Architecture and Design of

Embedded Real-Time

Systems

Journal on Exercises 3

Group 10

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**Revision History**

|  |  |  |
| --- | --- | --- |
| Revision | Date/Authors | Description |
| 1.0 | 23.11.2019/MK | Document created |
| 1.1 | 23.11.2019/MK | Introduction, Requirements, Patterns and UC view initiated |
|  |  |  |
|  |  |  |

# Introduction

This Journal is made as an assignment for the Embedded Real-Time Systems course at Aarhus University. The journal will consist of a short description of the requirements of the system, then an identification of the design patterns used to realise the system and then a short description of the architecture and design using the 4+1 software engineering model.

## Intro to requirements for the exercises

The requirements of the exercise will be stated here:

1. The EmbeddedSystemX must be implemented using GoF State Pattern
2. Each state from the GoF State Pattern must implemented using Singleton pattern
3. The command pattern must be used to implement the processing of the sub states within state Operational

## Patterns used in the solution

The solution for the system relies on three design patterns. To realise the state machine in the exercise the GoF state pattern is used. The state pattern as described by the GoF is like the class diagram on Figure 1 where each concrete state inherits from the state ‘TCPState’ that has the prototype for each of the events possible in the system.

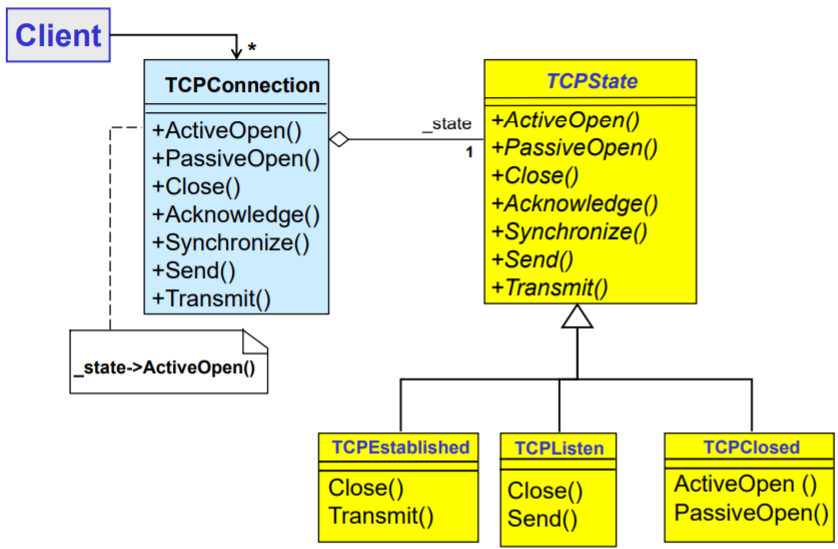


Figure 1 State Pattern Example

To ensure that each state object of the state patterns is not created and destroyed every time a new state is entered and exited each inheritor of the state class is implemented using the Singleton pattern. This ensures as described by GoF that a static instance of the class is created the first time with a call to the static function Instance(). An illustration of the singleton pattern can be found on Figure 2.

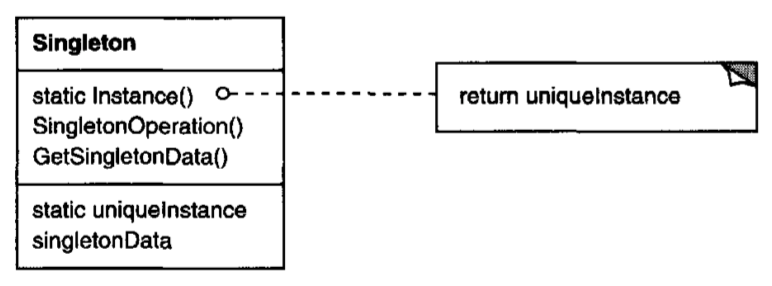


Figure 2 Generic Structure of Singleton Pattern

To abstract the user interface from the internal workings of the EmbeddedSystemX a command pattern is implemented so that each action performed by the user is abstracted away from the implementation of the action.

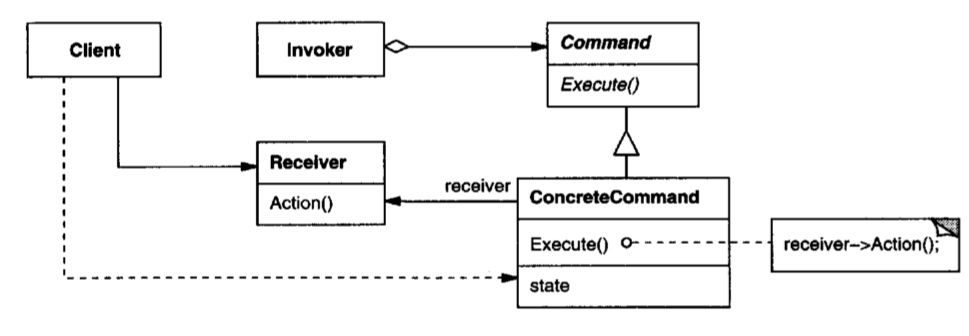


Figure 3 Generic Structure of Command Pattern

# Solution

## Introduction to architecture and decisions

To implement the state machine, the State Pattern described in section 1.2 is used. The in the abstract state superclass all event operations have a default implementation. This way it is only necessary to implement event operations for the actual state.

To implement the event handling we use a solution where all classes has a public function for each event, as seen on Figure 4.

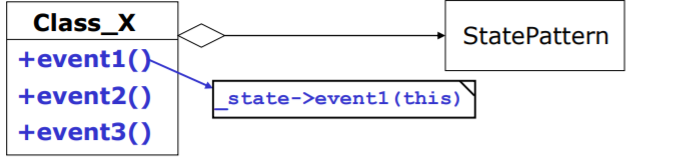


Figure 4 Event handling solution example

INCLUDE SOMETHING ABOUT THE DECISION TO MAKE 2 IMPLEMENTATIONS

## Use Case View

The EmbeddedSystemX offers three main use cases for the user to interact with, these can be seen on the use case diagram on Figure 5. The use cases are derived from the system behaviour described in state machine diagram on Figure 6. Here is can be identified that the user is responsible for triggering the state transitions:

|  |  |
| --- | --- |
| State transition | Description |
| Failure PowerOnSelfTest | If the initial PowerOnSelfTest is failed the user must trigger either a system exit or a restart. |
| Ready Configure | When the system is in operational ready state the user must trigger transition to configure state. |
| Ready RealTimeLoop | When the system is in operational ready state the user must trigger transition to RealTimeLoop state. This could be a sensor read, actuator actuate operational loop |
| RealTimeLoop Ready | The user must stop the system from executing |
| RealTimeLoop Suspend | When the system is executing the real time loop the user must trigger the suspend |
| Suspended RealTImeLoop | When the system is suspended the user must trigger the resume. |
| Operational PowerOnSelfTest | The user must trigger a restart so that the system can go from operational state to PowerOnSelfTest state |

The functionality described in the table above is summed up in the Actor context diagram below

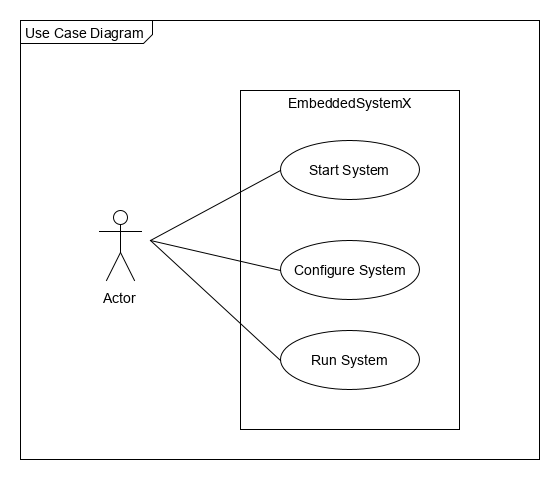


Figure 5 Actor-context diagram for the EmbeddedSystemX

### Start System

The Start System use case follows the general use case description below:

|  |  |
| --- | --- |
| UC 1: Start System | Description |
| Actor | User |
| Post Condition | System is in Operational Ready state |
| Trigger | User power on system |
| Main flow |  |
|  | User power on system |
|  | System performs PowerOnSelfTest  [Exception: SelfTestFailed] |
|  | System performs Initializing |
|  | System enters Operational Ready state |
|  | User is informed of System state |
| Exceptions |  |
| [SelfTestFailed] |  |
|  | System informs user that system self-test fails |
|  | User restarts system |
|  | UC continues form step 2. |

### Configure System

|  |  |
| --- | --- |
| UC 1: Start System | Description |
| Actor | User |
| Precondition | System is in Operational Ready state |
| Post Condition | System has updated configuration |
| Trigger | User trigger configuration |
| Main flow |  |
|  | User enters configuration |
|  | System enters Configuration state |
|  | System reads configuration information |
|  | System informs user that configuration is done |
|  | System returns to Operational ready state |

### Run System

|  |  |
| --- | --- |
| UC 1: Start System | Description |
| Actor | User |
| Precondition | System is in Operational Ready state |
| PostCondition | System returns to Operational Ready state |
| Trigger | User trigger start/run |
| Main flow |  |
|  | User trigger start/run |
|  | System enters RealTimeLoop state |
|  | System runs real time loop indefinitely  [Exception: Suspend] |
|  | User stops system |
| Exceptions |  |
| [Suspend] | User suspends system |
|  | User trigger suspend real-time loop |
|  | System enters Suspended state |
|  | User trigger Resume real-time loop |
|  | UC continues from step 2 |

## Logical View

The main goal of the logical view is to define the components that make up the system and to define the interfaces through which they will communicate and interact with each other.

### Class diagram(s)

For the implementation only using the GoF state patter, i.e. not using the command pattern. The class diagram seen on Figure 6 is realized. Note that for this implementation to be viable the classes ‘EmbeddedSystemState’ and ‘EmbeddedSystemX’ must have each other as *friend*.

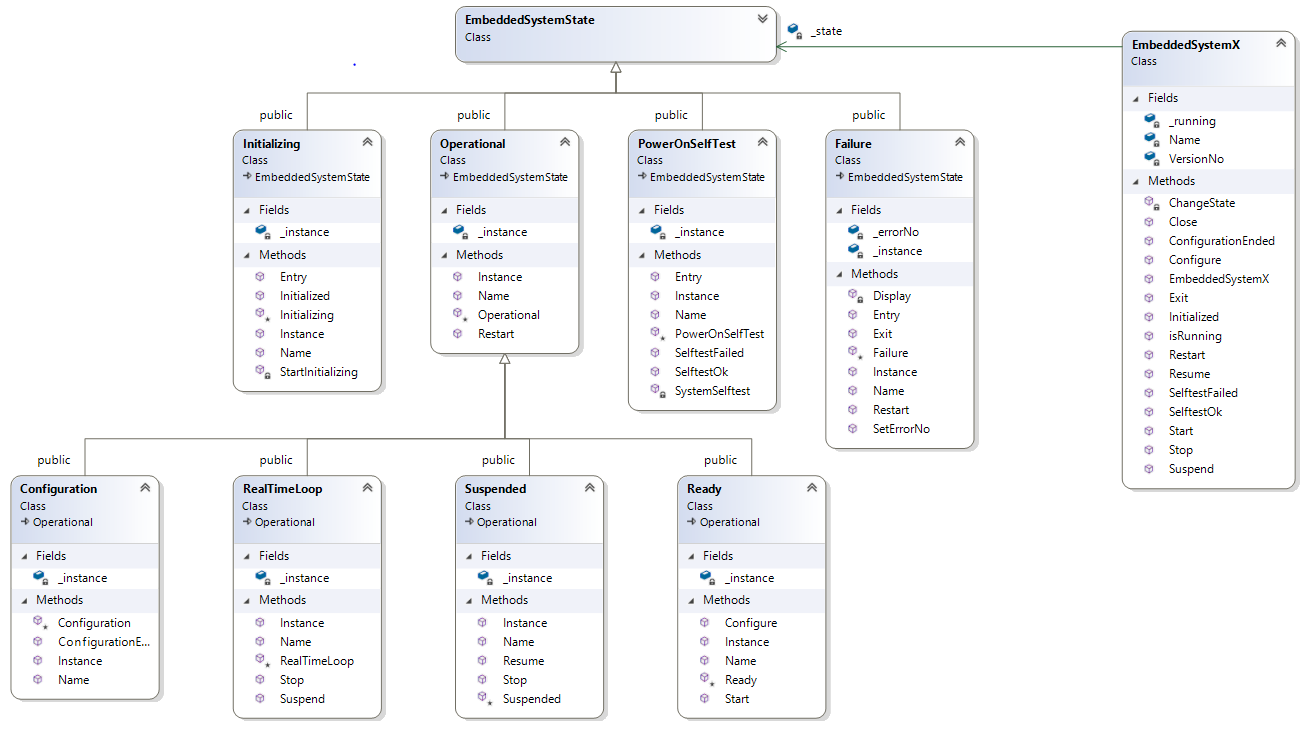


Figure 6 Class diagram for EmbeddedSystemX using the GoF state pattern

For the implementation using command pattern the class diagram seen on ?????? is implemented. EXPLANATION?

### Sequence diagram(s)

An example of a call sequence not using the command pattern can be found on ???

### State Diagram(s)

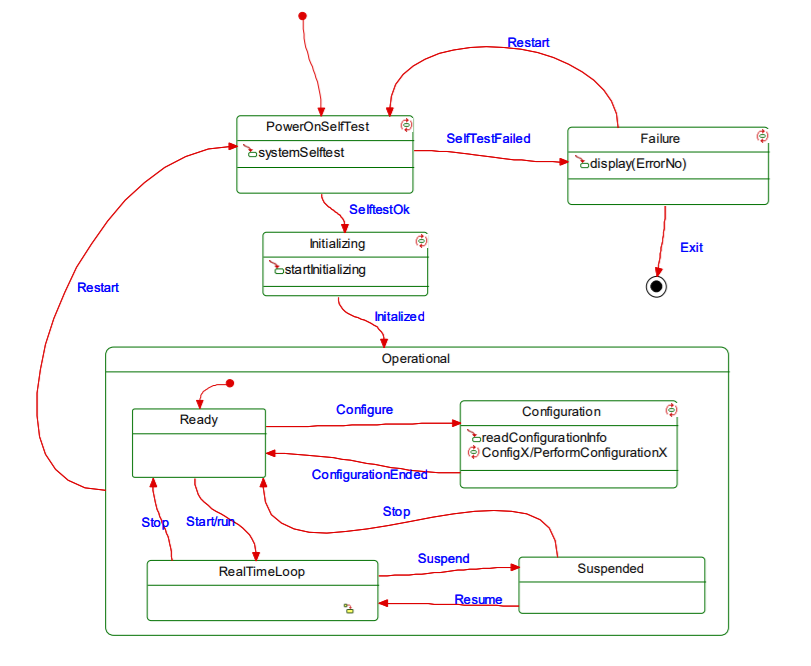


Figure 7 A state Diagram of EmbeddedSystemX

## Implementation View

### Implementation details

# Discussion of results

# Conclusion

# Appendix A