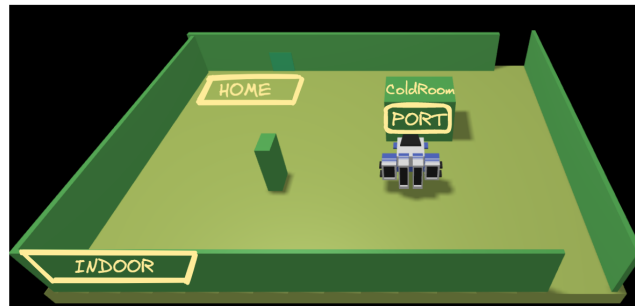


TemaFinale23

A company intends to build a *ColdStorageService*, composed of a set of elements:

1. a service area (rectangular, flat) that includes:
 - an **INDOOR** port, to enter food (fruits, vegetables, etc.)
 - a *ColdRoom* container, devoted to store food, upto **MAXW** kg .

The *ColdRoom* is positioned within the service area, as shown in the following picture:



2. a DDR robot working as a *transport trolley*, that is initially situated in its **HOME** location. The transport trolley has the form of a square of side length **RD**.

The *transport trolley* is used to perform a *deposit action* that consists in the following phases:

1. pick up a food-load from a *Fridge truck* located on the **INDOOR**
2. go from the *INDOOR* to the **PORT** of the *ColdRoom*
3. deposit the food-load in the *ColdRoom*
3. a *ServiceAccessGUI* that allows an human being to see the current current weight of the material stored in the *ColdRoom* and to send to the *ColdStorageService* a request to store new **FW** kg of food. If the request is accepted, the services return a ticket that expires after a prefixed amount of time (**TICKETTIME** secs) and provides a field to enter the ticket number when a *Fridge truck* is at the **INDOOR** of the service.
4. a *ServiceStatusGUI* that allows a *Service-manager* (an human being) to supervises the state of the service.

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IN SPRINT1

Alarm requirements

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IL CAMPO PER L'INSERIMENTO?

The system includes a a *Sonar* and a *Led* connected to a RaspberryPi.

The *Sonar* is used as an 'alarm device': when it measures a distance less that a prefixed value **DLIMIT**, the *transport trolley* must be stopped; it will be resumed when *Sonar* detects again a distance higher than **DLIMIT**.

The *Led* is used as a *warning devices*, according to the following scheme:

- the *Led* is **off** when the *transport trolley* is at *HOME*
- the *Led* **blinks** while the *transport trolley* is moving
- the *Led* is **on** when *transport trolley* is stopped.

Service users story

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The story of the *ColdStorageService* can be summarized as follows:

1. A *Fridge truck* driver uses the *ServiceAccessGUI* to send a request to store its load of **FW** kg. If the request is accepted, the driver drives its truck to the **INDOOR** of the service, before the ticket expiration time **TICKETTIME**.
2. When the truck is at the **INDOOR** of the service, the driver uses the *ServiceAccessGUI* to enter the ticket number and waits until the message **charge taken** (sent by the *ColdStorageService*) appears on the *ServiceAccessGUI*. At this point, the truck should leave the **INDOOR**.
3. When the service accepts a ticket, the *transport trolley* reaches the **INDOOR**, picks up the food, sends the **charge taken** message and then goes to the *ColdRoom* to store the food.
4. When the deposit action is terminated, the *transport trolley* accepts another ticket (if any) or returns to **HOME**.
5. While the *transport trolley* is moving, the *Alarm requirements* should be satisfied. However, the *transport trolley* should not be stopped if some prefixed amount of time (**MINT** msec) is not passed from the previous stop.
6. A *Service-manager* might use the *ServiceStatusGUI* to see:
 - the **current state** of the *transport trolley* and its **position** in the room;
 - the **current weight** of the material stored in the *ColdRoom*;
 - the **number of store-requests rejected** since the start of the service.

About requirements

The development of the *ServiceStatusGUI* is optional. However, it is **required** if the working team is composed of 3 person.

LA SAG SI "AGGIORNA"
QUANDO IL CAMION LASCIA
LA INDOOR?