

Design and Analysis of Software Systems

Class Activity - Submarine Pod

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Prompts Used:

- Design a system to facilitate entry and exit into underwater submarine pods
- Entry/Exit chamber (2 latches for air and water pressure)
- At any point of time, atleast one of the latches should be closed
- Control Panel to control both the outer and inner latches
- Open the outer latch only when chamber is filled with water
- Open the inner latch only when chamber is drained

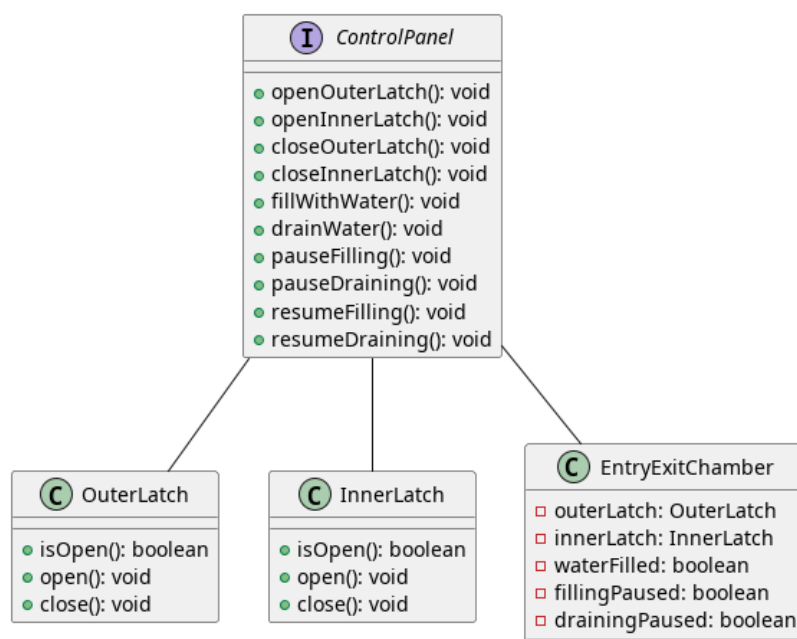
Output as plantuml

- the sequence of events is as follows:
water is filled
outer latch is opened
outer latch is closed
water is drained
inner latch is opened
inner latch is closed
- Add a pause and resume feature for draining and filling
- Give UML Class Diagram
- Give UML State Diagram
- Give UML Sequence Diagram

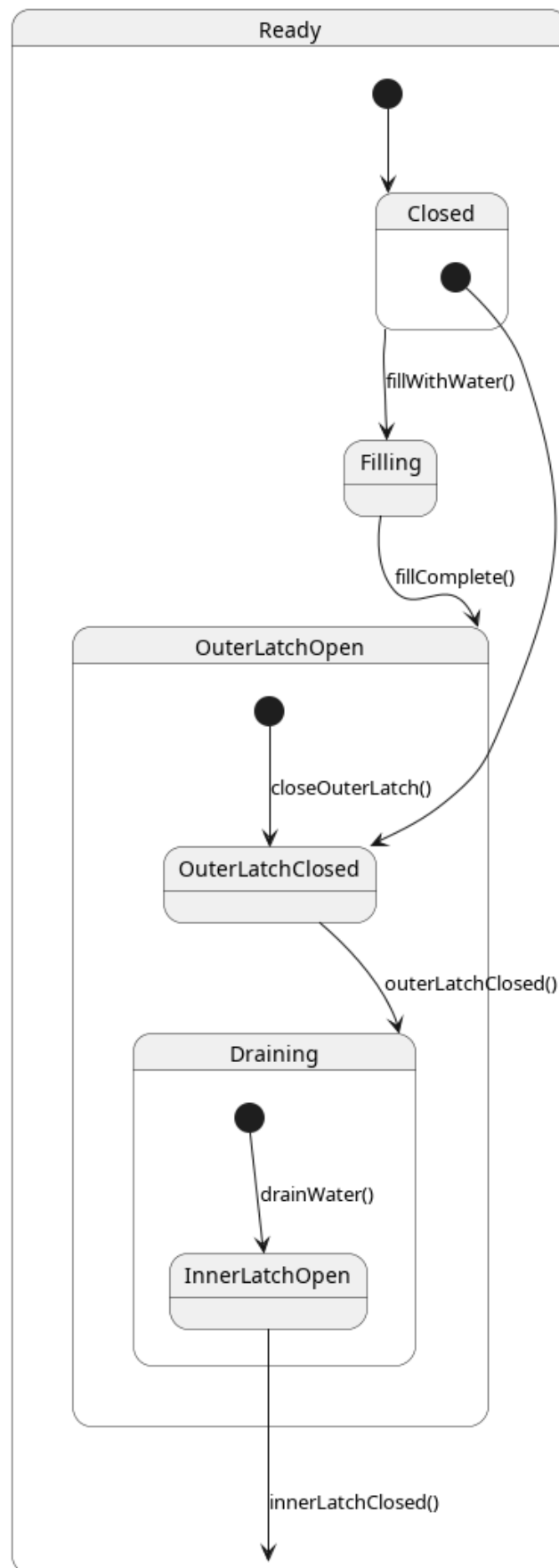
Tool Used:

- PlantUML

Class Diagram



State Diagram



Sequence Diagram

