

Script=CJK,BoldFont=SimHei,ItalicFont=KaiTiSimSun

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2019-04-18

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Script=CJK,BoldFont=\* BoldMicrosoft YaHei







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# 1

## 1.1

/ / /

## 1.2

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## **2**

### 2.1

#### 2.1.1

#### 2.1.2



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2.2

2.3

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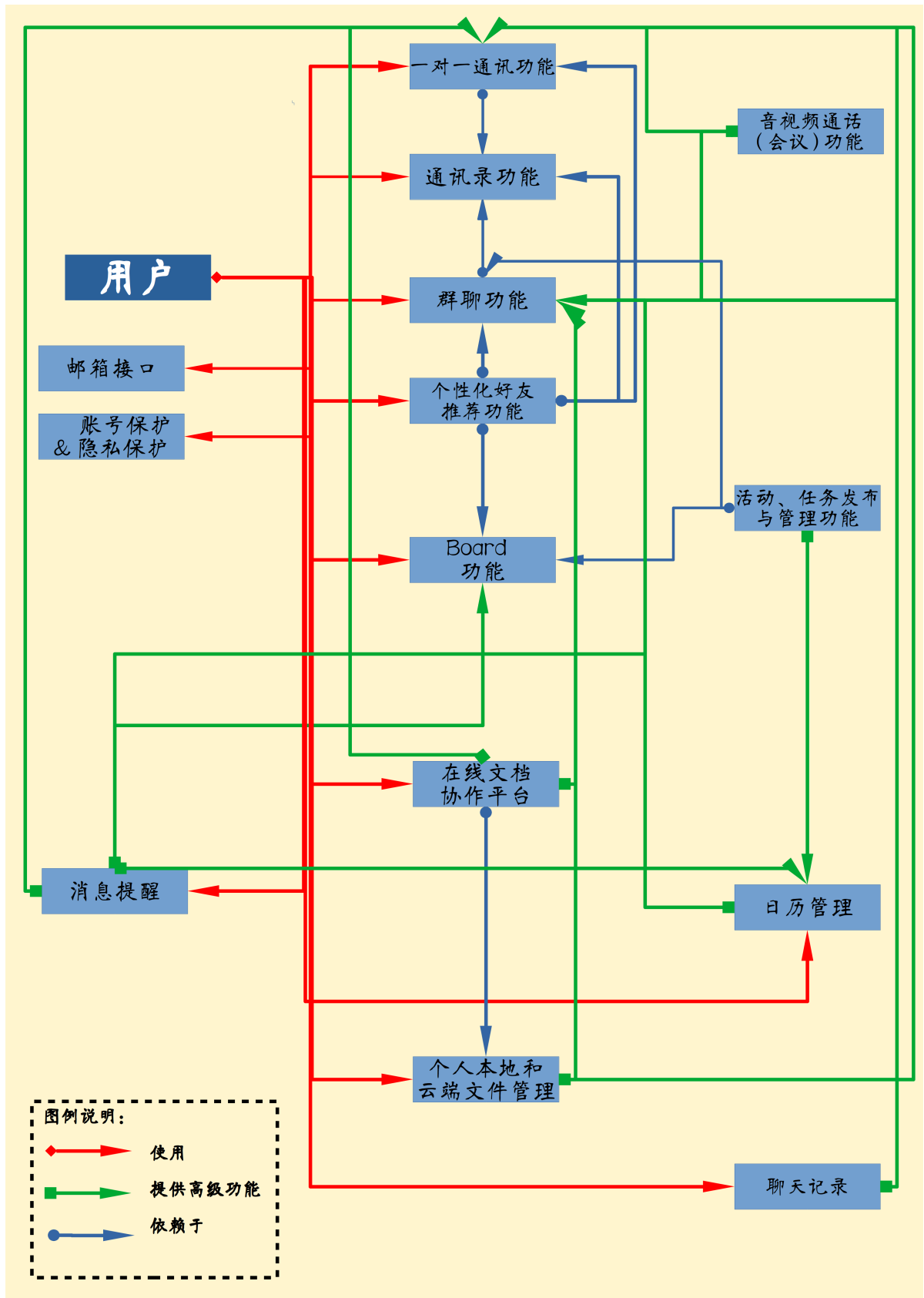
## 2.4

- Android IOS Windows Linux
- 

Board

Board

- 
-



2.1

---

### 3

#### 3.1

##### 3.1.1 R.INTF.CALC.001:

###### 3.1.1.1

:

- 

- 

###### 3.1.1.2

###### 3.1.1.3

- 

- 

- 

- 

- 

###### 3.1.1.4

##### 3.1.2 R.INTF.CALC.002:

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### 3.1.2.1 R.INTF.CALC.002.1:

:

- 
- 
- 
- 
- 
- “ ”
- “ ”
- “ ” “ ”
- “ / ” “ ”
- “ ”
- “ ”

### 3.1.2.2 R.INTF.CALC.002.2:

:

-

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- 

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- 

- 

- 

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### 3.1.2.3 R.INTF.CALC.002.3:

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- 

- 

- 

- 

- 

- 

“ ”

- 
- - GPS
  - 
  - 
  -

### 3.1.3 R.INTF.CALC.003: /

#### 3.1.3.1

- 
- 
- 
- 

#### 3.1.3.2

- 
- 
- 

#### 3.1.3.3

- 
- 
-

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#### 3.1.3.4

- 
- 
- 

#### 3.1.4 R.INTF.CALC.004: ( )

##### 3.1.4.1

:

- 
- 
- 
- 

##### 3.1.4.2

“ ” “ ”

“ ” “ ”

“ ”

##### 3.1.4.3

- 
- 
- 
- 
- 
-



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#### 3.1.4.4

- 
- 
- 

#### 3.1.5 R.INTF.CALC.005:

##### 3.1.5.1 R.INTF.CALC.005.1:

:

- 
- 
- 
- 
- 
- 

- 

“ ”

- 

“ ” “ ”

- 

“ ”

- 

“ ”

“ ”

“ ”

-

- ### 3.1.5.2 R.INTF.CALC.005.2:

•

•

•

•

- 15

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### 3.1.5.3 R.INTF.CALC.005.3:

:

- 
- 

“ ” “ ” “ ”

- 
- 

“ ”

### 3.1.6 R.INTF.CALC.006:

#### 3.1.6.1

:

- 
- txt xls

#### 3.1.6.2

“ ” “ ” “ ”

#### 3.1.6.3

- 
- 
-

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#### 3.1.6.4

- 
- 

#### 3.1.7 R.INTF.CALC.007:

##### 3.1.7.1

:

- 
- 

##### 3.1.7.2

##### 3.1.7.3

- 
- 
- 

##### 3.1.7.4

#### 3.1.8 R.INTF.CALC.008: Board( )

Board

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#### 3.1.8.1

:

- Board
- 
- Board
- Board

#### 3.1.8.2

- “Board” Board
- Board “ ”
- Board “ ” “ ”
- Board Board

#### 3.1.8.3

- Board
- Board

#### 3.1.8.4

- 
- Board

#### 3.1.9 R.INTF.CALC.009:

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#### 3.1.9.1

:

- 
- 

#### 3.1.9.2

#### 3.1.9.3

- 
- 

#### 3.1.9.4

### 3.1.10 R.INTF.CALC.010:

#### 3.1.10.1

:

- 
- 
- 
- 
-

---

#### 3.1.10.2

“ ”

#### 3.1.10.3

- 
- 
- 

#### 3.1.10.4

- 
- 
- 

### 3.1.11 R.INTF.CALC.011:

#### 3.1.11.1

:

- 
- 

#### 3.1.11.2

#### 3.1.11.3

- 
-

---

3.1.11.4

3.1.12 R.INTF.CALC.012:

3.1.12.1

:

- 

- 

3.1.12.2

- “ ”

- 

- 

3.1.12.3

- 

- 

- 

3.1.12.4

3.1.13 R.INTF.CALC.013:



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#### 3.1.13.1

:

- 
- 
- 
- 

#### 3.1.13.2

#### 3.1.13.3

- 
- 
- 

#### 3.1.13.4

- 
- 
- 

#### 3.1.14 R.INTF.CALC.014:

#### 3.1.14.1

:

- 
-

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#### 3.1.14.2

#### 3.1.14.3

- 
- 

#### 3.1.14.4

### 3.2

#### 3.2.1

##### 3.2.1.1

- 1 PC 1 - 50

##### 3.2.1.2

- 1000

##### 3.2.1.3

- $\geq 10000$   $\geq 1000000$   $\geq 1000$   $\geq 500000$
- $\leq 50$   $\leq 20$   $\leq 10$   $\leq 50$
- $\geq 100000$   $\geq 10000000$   $\geq 10000$   $\geq 5000000$
- $\leq 500$   $\leq 200$   $\leq 100$   $\leq 500$

##### 3.2.1.4

- $\leq 10\text{GB}$

---

### 3.2.1.5

( )

- $\leq 15$
- $\geq 10^8$

### 3.2.1.6

(  $\geq 10\text{KB/s}$  )  $\leq 0.30\text{s}$

### 3.2.1.7

(  $\geq 10\text{KB/s}$  )  $\leq 0.15\text{s}$

### 3.2.1.8

IOS    WindowsPC    Linux

### 3.2.1.9

$\leq 256\text{MB}$ ,  $\leq 512\text{MB}$

## 3.2.2

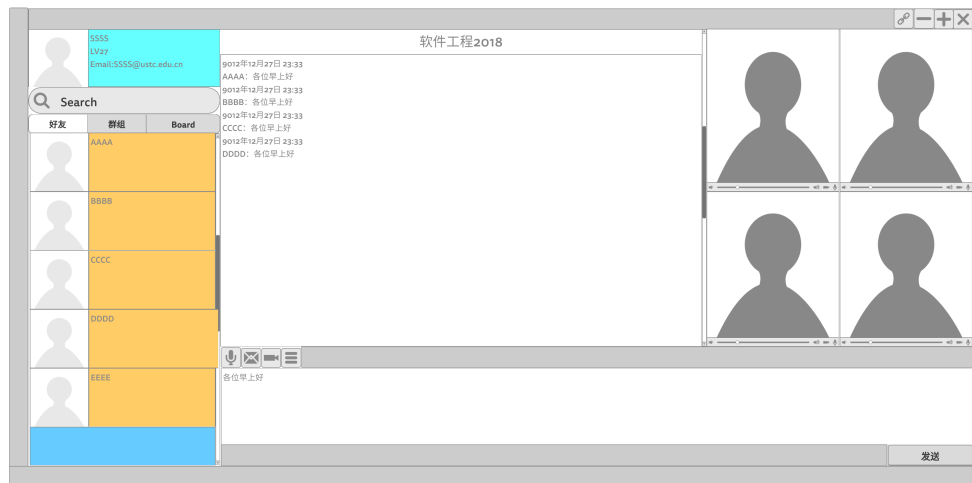
10s

10s

$\leq 0.1\text{s}$

10000

60s



### 3.1 (PC )

## 3.3

### 3.3.1

### 3.3.2

#### 3.3.2.1

1. Android 4.0 IOS 6
2. JAVA
3. Eclipse IDE 2019-03

#### 3.3.2.2 PC

1. Windows7 Linux4.1.0 IOS 6
2. JAVA
3. Eclipse IDE 2019-03

#### 3.3.2.3

---

### 3.3.3

#### 3.3.3.1

1. MSM800 Exynos5433 HelioX10 A8
2. 512MB

#### 3.3.3.2 PC

1. Intel® Core™ i5
2. 512MB

### 3.3.4

TCP RFC793 <https://tools.ietf.org/html/rfc793>

---

## 4

### 4.1

GNU General Public License v3.0

### 4.2

#### 4.2.1

1. MSM800 Exynos5433 HelioX10 A8
2. 512MB

#### 4.2.2 PC

1. Intel® Core™ i5
2. 512MB

### 4.3

Oracle 18.3

- 1.
- 2.

---

## **5**

5.1

5.2

5.3

5.4

5.5

5.6

5.7

5.8

---

5.9

5.10

5.11

10KB/s



---

## 6

### 6.1

Unicode      JAVA      40%

### 6.2

:

- 1.
- 2.
- 3.

- 1.
- 2.

### 6.3

/

### 6.4

Oracle18.3

### 6.5

- 1.
- 2.
- 3.

- 1.
- 2.

---

3.

1. Board

2.

3.

4.

5.

1.

2.

3.

4.

6.6

( ) ( )

## 7

### 7.1

ID			
001	(R.INTF.CALC.009)	(R.INTF.CALC.001)	
002	(R.INTF.CALC.009)	(R.INTF.CALC.002)	
003	(R.INTF.CALC.009)	(R.INTF.CALC.005)	
004	(R.INTF.CALC.009)	Borad (R.INTF.CALC.008)	
005	(R.INTF.CALC.001)	(R.INTF.CALC.005)	
006	(R.INTF.CALC.002)	(R.INTF.CALC.005)	
007	(R.INTF.CALC.010)	(R.INTF.CALC.013)	
008	/	Borad (R.INTF.CALC.008)	/
009	/	(R.INTF.CALC.002)	/
009	(R.INTF.CALC.014)		

---

## 8

### 8.1

ID		
R.INTF.CALC.001		
R.INTF.CALC.002		
R.INTF.CALC.003	/	
R.INTF.CALC.004	( )	
R.INTF.CALC.005		
R.INTF.CALC.006		
R.INTF.CALC.007		
R.INTF.CALC.008	Board( )	
R.INTF.CALC.009		
R.INTF.CALC.010		
R.INTF.CALC.011		
R.INTF.CALC.012		
R.INTF.CALC.013		
R.INTF.CALC.014		

•

•

•

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## 9

### 9.1

ID		(H/M/L)				(Open/Close)
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## A

### A.1

IOS Windows

Linux   Intel   JAVA   Eclipse

### A.2

,

### A.3

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•

### A.4

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## B

### B.1

#### B.1.1

#### B.1.2

### B.2

#### B.2.1

##### B.2.1.1 (out)

- 
- 
- (out) = [ (out) | (out) | | ]
- 

##### B.2.1.2 (in)

- 
- 
- (in) = [ (in) | (in) | | ]
- 

##### B.2.1.3 (out)

-

- 
- - (out) = [ | | | ]
  - 
  - {char}

#### B.2.1.4 (in)

- 
- 
- (in) = [ | ]
- 
- char

#### B.2.1.5 (out)

- 
- 
- (out) = + {char image} +
- 
- = {0...9}
- = time

#### B.2.1.6 (in)

- 
- 
- (in) = + {char image} +



- 
- = {0...9}  
= time

#### B.2.1.7

- 
- 
- = + +
- = {0...9}  
= [time | {char}]

#### B.2.1.8 (out)

- 
- 
- (out) = + +
- = {0...9}  
=  
= time

#### B.2.1.9 (in)

- 
- 
- (out) = + +

- 
- = {0...9}  
=  
= time

#### B.2.1.10 (out)

- 
- 
- (out) = + + +
- = {0...9}  
= {char, image}  
= time  
= {char}

#### B.2.1.11 (in)

- 
- 
- (out) =
- = {char image}

#### B.2.1.12

- 
-

- 
- $\quad = \quad +$
  - $= \{0\dots 9\}$   
 $= [ \quad | \quad | \quad | \quad | \quad ]$

#### B.2.1.13

- 
- 
- $\quad = \quad +$
- $= \{0\dots 9\}$   
 $= \{ \quad + \quad \}$

#### B.2.1.14

- 
- 
- $= \{ \quad + \quad \}$
- $= \text{time}$   
 $= \{\text{char}\}$

#### B.2.1.15

- 
-

---

- $\text{ } = \text{ } +$

- $= \{0 \dots 9\}$   
 $=$

#### B.2.1.16

- 
- 
- $= \{ \text{ } \}$
- $=$

#### B.2.1.17 /

- 
- 
- $/ = \{ \text{ } + [ \text{ } | \text{ } ] + \text{ } \}$
- $=$   
 $= \{ \text{char}, \text{image} \}$   
 $= \{ \text{char}, \text{image} \}$   
 $= \text{time}$

#### B.2.1.18

- 
-

- 
- $=$   
 $= [ \quad | \quad ]$   
 $= \{ \quad \}$

- $= \{0\dots9\}$

#### B.2.1.19

- 
- 
- $= \{ \quad + \quad \}$
- $= \{0\dots9\}$   
 $= \{\text{char}\}$

#### B.2.1.20

- 
- 
- $= \quad + \{ \quad + \quad \}$
- $= \text{time}$   
 $= \{0\dots9\}$   
 $= \text{float}$

---

#### B.2.1.21

- 
- 
- $= \{ \quad + \quad + \quad \}$
- - $= \{0\dots9\}$
  - $= \{\text{char}, \text{image}\}$
  - $= \text{time}$

#### B.2.1.22

- 
- 
- $= \{ \quad + \quad + \quad \}$ 
  - $= \{ \quad + \quad \}$
  - $= \{ \quad + \quad + \quad + \quad \}$
- - $= \{0\dots9\}$
  - $= \{\text{char}\}$
  - $= \{\text{char}\}$
  - $= \{\text{char}\}$
  - $= \text{time}$
  - $= \text{time}$

#### B.2.1.23

-

- 
- - $= \{ \quad \}$
  - $=$

#### B.2.1.24

- 
- 
- $= \{ \quad \}$
- $=$

#### B.2.1.25

- 
- 
- $= \{ \quad + \quad + \quad \}$
- - $= \{\text{char}\}$
  - $= \text{time}$
  - $= \{\text{char}\}$

#### B.2.1.26

- 
- 
- $= \{ \quad + \quad \}$
- - $= \{0\dots9\}$

---

=

#### B.2.1.27

- 
- 
- $= \{ \quad + \quad \}$
- $= \{0\dots9\}$   
 $=$

#### B.2.1.28

- 
- 
- $= \{ \quad + \quad + \quad \}$
- $= \{0\dots9\}$   
 $= \{\text{char}\}$   
 $=$

#### B.2.1.29

- 
- 
- $= \{ \quad + \quad + \quad \}$



- 
- = {0...9}  
= {char}  
=

#### B.2.1.30

- 
- 
- = { + }
- = {0...9}  
=

#### B.2.1.31

- 
- 
- = { + }
- = {0...9}  
=

#### B.2.1.32

- 
- 
- = { + + }

- 
- = {0...9}  
=

#### B.2.1.33

- 
- 
- = + { + }
- = {0...9}  
= time  
= {char}

#### B.2.1.34

- 
- 
- = { + }
- = {0...9}  
=

#### B.2.1.35

- 
- 
- = { + + }

- 
- = {0...9}  
=

#### B.2.1.36

- 
- 
- = + { + }
- = {0...9}  
= time  
= {char}

#### B.2.1.37

- 
- 
- = + { + }
- = {0...9}  
= time  
= {char}

#### B.2.1.38

- 
-

---

- $\quad = \quad + \quad +$

- $\quad = \{0\dots 9\}$   
 $\quad = \text{time}$   
 $\quad = \{\text{char}\}$

#### B.2.1.39

- 
- 
- $\quad = \quad + \quad + \quad +$
- $\quad = \{0\dots 9\}$   
 $\quad = \text{time}$   
 $\quad = \{[\text{char}, \text{image}]\}$

#### B.2.1.40

- 
- 
- $\quad = \quad + \quad + ( \quad )$
- $\quad = \{0\dots 9\}$   
 $\quad = \{\text{char}\}$

#### B.2.1.41

-

- 
- - =    +    +    +
  - 
  - = {0...9}
  - = time
  - = {[char, image]}

#### B.2.1.42

- 
- 
- =    +
- 
- = {char, image}
- = time

#### B.2.1.43

- 
- 
- =    +
- 
- = {char, image}
- = time

---

#### B.2.1.44

- 
- 
- $= \{ \quad + \quad \}$
- $= \{0\dots9\}$   
 $= \{\text{char}\}$

#### B.2.2

##### B.2.2.1

- 
- D1
- $[ \quad , \quad ]$
- $[ \quad , \quad ]$
- $\quad +$   
 $\quad +$   
 $\quad +$   
 $\quad + ( \quad ) + \quad +$

##### B.2.2.2

- 
- D2
- $[ \quad ]$
- $[ \quad ]$

$$\begin{array}{c} \bullet \qquad \qquad \qquad + \\ \qquad \qquad \qquad + \\ \qquad \qquad \qquad + \\ +( \quad )+ \quad + \end{array}$$

### B.2.2.3

$$\begin{array}{c} \bullet \\ \bullet \quad D3 \\ \bullet \quad [ \quad ] \\ \bullet \\ \bullet \qquad \qquad \qquad + \quad + \\ \qquad \qquad \qquad + \quad + \quad + \end{array}$$

### B.2.2.4

$$\begin{array}{c} \bullet \\ \bullet \quad D4 \\ \bullet \quad [ \quad ] \\ \bullet \quad [ \quad ] \\ \bullet \\ \qquad \qquad \qquad +[ \quad ]+ \quad + \quad + \quad + \quad + \end{array}$$

### B.2.2.5

$$\bullet$$

- D5
- [ , ]
- 
- +  
+ + + + +

B.2.3

B.2.3.1

- 
- [ (in), ]
- [ (out), ]
- 
- 

B.1

Script=CJKFangSong

```

1 IF (      ) :
2
3
4
5
6 IF (      )
7
8 ELSE
9
10
11
12 IF (      ) :
13
14
15     IF (      )
16
17     ELSE IF (      )
18
19
20     ELSE
```



---

21	
22	
23	

### B.2.3.2

- 
- [ ]
- 
- 
- :

## B.2

1	IF ( ) :
2	
3	
4	IF ( ) :
5	
6	
7	

### B.2.3.3

- 
- [ ]
- [ ]
- 
- :

## B.3

1	IF ( )
2	
3	IF ( )

---

```

4
5     ELSE:
6
7
8
9 ELSE (
10     FOR (    in    )
11
12
13         IF (    )
14
15
16
17     FOR (    in    )
18
19
20

```

#### B.2.3.4

- 
- [ ]
- [ ]
- 
- :

#### B.4

```

1 IF (    )
2     IF (    )
3
4
5     ELSE IF (    )
6
7
8     ELSE IF (    )
9
10
11     ELSE IF (    )
12
13
14 IF (    )
15
16
17 IF (    )

```

---

```

18
19 IF (
20
21
22 IF (
23
24
25
26 IF (
27

```

### B.2.3.5

- 
- [ (out) (out) ]
- [ (in) (in) ]
- 
- :

## B.5

```

1 IF (
2   IF (
3
4   ELSE
5
6
7 ELSE IF (
8
9   IF (
10
11 ELSE IF (
12
13
14 ELSE IF (
15

```

### B.2.3.6

- 
- [ (out) ]

- 
- [ (in) ]
  - 
  - :

## B.6

```

1 IF(      )
2     IF(      )
3
4     ELSE
5
6 ELSE IF(      )
7
8 ELSE IF(      )
9
10
11 ELSE IF(      )
12
13
```

### B.2.3.7

- 
- [ (out) ]
- [ (in) ]
- /
- :

## B.7

```

1 IF(      )
2
3 ELSE IF(      )
4
5
6
7
8 ELSE IF(      )
9
10
11
```

---

```
12  
13 ELSE IF (      )  
14  
15  
16  
17
```

#### B.2.3.8

- 
- 
- 
- 
- 

#### B.8

```
1 IF (      )  
2  
3  
4
```