

Génie Logiciel
Projet de Modélisation et d'Implémentation

“Simulator of a Cassette Deck”

- Partie modélisation -

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1 Maquette de l'interface graphique

1.1 *Launcher*

1.2 Application

2 Diagrammes UML

2.1 Diagramme de cas d'utilisation

Use case name : Record Music

Summary : User records music from external audio input device on cassette.

Actors : User (primary), Audio Input Device (secondary)

Assumptions : Cassette deck is connected to audio input device. Both devices and their connection are working correctly.

Preconditions : Cassette deck is powered on. Cassette is inserted in cassette holder. Cassette deck is in idle state.

Basic course of action :

1. User presses \hat{j} button.
2. System rewinds cassette to the beginning of the magnetic tape and stops.
3. System releases \hat{j} button.
4. User resets counter to 0.
5. User selects audio input device, and starts playing audio from this device.
6. User presses \hat{U} of the cassette deck.
7. System engages magnetic head on tape and signals recording status with indicator light.
8. System starts recording on the cassette from the selected input device.
9. User depresses \hat{U} to stop recording.
10. System disengages magnetic head from tape and signals idle status with indicator light.

Postconditions : Same as preconditions.

Alternate courses :

9a : System detects that end of tape is reached. System releases \hat{U} button to stop recording. Go to step 10.

9b : [If auto reverse functionality is present and enabled :] System detects that end of tape is reached. System disengages magnetic head,

- 2.2 Diagramme de classes
- 2.3 Diagramme d'état (*Yakindu*)
- 2.4 Diagramme de séquence
- 2.5 Diagramme d'activité
- 2.6 Diagramme bonus?