|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| **History** | | | | |
| **Issue status**  (Index) | **Maturity/Date**  (draft/invalid/valid)  (dd-mmm-yyyy) | **Author**  Department | **Check/Release**  Department | **Description** |
| 1.0 | Draft  31-0ct-17 | Jorge Acevedo | Jorge Acevedo | Creation of the Requirements Redefinition Table for redefining the ambiguous requirements. |
| 2.0 | Draft  24-Nov-17 | Jorge Acevedo | Jorge Acevedo | Addition of the Scheduler and State Machine requirements. |

The following table contain the redefinition of the client’s requirements that can be found in the “Window Lifter Requirements” document. The redefinition was based on the freedom that the client give to Continental for modify the requirements for delimitate the project.

**Requirements Redefinition Table**

|  |  |  |
| --- | --- | --- |
| Requirement ID | Requirement Redefinition | Clarification |
| STR6 | The Blue LED must be turned on when a valid input signal for moving the Window’s Crystal upwards is processed by the microcontroller. | It wasn’t specified the exact action that turns the LED on. |
| STR7 | The Blue LED must be turned off when a valid input signal for moving the Window’s Crystal upwards isn’t read by the microcontroller. | It wasn’t specified when the LED is turned off. |
| STR8 | The Green LED must be turned on when a valid input signal for moving the Window’s Crystal downwards is processed by the microcontroller. | It wasn’t specified the exact action that turns the LED on. |
| STR9 | The Blue LED must be turned off when a valid input signal for moving the Window’s Crystal downwards isn’t read by the microcontroller. | It wasn’t specified when the LED is turned off. |
| STR11 | The three input signals (moving up window's crystal signal, moving down window's crystal signal and anti pinch signal) are generated by a push button. | It was declared that the moving up window's crystal signal and moving down window's crystal signal shall be generated using switches. it was specified with the costumer that the signal will be generated using push buttons. |
| STR14 | A non-valid input signal combination should not invoke any function or action in the module. The tasks and functions that are being executed in module shall be not influenced when an invalid input signal combination is read. | It was specified that the module should identify a non-valid input signal combination, but it wasn’t declared the action to do when those non-valid combinations were detected. It was specified with the costumer that no action will be invoked as result of the detection of a non-valid combination of input signals. |
| STR23 | The window lifter module shall be able to detect when the activation of the antipinch function is invalid and do not execute the antipinch function. | It wasn’t specified the action to do when a non-valid antipinch signal combination was detected. It was specified with the client that the antipinch function will not be executed when a non-valid combination input signal is detected. |
| STR24 | When the function of anti pinch is activated, the input signals shall not stop its execution until the antipinch function had been finished | It was not specified what to do when the antipinch function is in execution and valid input signals are detected by the module. It was specified with the client that all input signals will be ignored while the antipinch function is in execution and they will not invoke any action. |
| STR25 | The actions generated by the anti pinch function shall be emulated. | It wasn’t not directly specified that the function will be emulated. It was determined that the antpinch function will be emulated. |

**Scheduler and State** **Machine Requirements**

These requirements were defined after the change of specification in the project development. The new specification is related to use and Binary Progression Scheduler (BPS) for managing the execution of the periodic tasks and code the Window Lifter Project in a State Machine way.

|  |  |
| --- | --- |
| Requirement ID | New Requirement |
| STR29 |  |