

**ECE 411 Engineering Practices “System Design II:  
Behavior Models”**

**Portland State University**

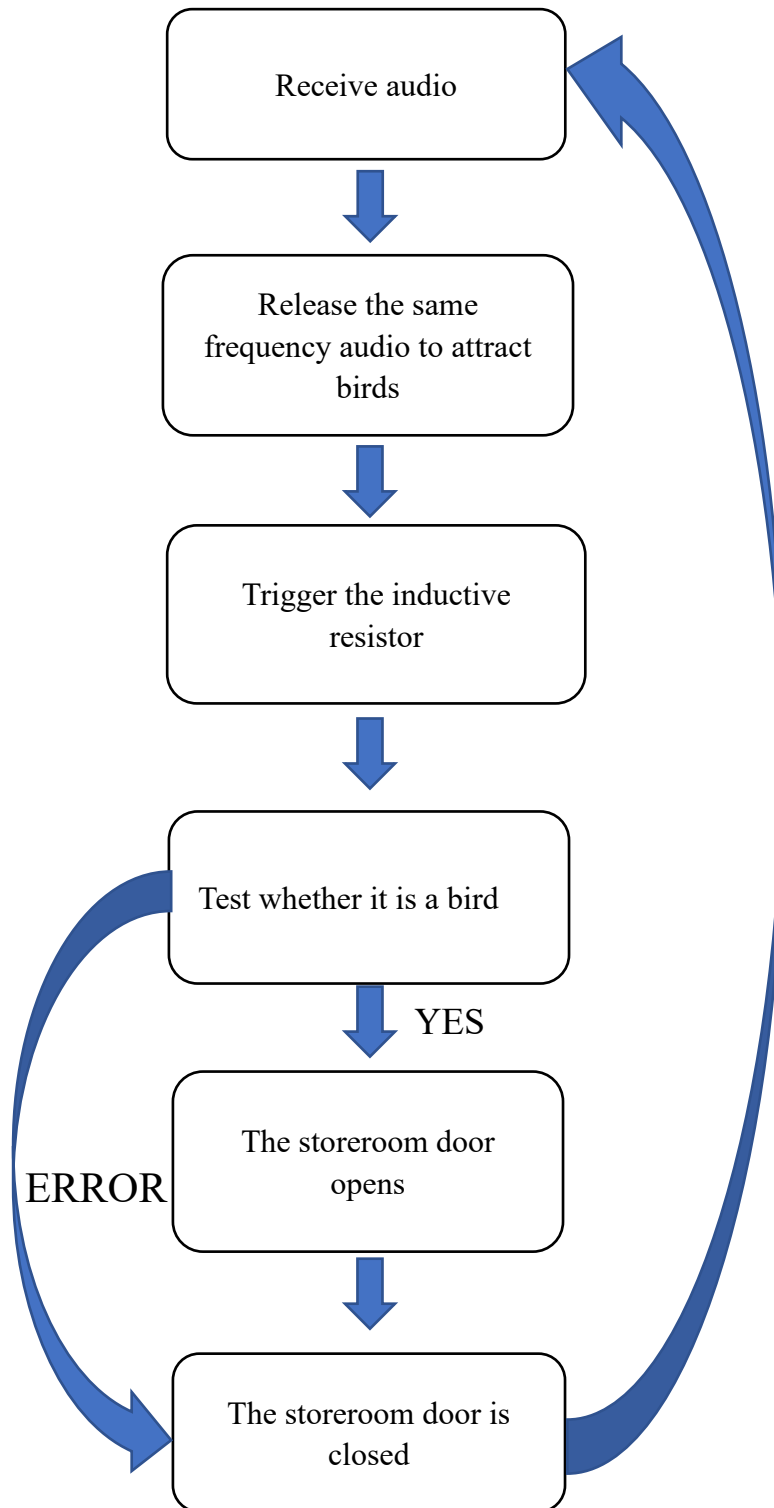
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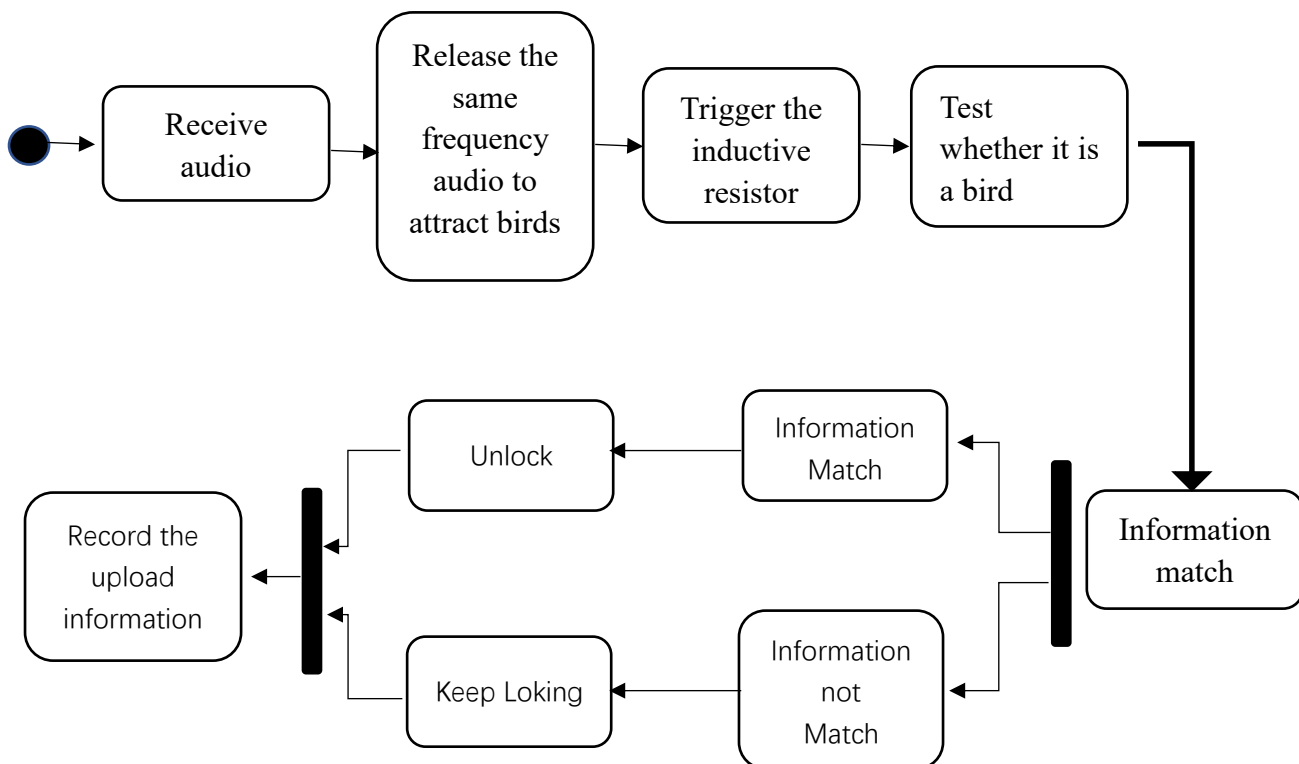
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# State Machine View



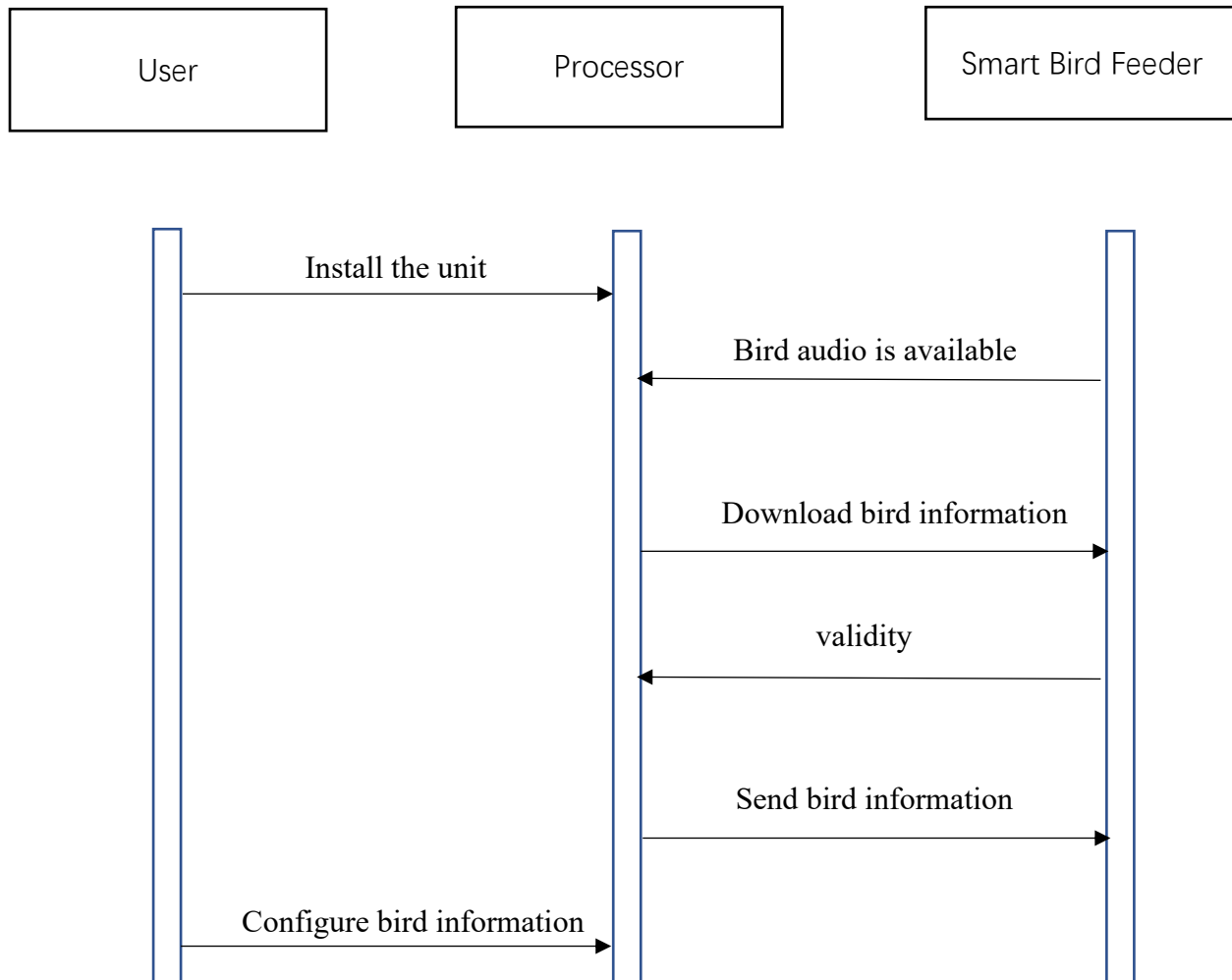
- Receives audio of the call of birds around the test device and tests the frequency range of the call.
- The audio, which is emitted at the same frequency as the receiving call, attracts birds to eat.
- Birds or other animals set out to sense the switch to test whether the animal belongs to the bird.
- If the test animal turns on the switch on the storage unit for birds.
- The bird leaves the sensor and receives a signal to turn off the switch on the storage device.

### UML Activity View



The message that gets the bird's audio sends the same audio message to the bird to eat. When the sensor senses that an animal is in contact, it will determine whether the animal is a bird if the door circuit will be activated if it is not closed. Report bird information after the bird has finished eating.

## Interaction View



The user installs the sensor where it is to be tested. Sensors will collect bird information about the location to be measured, as well as bird call frequency information and bird species information. Upload and download bird information for future feeding of birds.