

Elevator state [Current State]				Elevator button(0:Off, 1:On)				[Event]	Action	Next State
State No.	Floor	Door	Direction	1st fl	2nd fl	3rd fl	4th fl			
S1_1	1st Fl.	Closed	Up	0	0	0	0	0	Wait	S1_1
				1	-	-	-	-	Open	S1_2
				0	1	-	-	-	Move Up	S2_1
				0	-	-	1	-	Move Up	S2_1
				0	-	-	-	1	Move Up	S2_1
S1_2	1st Fl.	Open	Up	1	-	-	-	Close(1)	S1_1	
S1_3	1st Fl.	Closed	Down	0	-	-	-	Dir Up	S1_1	
				1	-	-	-	-	Open	S1_4
S1_4	1st Fl.	Open	Down	1	-	-	-	Close(1)	S1_3	
S2_1	2nd Fl.	Closed	Up	0	0	0	0	0	Wait	S2_1
				1	0	0	0	0	Dir Down	S2_3
				-	1	-	-	-	Open	S2_2
				-	0	1	-	-	Move Up	S3_1
				-	0	-	1	-	Move Up	S3_1
S2_2	2nd Fl.	Open	Up	-	1	-	-	Close(2)	S2_1	
S2_3	2nd Fl.	Closed	Down	0	0	0	0	0	Wait	S2_3
				1	0	-	-	-	Move Down	S1_3
				-	1	-	-	-	Open	S2_4
				0	0	1	-	-	Dir Up	S2_1
				0	0	-	1	-	Dir Up	S2_1
S2_4	2nd Fl.	Open	Down	-	1	-	-	Close(2)	S2_3	
S3_1	3rd Fl.	Closed	Up	0	0	0	0	0	Wait	S3_1
				1	-	-	0	0	Dir Down	S3_3
				-	-	1	0	0	Dir Down	S3_3
				-	-	-	1	-	Open	S3_2
				-	-	-	0	1	Move Up	S4_1
S3_2	3rd Fl.	Open	Up	-	-	-	1	Close(3)	S3_1	
S3_3	3rd Fl.	Closed	Down	0	0	0	0	0	Wait	S3_3
				1	-	-	0	-	Move Down	S2_3
				-	1	0	-	-	Move Down	S2_3
				-	-	-	1	-	Open	S3_4
				0	0	0	1	-	Dir Up	S3_1
S3_4	3rd Fl.	Open	Down	-	-	-	1	Close(3)	S3_3	
S4_1	4th Fl.	Closed	Up	-	-	-	0	Dir Down	S4_3	
				-	-	-	1	Open	S4_2	
S4_2	4th Fl.	Open	Up	-	-	-	1	Close(4)	S4_1	
S4_3	4th Fl.	Closed	Down	0	0	0	0	0	Wait	S4_3
				1	-	-	-	0	Move Down	S3_3
				-	1	-	-	0	Move Down	S3_3
				-	-	-	1	0	Move Down	S3_3
				-	-	-	-	1	Open	S4_4
S4_4	4th Fl.	Open	Down	-	-	-	1	Close(4)	S4_3	

Dir Up=set direction to Up
Dir Down=set direction to Down
Close(*n*)=set floor *n* switch off

