

Eon

Temperature Control System - Den

Analysis Class Report

Revision History

Authors	Description of Change	Sections	Rev	Date
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1 Team Description

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2 Project Description

Statement of Purpose: This project serves as a Temperature Control System, allowing the user to maintain their room's temperature according to their personal input.

Detailed Description: A heating/cooling control system that is capable of taking user input (temperature in either Fahrenheit or Celsius) in and activating an HVAC (Heating, ventilation, and air conditioning) system. This system also allows for scheduling and an external temperature display based on location information that is collected from the weather channel API. The control system is also capable of maintaining a climate type within a room at a predefined threshold of temperature. For example, if the user would like a warm climate, a temperature of 80 degrees F can be maintained constantly.

2.1 Analysis Class Diagram

Ok guys, so I found some info in the book regarding this. This is an example of what our Analysis Class Diagram should look like. [The example diagram is on the next page]

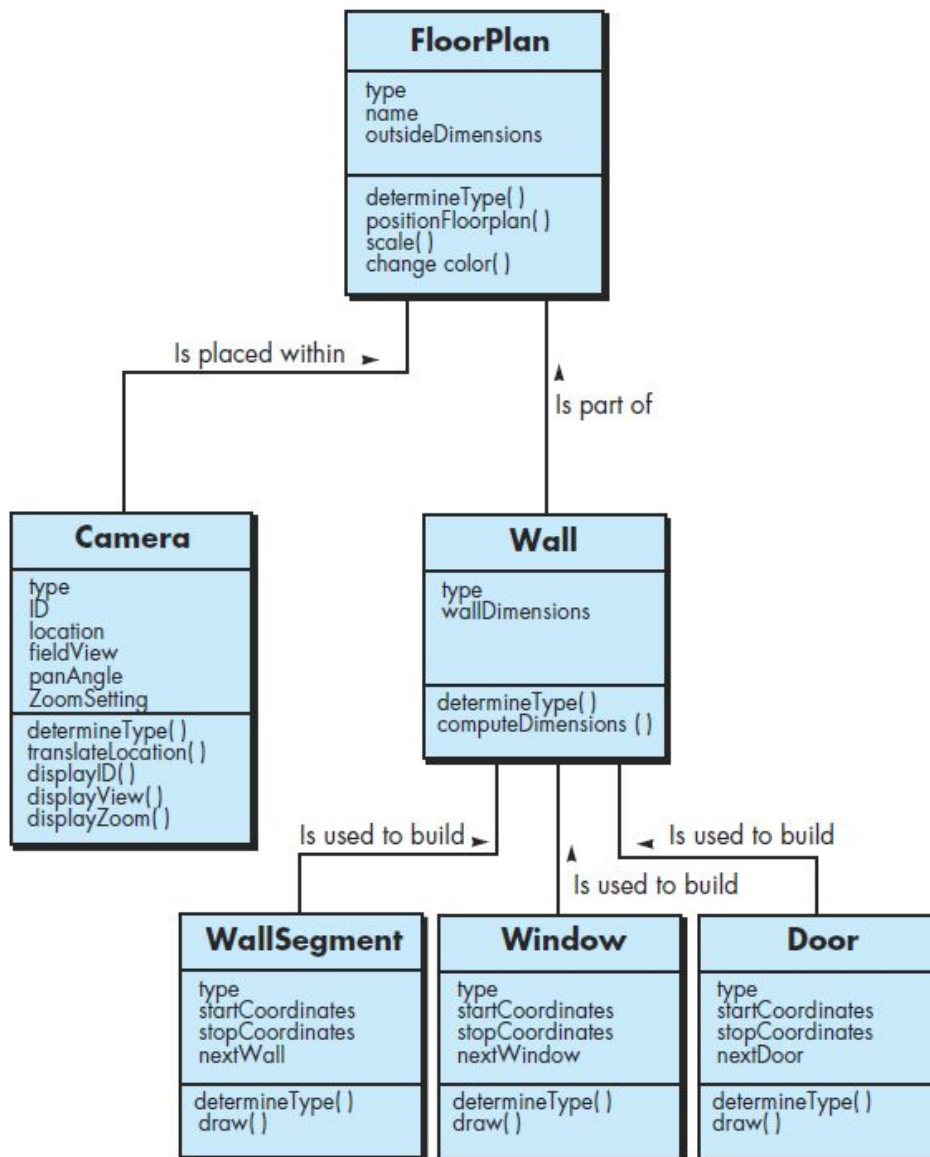
1) The First box: CLASS -> which can be any of the following:

- *External entities* (e.g., other systems, devices, people) that produce or consume information to be used by a computer-based system.
- *Things* (e.g., reports, displays, letters, signals) that are part of the information domain for the problem.
- *Occurrences or events* (e.g., a property transfer or the completion of a series of robot movements) that occur within the context of system operation.
- *Roles* (e.g., manager, engineer, salesperson) played by people who interact with the system.
 - *Organizational units* (e.g., division, group, team) that are relevant to an application.
- *Places* (e.g., manufacturing floor or loading dock) that establish the context of the problem and the overall function of the system.
- *Structures* (e.g., sensors, four-wheeled vehicles, or computers) that define a class of objects or related classes of objects.

2) The second box: ATTRIBUTES -> basically attributes of the class. For example, an attribute of our GUI class can be “dimensions”.

3) The third box: OPERATIONS -> Those are the operations in our program that pertain to the class:

- 1) operations that manipulate data in some way (e.g., adding, deleting, reformatting, selecting)
- (2) operations that perform a computation
- (3) operations that inquire about the state of an object, an
- (4) operations that monitor an object for the occurrence of a controlling event.



2.2 Analysis Class List

Sequence Number	Analysis Class
1	
2	
3	

4	
5	
6	

2.2.1 <Analysis Class 1 Name>

Description:

Methods:

.
. .

Attributes:

.
. .

2.2.2 <Analysis Class 1 Name>

Description:

Methods:

.
. .

Attributes:

.
. .