

# Module Guide for Chess Connect

Team #4,  
Alexander Van Kralingen  
Arshdeep Aujla  
Jonathan Cels  
Joshua Chapman  
Rupinder Nagra

January 18, 2023

# 1 Revision History

Date	Version	Notes
1/17/2023	1.0	Detailed Modules used by Arduino Mega 2560
Date 2	1.1	Notes

## 2 Reference Material

This section records information for easy reference.

### 2.1 Abbreviations and Acronyms

symbol	description
AC	Anticipated Change
DAG	Directed Acyclic Graph
M	Module
MG	Module Guide
OS	Operating System
R	Requirement
SC	Scientific Computing
SRS	Software Requirements Specification
Chess Connect	Explanation of program name
UC	Unlikely Change
<a href="#">[etc. —SS]</a>	<a href="#">[... —SS]</a>

# Contents

<b>1</b>	<b>Revision History</b>	<b>i</b>
<b>2</b>	<b>Reference Material</b>	<b>ii</b>
2.1	Abbreviations and Acronyms . . . . .	ii
<b>3</b>	<b>Introduction</b>	<b>1</b>
<b>4</b>	<b>Anticipated and Unlikely Changes</b>	<b>2</b>
4.1	Anticipated Changes . . . . .	2
4.2	Unlikely Changes . . . . .	2
<b>5</b>	<b>Module Hierarchy</b>	<b>2</b>
<b>6</b>	<b>Connection Between Requirements and Design</b>	<b>3</b>
<b>7</b>	<b>Module Decomposition</b>	<b>4</b>
7.1	Hardware Hiding Modules (M1) . . . . .	4
7.1.1	Arduino Controller Module (M2) . . . . .	4
7.1.2	Arduino Module (M3) . . . . .	4
7.1.3	Piece Identification Module (M4) . . . . .	4
7.1.4	Chess Board Module (M5) . . . . .	5
7.1.5	Communication Module (M6) . . . . .	5
7.1.6	SoftwareSerial Module (M7) . . . . .	5
7.2	Behaviour-Hiding Module . . . . .	6
7.2.1	Input Format Module (M??) . . . . .	6
7.2.2	Etc. . . . .	6
7.3	Software Decision Module . . . . .	6
7.3.1	Etc. . . . .	6
<b>8</b>	<b>Traceability Matrix</b>	<b>6</b>
<b>9</b>	<b>Use Hierarchy Between Modules</b>	<b>7</b>

## List of Tables

1	Module Hierarchy . . . . .	3
2	Trace Between Requirements and Modules . . . . .	7
3	Trace Between Anticipated Changes and Modules . . . . .	7

# List of Figures

1	Use hierarchy among modules . . . . .	7
---	---------------------------------------	---

### 3 Introduction

Decomposing a system into modules is a commonly accepted approach to developing software. A module is a work assignment for a programmer or programming team (Parnas et al., 1984). We advocate a decomposition based on the principle of information hiding (Parnas, 1972). This principle supports design for change, because the “secrets” that each module hides represent likely future changes. Design for change is valuable in SC, where modifications are frequent, especially during initial development as the solution space is explored.

Our design follows the rules laid out by Parnas et al. (1984), as follows:

- System details that are likely to change independently should be the secrets of separate modules.
- Each data structure is implemented in only one module.
- Any other program that requires information stored in a module’s data structures must obtain it by calling access programs belonging to that module.

After completing the first stage of the design, the Software Requirements Specification (SRS), the Module Guide (MG) is developed (Parnas et al., 1984). The MG specifies the modular structure of the system and is intended to allow both designers and maintainers to easily identify the parts of the software. The potential readers of this document are as follows:

- New project members: This document can be a guide for a new project member to easily understand the overall structure and quickly find the relevant modules they are searching for.
- Maintainers: The hierarchical structure of the module guide improves the maintainers’ understanding when they need to make changes to the system. It is important for a maintainer to update the relevant sections of the document after changes have been made.
- Designers: Once the module guide has been written, it can be used to check for consistency, feasibility, and flexibility. Designers can verify the system in various ways, such as consistency among modules, feasibility of the decomposition, and flexibility of the design.

The rest of the document is organized as follows. Section 4 lists the anticipated and unlikely changes of the software requirements. Section 5 summarizes the module decomposition that was constructed according to the likely changes. Section 6 specifies the connections between the software requirements and the modules. Section 7 gives a detailed description of the modules. Section 8 includes two traceability matrices. One checks the completeness of the design against the requirements provided in the SRS. The other shows the relation between anticipated changes and the modules. Section 9 describes the use relation between modules.

## 4 Anticipated and Unlikely Changes

This section lists possible changes to the system. According to the likeliness of the change, the possible changes are classified into two categories. Anticipated changes are listed in Section 4.1, and unlikely changes are listed in Section 4.2.

### 4.1 Anticipated Changes

Anticipated changes are the source of the information that is to be hidden inside the modules. Ideally, changing one of the anticipated changes will only require changing the one module that hides the associated decision. The approach adapted here is called design for change.

**AC1:** The pin configuration for Hall-effect sensors

**AC2:** The pin configuration for LEDs

**AC3:** Transition logic between the various game states

**AC4:** Handling different user actions

### 4.2 Unlikely Changes

The module design should be as general as possible. However, a general system is more complex. Sometimes this complexity is not necessary. Fixing some design decisions at the system architecture stage can simplify the software design. If these decision should later need to be changed, then many parts of the design will potentially need to be modified. Hence, it is not intended that these decisions will be changed.

**UC1:** Valid chess move logic.

**UC2:** Data type definition locations may be shifted between different modules.

## 5 Module Hierarchy

This section provides an overview of the module design. Modules are summarized in a hierarchy decomposed by secrets in Table 1. The modules listed below, which are leaves in the hierarchy tree, are the modules that will actually be implemented.

**M1:** Hardware-Hiding Module

**M2:** Arduino Controller Module

**M3:** Arduino Module

**M4:** Piece Identification Module

**M5:** Chess Board Module

**M6:** Communication Module

**M7:** Software Serial Module

The Hardware-Hiding module is implemented by the microcontroller as firmware that controls all of the hardware components. This is implemented by the kernel to also run embedded software loaded onto the controller. The Arduino and SoftwareSerial modules are present in the Arduino framework and will not be recreated for this project.

Level 1	Level 2
Hardware Hiding Module	Arduino Controller Module
	Piece Identification Module
	Chess Board Module
	Communication Module
Behaviour-Hiding Module	?
	?
	?
	?
	?
	?
	?
Software Decision Module	?
	?
	?

Table 1: Module Hierarchy

## 6 Connection Between Requirements and Design

The design of the system is intended to satisfy the requirements developed in the SRS. In this stage, the system is decomposed into modules. The connection between requirements and modules is listed in Table 2.



## 7 Module Decomposition

Modules are decomposed according to the principle of “information hiding” proposed by Parnas et al. (1984). The *Secrets* field in a module decomposition is a brief statement of the design decision hidden by the module. The *Services* field specifies *what* the module will do without documenting *how* to do it. For each module, a suggestion for the implementing software is given under the *Implemented By* title. If the entry is *OS*, this means that the module is provided by the operating system or by standard programming language libraries. *Chess Connect* means the module will be implemented by the Chess Connect software.

Only the leaf modules in the hierarchy have to be implemented. If a dash (–) is shown, this means that the module is not a leaf and will not have to be implemented.

### 7.1 Hardware Hiding Modules (M1)

**Secrets:** The data structure and algorithm used to implement the virtual hardware.

**Services:** Serves as a virtual hardware used by the rest of the system. This module provides the interface between the hardware and the software. So, the system can use it to display outputs or to accept inputs.

**Implemented By:** OS

#### 7.1.1 Arduino Controller Module (M2)

**Secrets:** The logic for changing game state and reading user actions.

**Services:** Reads inputs from sensors and writes to outputs to turn on/off LED’s. Main overarching module that runs and controls all other modules to coordinate the logic and messages with the game state.

**Implemented By:** Arduino Mega 2560 Rev3 Controller

#### 7.1.2 Arduino Module (M3)

**Secrets:** The Arduino API that allows access to the Hardware Abstraction Layer (HAL).

**Services:** Provides an interface to the hardware through pin assignments and hardware ID’s.

**Implemented By:** Arduino Controller Module

#### 7.1.3 Piece Identification Module (M4)

**Secrets:** The values read by the Hall-effect sensors that are translated into the Piece data type.

**Services:** Translates sensor values into pieces and positions on the chess board. Provides Piece identification data types to the rest of the program.

**Implemented By:** Arduino Controller Module, Chess Board Module

#### 7.1.4 Chess Board Module (M5)

**Secrets:** Contained within this module are:

- the valid move logic for chess pieces;
- The translation of the piece configuration on the chess board into a [FEN string](#)
- Checking for checkmate

**Services:** Handles all of the logic used in the game of chess. This module processes commands received from the Web Application and Teensy Controller into actions to be implemented within the game and gives feedback related to valid moves and the game/board state.

**Implemented By:** Arduino Controller Module

#### 7.1.5 Communication Module (M6)

**Secrets:** Message encoding string used to send board state, game mode and resignation signal. Message decoding string to interpret best moves, the check/mate/stalemate warning and commands from the Teensy controller.

**Services:** Reads and writes to the communication pins, processes and sends commands to various parts of the embedded software.

**Implemented By:** Arduino Controller Module, Chess Board Module

#### 7.1.6 SoftwareSerial Module (M7)

**Secrets:** The methods in which the data is encoded, flags used to acknowledge connection, successful data transmission, incoming signal, etc.

**Services:** The Arduino API that allows for sending and receiving various data types through serial communication.

**Implemented By:** Communication Module

## 7.2 Behaviour-Hiding Module

**Secrets:** The contents of the required behaviours.

**Services:** Includes programs that provide externally visible behaviour of the system as specified in the software requirements specification (SRS) documents. This module serves as a communication layer between the hardware-hiding module and the software decision module. The programs in this module will need to change if there are changes in the SRS.

**Implemented By:** –

### 7.2.1 Input Format Module (M??)

**Secrets:** The format and structure of the input data.

**Services:** Converts the input data into the data structure used by the input parameters module.

**Implemented By:** [Your Program Name Here]

**Type of Module:** [Record, Library, Abstract Object, or Abstract Data Type] [Information to include for leaf modules in the decomposition by secrets tree.]

### 7.2.2 Etc.

## 7.3 Software Decision Module

**Secrets:** The design decision based on mathematical theorems, physical facts, or programming considerations. The secrets of this module are *not* described in the SRS.

**Services:** Includes data structure and algorithms used in the system that do not provide direct interaction with the user.

**Implemented By:** –

### 7.3.1 Etc.

## 8 Traceability Matrix

This section shows two traceability matrices: between the modules and the requirements and between the modules and the anticipated changes.

Req.	Modules
R1	M1, M??, M??, M??
R2	M??, M??
R3	M??
R4	M??, M??
R5	M??, M??, M??, M??, M??, M??
R6	M??, M??, M??, M??, M??, M??
R7	M??, M??, M??, M??, M??
R8	M??, M??, M??, M??, M??
R9	M??
R10	M??, M??, M??
R11	M??, M??, M??, M??

Table 2: Trace Between Requirements and Modules

AC	Modules
AC1	M2
AC2	M2
AC3	M2, M5
AC4	M2, M5, M6

Table 3: Trace Between Anticipated Changes and Modules

## 9 Use Hierarchy Between Modules

In this section, the uses hierarchy between modules is provided. [Parnas \(1978\)](#) said of two programs A and B that A *uses* B if correct execution of B may be necessary for A to complete the task described in its specification. That is, A *uses* B if there exist situations in which the correct functioning of A depends upon the availability of a correct implementation of B. Figure 1 illustrates the use relation between the modules. It can be seen that the graph is a directed acyclic graph (DAG). Each level of the hierarchy offers a testable and usable subset of the system, and modules in the higher level of the hierarchy are essentially simpler because they use modules from the lower levels.

Figure 1: Use hierarchy among modules

## References

- David L. Parnas. On the criteria to be used in decomposing systems into modules. *Comm. ACM*, 15(2):1053–1058, December 1972.
- David L. Parnas. Designing software for ease of extension and contraction. In *ICSE '78: Proceedings of the 3rd international conference on Software engineering*, pages 264–277, Piscataway, NJ, USA, 1978. IEEE Press. ISBN none.
- D.L. Parnas, P.C. Clement, and D. M. Weiss. The modular structure of complex systems. In *International Conference on Software Engineering*, pages 408–419, 1984.