Software Design Specification

for

Smart Home Security System

Revision 0.1 draft

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Revision History

Name	Date	Reason For Changes	Version
Smart Home	2023-03-	First Draft	0.1
Security System's	28		
Software Design			
Specification			

1. Introduction

1.1 Purpose

This document presents a detailed description of an automated home security alarm system to protect the home from intrusion. It will explain the design specification that in conjunction with the Software Requirements Specification should provide a well-rounded image about the System.

1.2 Document Conventions

Main Section Title:

Font: Times New Roman. Face: Bold Size: 14

Sub Section Title:

Font: Times New Roman. Face: Bold Size: 12

Other Text Explanation:

Font: Times New Roman. Face: Normal Size: 12

1.3 Intended Audience and Reading Suggestions

This document is intended for general use including the stakeholders, developers, clients, and customers of the system.

1.4 Product Scope

The scope of this product is to build a small embedded systems in case of intrusion so the system will trigger of someone pass by with the help of using multiple sensors, actuator, and an NFC Card reader, any entry attempt will trigger the alarm and a notification will be sent to the homeowner.

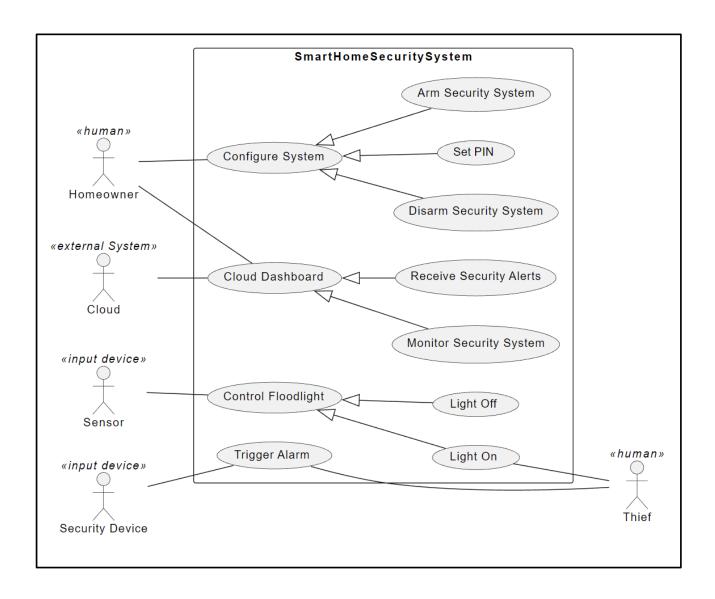
2. Software Design Specifications

All diagrams are generated through visual-paradigm.com, using UML Code (PlantUML).

2.1 Use Case Diagram

Here, the document overviews the Use Case Diagram for the Smart home Security System.

2.1.1 Diagram



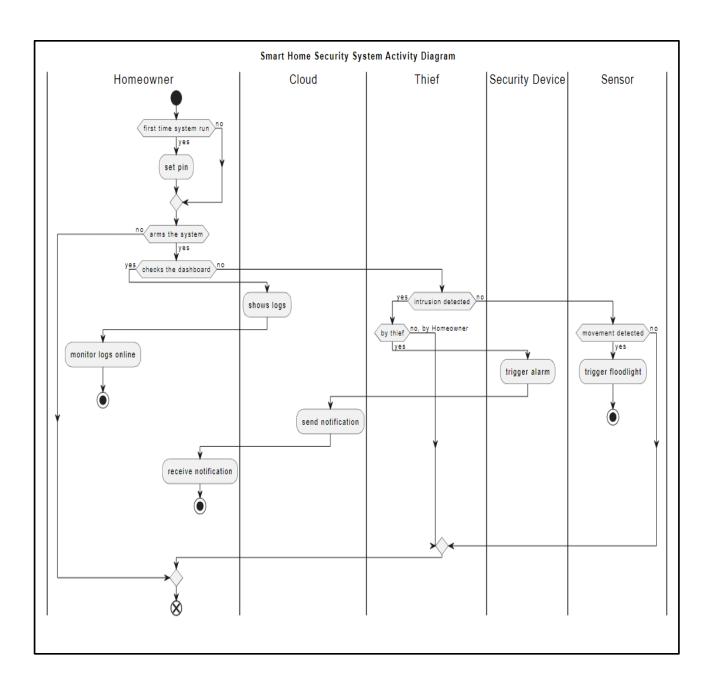
2.1.2 UML Code

```
@startuml
left to right direction
actor Homeowner <<human>>
actor Thief <<human>>
actor Sensor <<input device>>
actor "Cloud" <<external System>>
actor "Security Device" <<input device>> as Security
rectangle SmartHomeSecuritySystem {
 usecase "Arm Security System" as arm
 usecase "Disarm Security System" as disarm
 usecase "Monitor Security System" as monitor
 usecase "Receive Security Alerts" as receive
 usecase "Set PIN" as pin
usecase "Configure System" as config
 usecase "Cloud Dashboard" as cloud
 usecase "Control Floodlight" as lcontrol
 usecase "Light On" as lon
usecase "Light Off" as loff
 usecase "Trigger Alarm" as trigger
config < |-- pin
config < |-- arm
config < |-- disarm
lcontrol <|-- lon
lcontrol < |-- loff
cloud < |-- receive
cloud < -- monitor
Thief -- trigger
Homeowner -- config
Homeowner -- cloud
Sensor -- lcontrol
Cloud -- cloud
lon -- Thief
Security -- trigger
@enduml
```

2.2 Activity Diagram

This section shows Smart Home Security System from the Activity Diagram prospective.

2.2.1 Diagram



2.2.2 UML Code

```
@startuml
title Smart Home Security System Activity Diagram
|Homeowner|
start
if (first time system run) then (yes)
 :set pin;
else (no)
 endif
if (arms the system) then (yes)
 if (checks the dashboard) then (yes)
  |Cloud|
  :shows logs;
  |Homeowner|
  :monitor logs online;
  stop
 else (no)
  |Thief|
  if (intrusion detected) then (yes)
         if (by thief) then (yes)
     |Security Device|
     :trigger alarm;
     |Cloud|
     :send notification;
     |Homeowner|
     :receive notification;
     stop
         else (no, by Homeowner)
         endif
  else (no)
   |Sensor|
   if (movement detected) then (yes)
     :trigger floodlight;
     stop
   else (no)
   endif
  endif
 endif
else (no)
endif
|Homeowner|
End
@enduml
```

2.3 System Layout Diagram

The system diagram and code are illustrated in this section for the Smart Home Security System.

2.3.1 Diagram

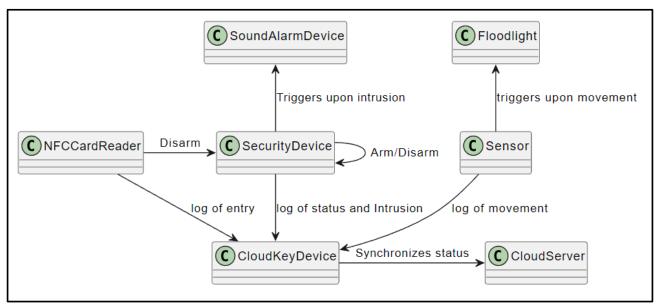


Figure 2:System Diagram

2.3.2 UML Code

```
@startuml
class SecurityDevice { }
class Sensor { }
class Floodlight {}
class NFCCardReader {}
class CloudKeyDevice {}
class CloudServer {}
class SoundAlarmDevice {}
Floodlight <-- Sensor : triggers upon movement
NFCCardReader -> SecurityDevice : Disarm
NFCCardReader --> CloudKeyDevice : log of entry
Sensor --> CloudKeyDevice : log of movement
SecurityDevice -> SecurityDevice : Arm/Disarm
SecurityDevice --> CloudKeyDevice : log of status and Intrusion
SoundAlarmDevice <--SecurityDevice : Triggers upon intrusion
CloudKeyDevice -> CloudServer: Synchronizes status
@enduml
```