Software Design Document Outline

Specification presentation of SEP group project by

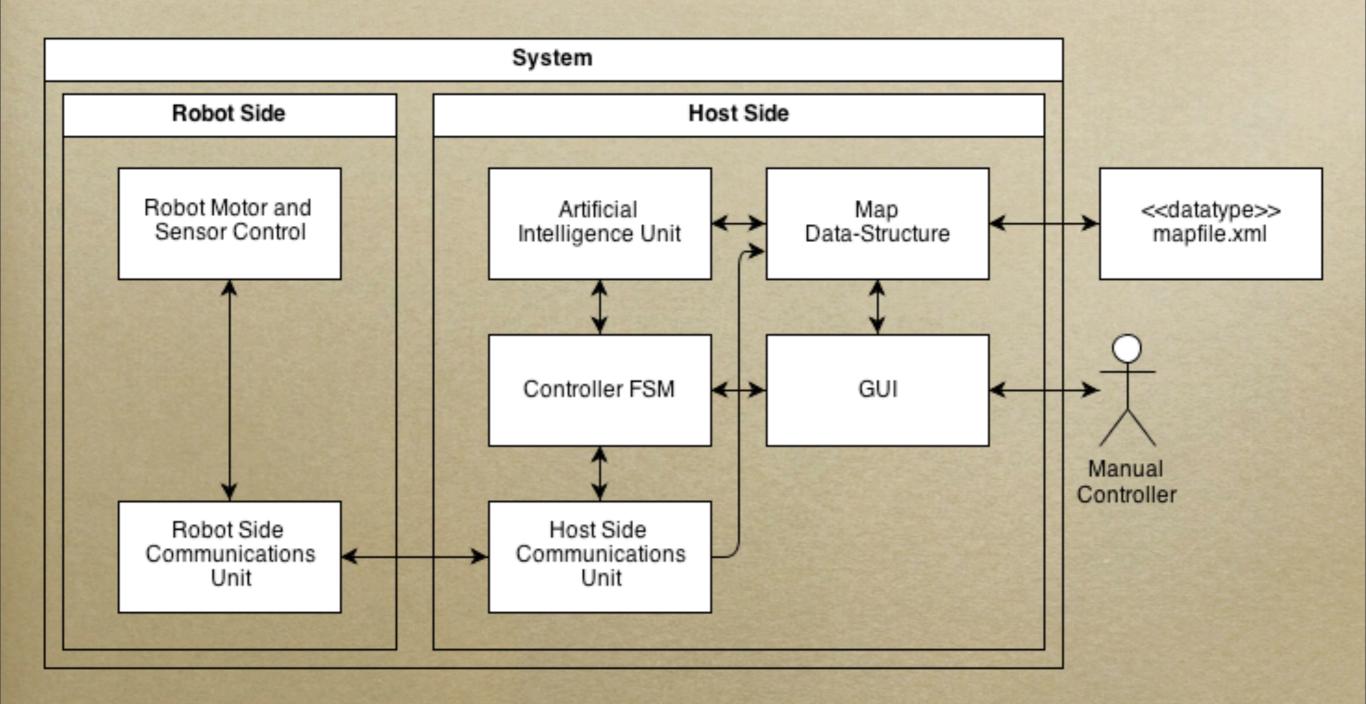
Sy

Yifei Pei

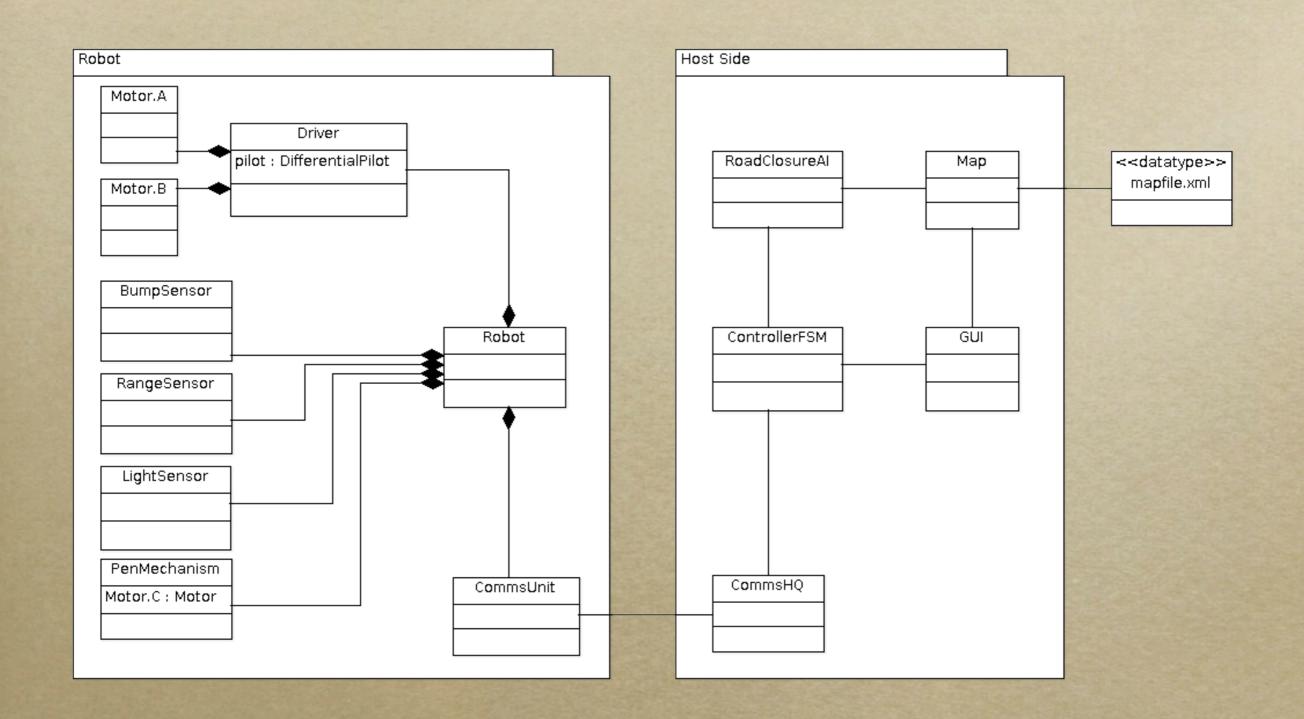
Structure

- o Overview of system and Architecture
- FSM mechanism
- o Data Structure
- o GUI

pipe-and-filter



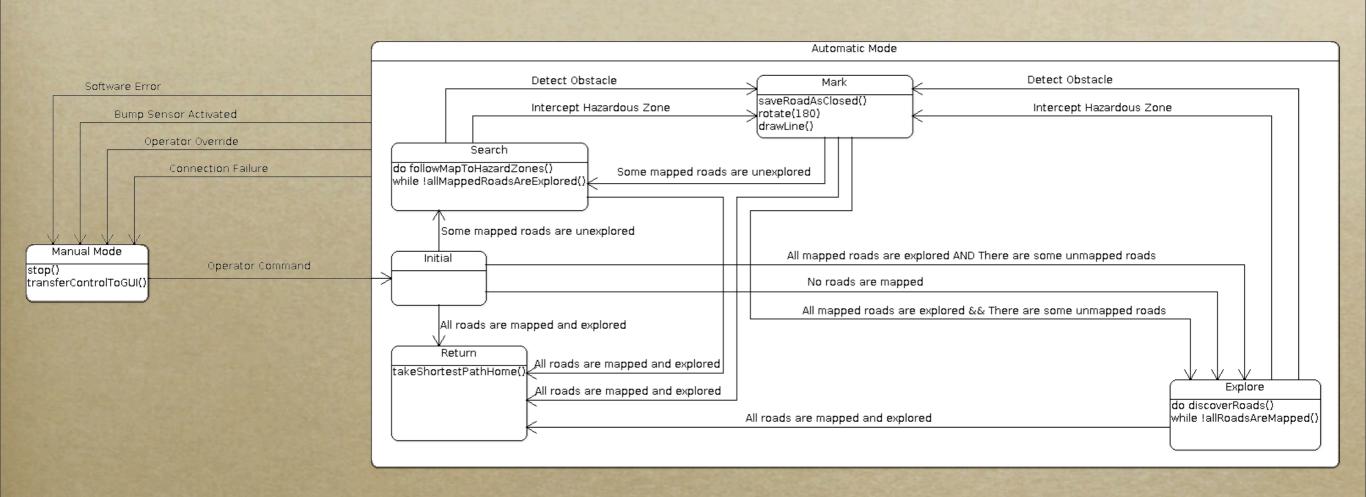
Overview



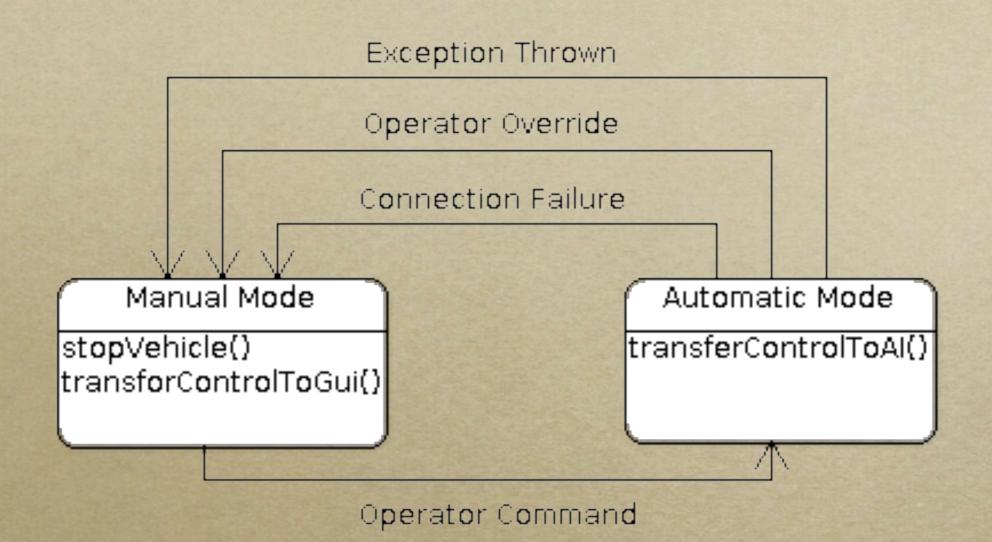
Architecture

FSM

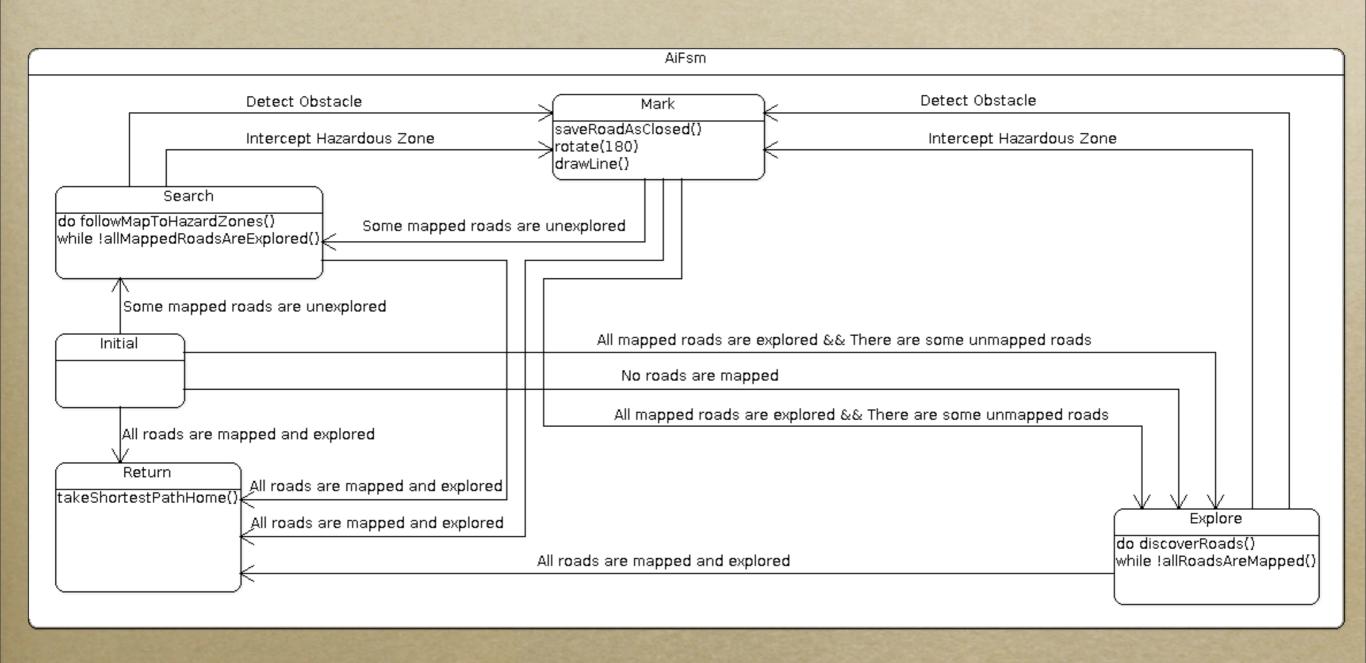
- Manual mode and AI mode
- Straight forward and easy to debug
- Big FSM for the whole system and small FSMs for different parts
- AI part on Host but not on robot



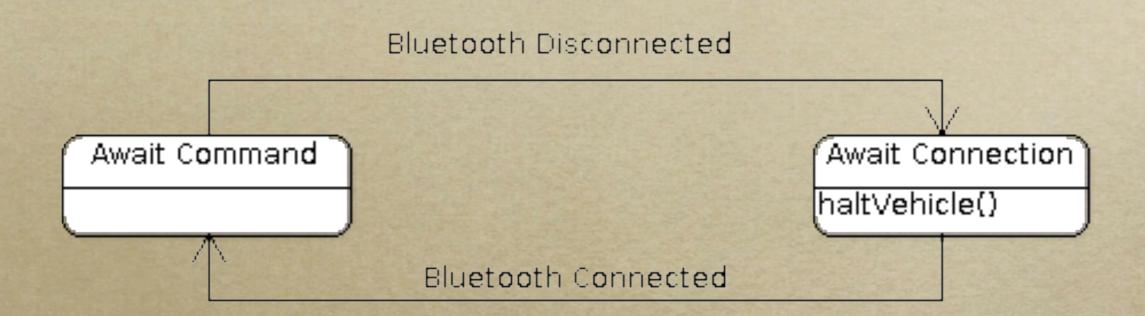
SoftwareFSM



ControllerFSM



AIFSM



RobotSideFSM

Data Structure

- o Old Design
 - ReadMap to read XML file and define map data
 - SaveMap to save new maps
 - DataDetecting to save mapping data
 - o Draw to draw the map on GUI

Data Structure

- o New Design
 - Create a Map class to store the map data structure
 - Use MapParser to do read and save
 - Draw the map based on the map data structure



GUI

The End

- Thanks
- $\circ Q & A$