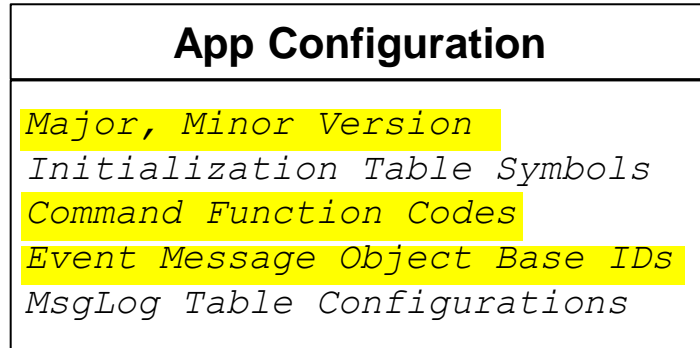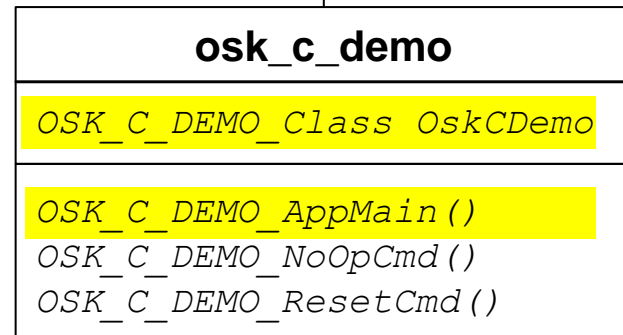- **Illustrate the architectural concept of an *App Object* that serves as a child object to the main app**

- **Add a 'skeleton' message log object**

  – Provide command function stubs that ouput an event message when the command executes

- **Since objects have "has a" relationship no need to include files lower in the hierarchy**

- **Note the minimal coupling between osk_c_demo and msglog**

  – object-to-app interface points. Notice which files are updated in each lesson based on the lesson's objectives

app_cfg.h

App Configuration
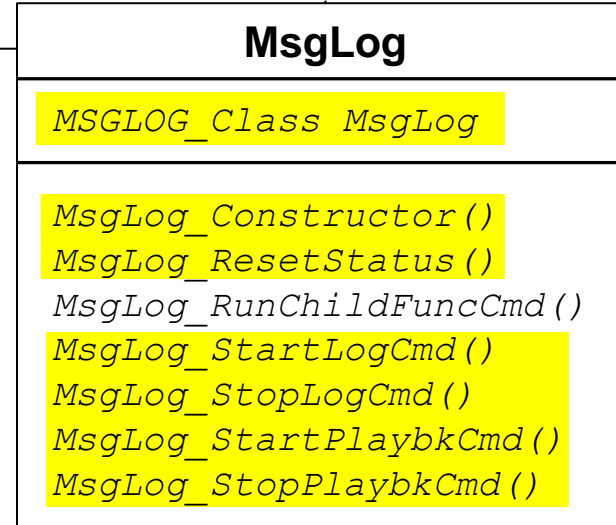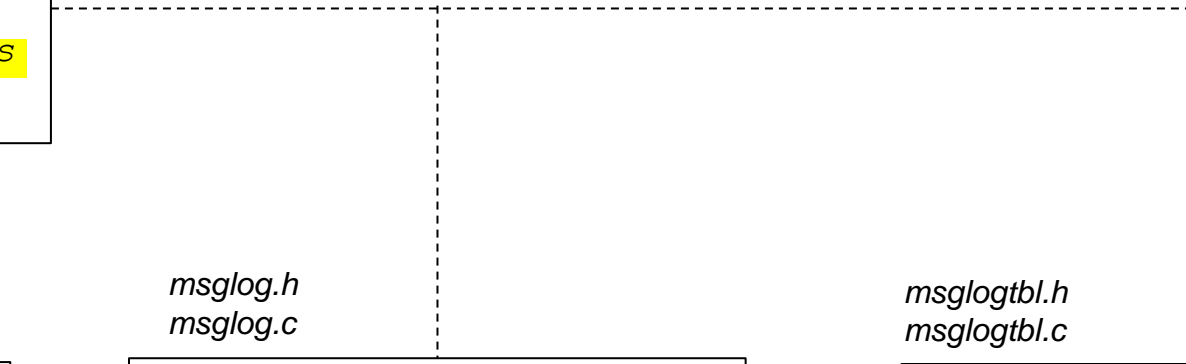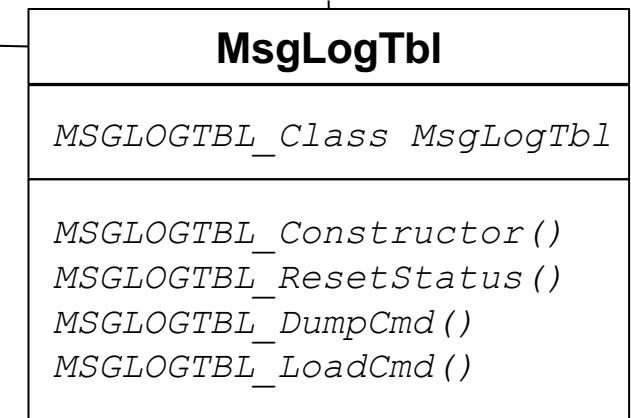
Major, Minor Version
Initialization Table Symbols
Command Function Codes
Event Message Object Base IDs
MsgLog Table Configurations

osk_c_demo.h
osk_c_demo.c

osk_c_demo

OSK_C_DEMO_Class OskCDemo

OSK_C_DEMO_AppMain()
OSK_C_DEMO_NoOpCmd()
OSK_C_DEMO_ResetCmd()

msglog.h
msglog.c

MsgLog

MSGLOG_Class MsgLog

MsgLog_Constructor()
MsgLog_ResetStatus()
MsgLog_RunChildFuncCmd()
MsgLog_StartLogCmd()
MsgLog_StopLogCmd()
MsgLog_StartPlaybkCmd()
MsgLog_StopPlaybkCmd()

msglogtbl.h
msglogtbl.c

MsgLogTbl

MSGLOGTBL_Class MsgLogTbl

MSGLOGTBL_Constructor()
MSGLOGTBL_ResetStatus()
MSGLOGTBL_DumpCmd()
MSGLOGTBL_LoadCmd()

OSK_C_DEMO DEMO_OPS_SCREEN

OSK C Demo

Commands

No Op	Reset	Load Tbl	Dump Tbl
Start Log	Stop Log	Start PlayBk	Stop PlayBk

Housekeeping Status

Cmd Cnt [   ] Cmd Err [   ]

Child Cmd Cnt [   ] Child Cmd Err [   ]

Log Ena [   ] Log Count [   ] Playbk Ena [   ]

Filename [   ] Display

Message Log File Playback

Entry [   ]

Pri Header [   ]

Scripts

Functional Test	Ops Example

Flight Event Messages

[   ]

Issue Start/Stop Log commands

- Observe Log Ena status change and event messages

Issue Start/Stop Playbk commands

- Observe Log Ena status change and event messages