean
closed : boolean
blockage : boolean
<<interface>>
Door Motor
command : {open, close, stop}