

ECE411: INDUSTRY DESIGN PROCESSES

HOMEWORK 5

REV 2

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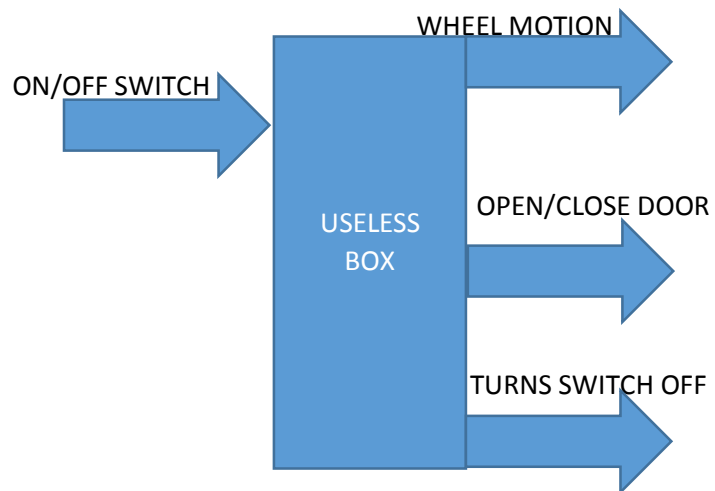


FIGURE 1: LEVEL ZERO BLOCK DIAGRAM

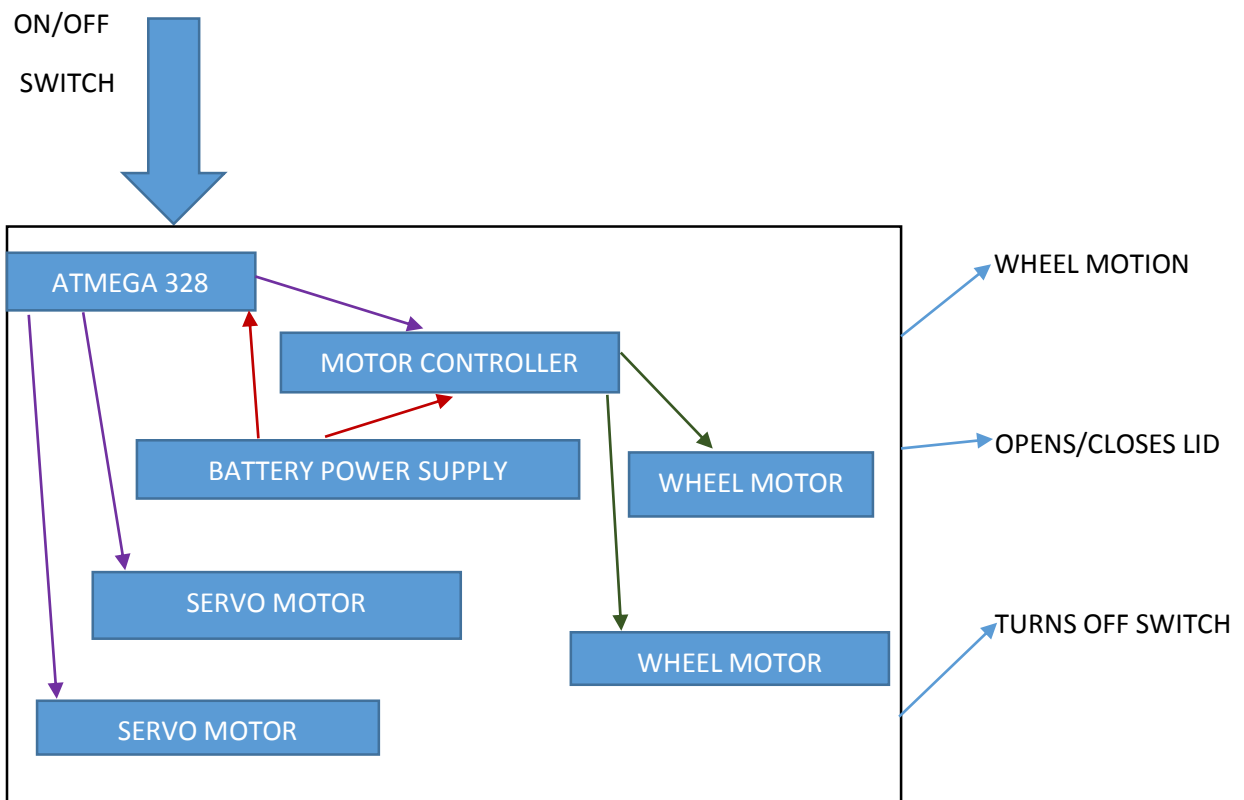
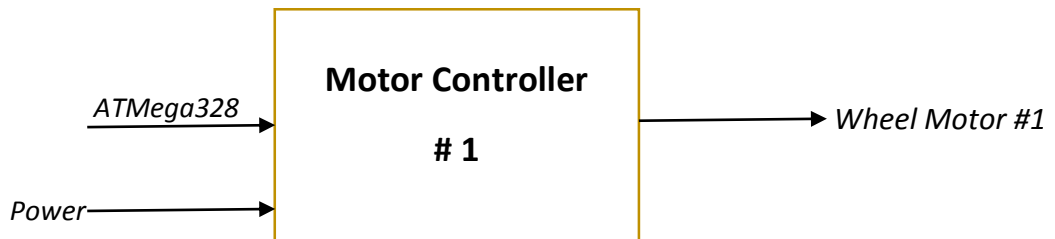
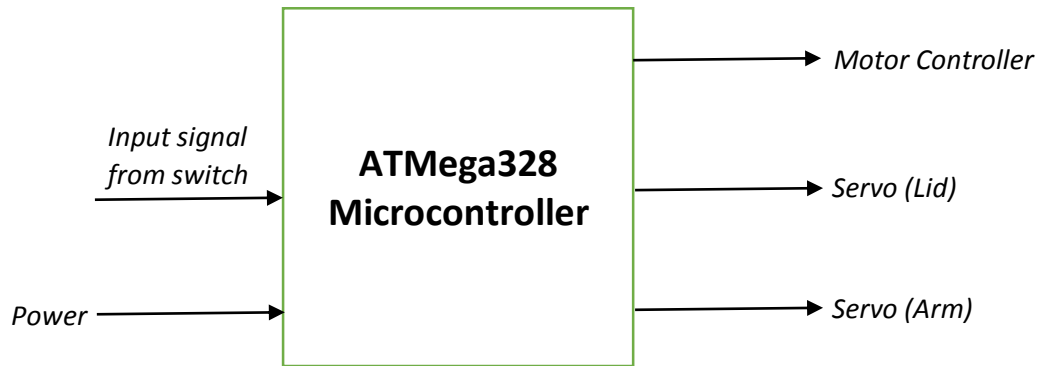
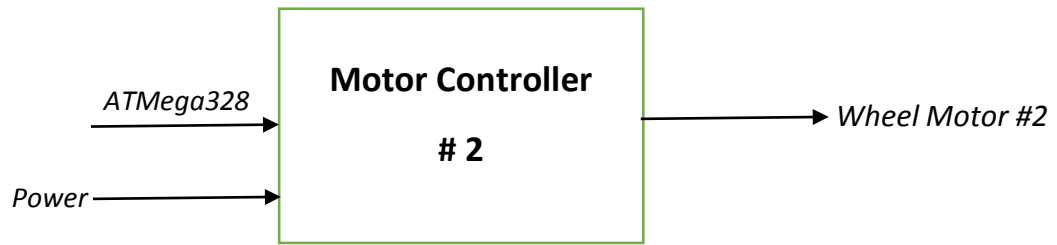


FIGURE 2: LEVEL ONE BLOCK DIAGRAM

LEVEL-0 DIAGRAM FOR EACH SUB-COMPONENT

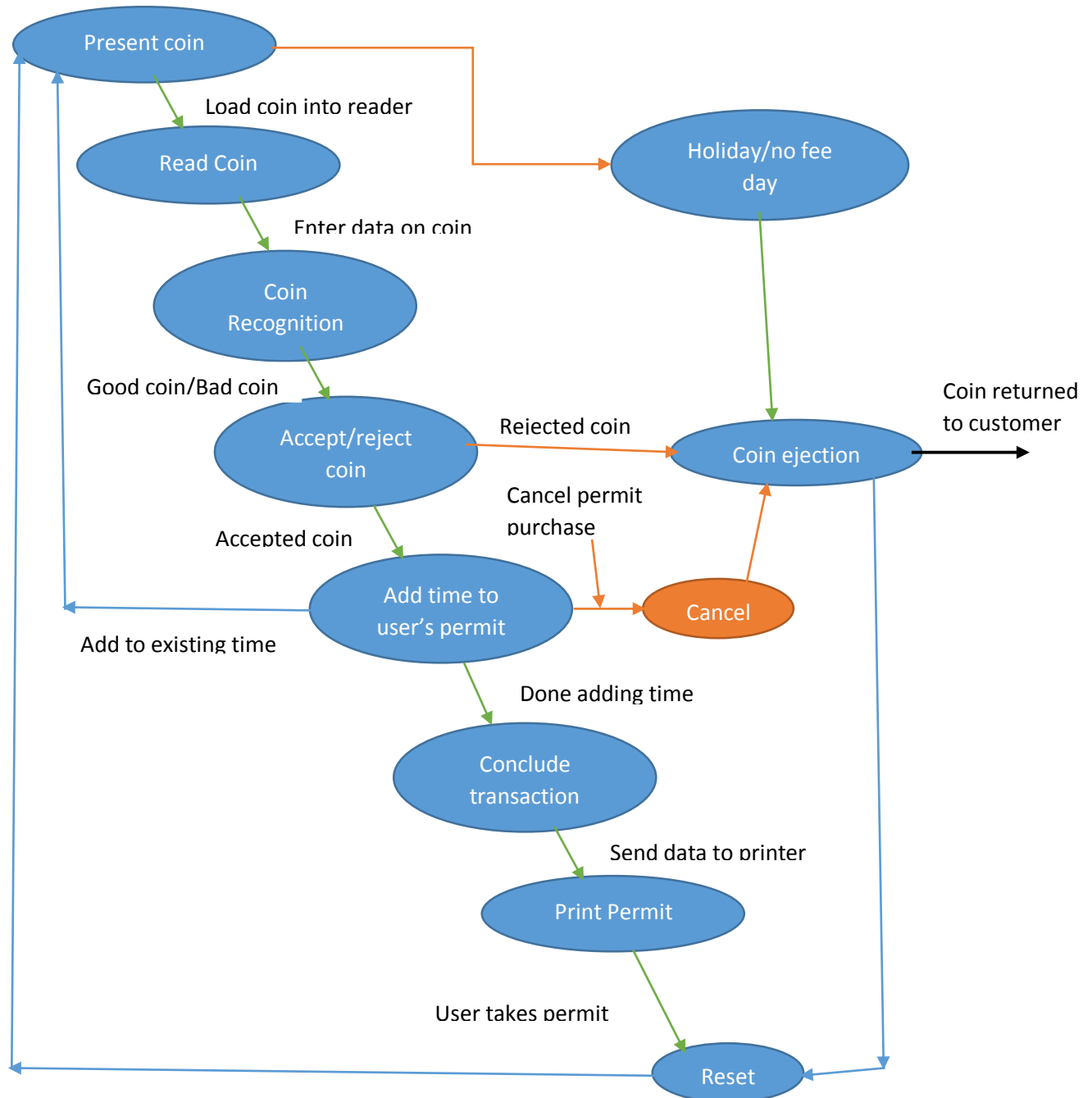




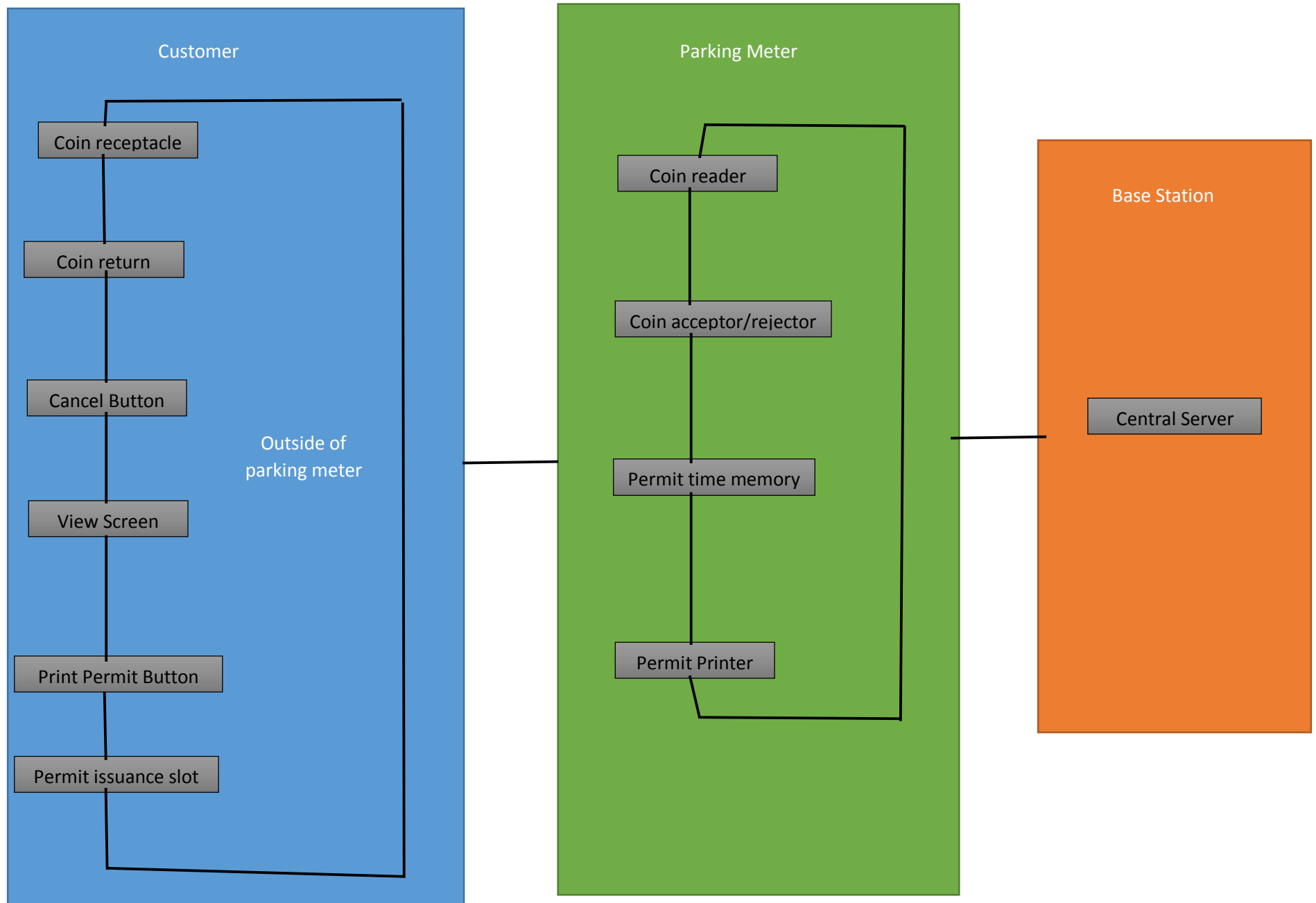
Part Two

Two subsystems with two different UML views

Coin acceptor-state machine view



THE COIN ACCEPTOR – PHYSICAL VIEW



THE CREDIT CARD READER – THE STATE MACHINE VIEW

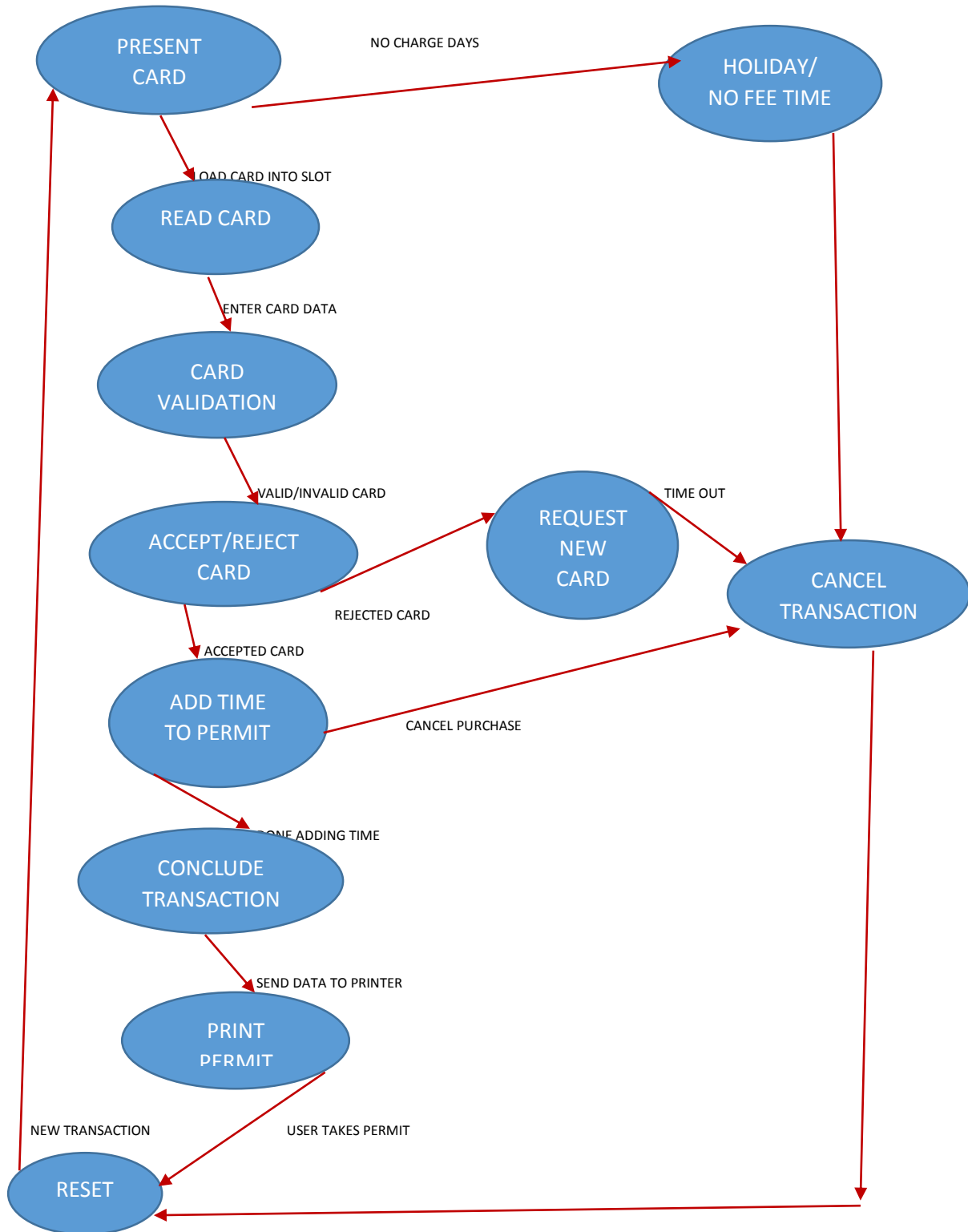


FIGURE 11: CREDIT CARD READER – STATE MACHINE VIEW

CREDIT READER – INTERACTION VIEW

