

# Systems Modeling

## State modeling: Final project

Acknowledgements: This project is adapted from the one proposed at <http://msdl.cs.mcgill.ca/people/hv/teaching/MS/assignments/assignment3>.

### Practical Information

Due date: Tuesday, November 19<sup>th</sup> 2009, before 23:59

Bundle to submit (a single ZIP file):

- ArgoUML file containing the statechart (i.e. **zargo** file)

- A document describing the solution (fully satisfied requirements, open issues – hopefully none, etc.), the procedure to get an instance of the application running, your conclusions and, of course, and the list of team members.

Submit your file by e-mail (luciano.garcia at ut.ee).

### Introduction

In this assignment, you will specify a state model for the behavior of a Digital Watch (inspired by the 1981 Texas Instruments LCD Alarm Chronograph).



As for the in-class practice, you must design the Statechart (you must include this statechart in your report), and test it with SVM. Don't worry about your current proficiency on Python and Tkinter, for this assignment you will be provided with the implementation of the GUI ready to be plugged to the statechart.

## Behavior requirements

1. The time value should be updated every second, even when it is not displayed (as for example, when the chrono is running). However, time is not updated when it is being edited.
2. Pressing the top right button turns on the background light. The light stays on for as long as the button remains pressed. From the moment the button is released, the light stays on for 2 more seconds, after which it is turned off.
3. Pressing the top left button alternates between the chrono and the time display modes. The system starts in the time display mode. In this mode, the time (HH:MM:SS) and date (MM/DD/YY) are displayed.
4. When in chrono display mode, the elapsed time is displayed MM:SS:FF (with FF hundredths of a second). Initially, the chrono starts at 00:00:00. The bottom right button is used to start the chrono. The running chrono updates in 1/100 second increments. Subsequently pressing the bottom right button will pause/resume the chrono. Pressing the bottom left button resets the chrono to 00:00:00. The chrono will keep running (when in running mode) or keep its value (when in paused mode), even when the watch is in a different display mode (for example, when the time is displayed).

Note: interactive simulation of a model containing time increments of 1/100 second is possible, but it is difficult to manually insert other events. Hence, while you are simulating your model, it is advisable to use larger increments (such as 1/4 second) for simulation purposes.

5. When in time display mode, the watch will go into time editing mode when the bottom right button is held pressed for at least 1.5 seconds.
6. When in time display mode, the alarm can be displayed and toggled between on or off by pressing the bottom left button. If the bottom left button is held for 1.5 seconds or more, the watch goes into alarm editing mode. This is not an example of good User Interface design, as going to editing mode will also toggle on/off and that may not be desired. It is however how the 1981 Texas Instruments LCD Alarm Chronograph works. The first time alarm editing mode is entered, the alarm time is set to 12:00:00. The alarm is activated when the alarm time is equal to the time in display mode. When it is activated, the screen will blink for 4 seconds, and then the alarm turns off. Blinking means switching to/from highlighted background twice per second. The alarm can be turned-off before the elapsed 4 seconds by a user interrupt (i.e.: if any button is pressed). After the alarm is turned off, activity continues exactly where it was left-off.
7. When in (either time or alarm) editing mode, briefly pressing the bottom left button will increase the current selection. Note that it is only possible to increase the current selection, there is no way to decrease or reset the current selection. If the bottom left button is held down, the current selection is incremented automatically every 0.3 seconds. Editing mode should be exited if no editing event occurs for 5 seconds. Holding the bottom right button down for 2 seconds will also exit the editing mode.

Pressing the bottom right button for less than 2 seconds will move to the next selection (for example, from editing hours to editing minutes).

8. After using the watch for 15 seconds (for simulation purposes), the battery power goes to half. This is shown by displaying the digit "8" everywhere (you DO NOT need to take care of displaying the "8"s, we do that for you). After 5 seconds of half power, the watch either dies and nothing can be accomplished (i.e. it must be restarted), or you can bring the watch back to life by changing the battery to full (hint: add an event to recharge the battery). You should do this requirement at the end, because it might get annoying trying to beat the 15 seconds while testing your other requirements :)

To help clarify the requirements, you can find a working solution (without the alarm activation) in the zip file (directory: demo; to run the demo use "python DigitalWatch.py"). The statechart behind is precompiled however.

### Starting point

The zip file provided contains the implementation of the GUI (directory: startingpoint). This implementation is organized in a way to facilitate the interaction with the Statechart simulation. The GUI is implemented with two classes:

- **LowLevelGUI** Implements the rendering and the tracking of mouse events.
- **DWatchGUI** Provides a simplified view to the GUI and serves as the bridge between the LowLevelGUI and the Statechart simulation (event forwarding and user interface updating).

The file "Header.des" is provided for convenience: it contains the code to bind your statechart with the GUI. Once you have a version of your statechart, generate the code and start the simulation as:

```
> svm -i Header.des SC.des
```

SC.des contains a basic statechart that you will replace with yours (the one generated from a Statechart Diagram drawn with ArgoUML).

The following table summarizes the set of operations provided by DWatchGUI.

|                                   |  |
|-----------------------------------|--|
| <code>getTime()</code>            | Returns the current clock time.  |
| <code>getAlarm()</code>           | Returns the alarm time set.  |
| <code>checkTime()</code>          | Checks if the alarm time set is equal to the current clock time. If so, it will broadcast the "alarmStart" event to the statechart and return true. Otherwise, it returns false. Note that <code>checkTime()</code> does not care/check whether the alarm has been set "on". |
| <code>refreshTimeDisplay()</code> | Redraw the time with the current internal time value. The display does not need to be cleaned  |

|                        |   |
|------------------------|---|
|                        | before calling this function. For instance, if the alarm is currently displayed, it will be deleted before drawing the time.  |
| refreshChronoDisplay() | See refreshTimeDisplay()  |
| refreshDateDisplay()   | See refreshTimeDisplay()  |
| refreshAlarmDisplay()  | See refreshTimeDisplay()  |
| resetChrono()          | Resets the internal chrono to 00:00:00.   |
| startSelection()       | Selects the leftmost digit group currently displayed on the screen.   |
| increaseSelection()    | Increases the currently selected digit group's value by one.  |
| selectNext()           | Select the next digit group, looping back to the leftmost digit group when the rightmost digit group is currently selected. If the time is currently displayed on the screen, select also the date digits. If the alarm is displayed on the screen, don't select the date digits. (to simplify the statechart). |
| stopSelection()        |   |
| increaseTimeByOne()    | Increase the time by one second. Note how minutes, hours, days, month and year will be modified appropriately, if needed (for example, when increaseTimeByOne() is called at time 11:59:59, the new time will be 12:00:00).   |
| increaseChronoByOne()  | Increase the chrono by 1/100 second.  |
| setIndiglo()           | Turn on the display background light.   |
| unsetIndiglo()         | Turn off the display background light.  |
| setAlarm()             | Flag the alarm to be on or off.   |

GUI events to be handled by the Statechart:

(due to button press)

topRightPressed  
 topRightReleased  
 topLeftPressed  
 topLeftReleased  
 bottomRightPressed  
 bottomRightReleased  
 bottomLeftPressed  
 bottomRightReleased

(generated by checkTime() if "current time" == "alarm time")  
 alarmStart