Module Interface Specification for MECHTRON 4TB6

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1 Revision History

Date	Version	Notes
Date 1	1.0	Notes
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2 Symbols, Abbreviations and Acronyms

See SRS Documentation at

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3 Introduction

The following document details the Module Interface Specifications for

Complementary documents include the System Requirement Specifications and Module Guide. The full documentation and implementation can be found at https://github.com/ahmed-nazir/Capstone.

4 Notation

The structure of the MIS for modules comes from Hoffman and Strooper (1995), with the addition that template modules have been adapted from Ghezzi et al. (2003). The mathematical notation comes from Chapter 3 of Hoffman and Strooper (1995). For instance, the symbol := is used for a multiple assignment statement and conditional rules follow the form $(c_1 \Rightarrow r_1|c_2 \Rightarrow r_2|...|c_n \Rightarrow r_n)$.

The following table summarizes the primitive data types used by MECHTRON 4TB6.

Data Type	Notation	Description
character	char	a single symbol or digit
integer	\mathbb{Z}	a number without a fractional component in $(-\infty, \infty)$
natural number	N	a number without a fractional component in $[1, \infty)$
real	\mathbb{R}	any number in $(-\infty, \infty)$

The specification of MECHTRON 4TB6 uses some derived data types: sequences, strings, and tuples. Sequences are lists filled with elements of the same data type. Strings are sequences of characters. Tuples contain a list of values, potentially of different types. In addition, MECHTRON 4TB6 uses functions, which are defined by the data types of their inputs and outputs. Local functions are described by giving their type signature followed by their specification.

5 Module Decomposition

The following table is taken directly from the Module Guide document for this project.

Level 1	Level 2
Hardware-Hiding	
Behaviour-Hiding	Input Parameters Output Format Output Verification Temperature ODEs Energy Equations Control Module Specification Parameters Module
Software Decision	Sequence Data Structure ODE Solver Plotting

Table 1: Module Hierarchy

6 MIS

6.1 Module - ui_main.py

6.1.1 Description

Python file generated by PyQt designer which sets up the application's window and its design

6.1.2 Classes

Class: Ui_MainWindow() - Contains all methods for setting up the application's window and its static front end design

Methods	Parameters	Return
setupUi() - Takes a PyQt MainWindow object and sets	Self, MainWindow	None
up it's layout according to the ui file created in designer	[QMainWindow]	
retranslateUi() - Sets the static text of the GUI's but-	Self, MainWindow	None
tons and labels	[QMainWindow]	

6.2 Module - ui_functions.py

6.2.1 Description

Imports all necessary libraries for backend functions, creates connection to database, and contains class for UI functions

6.2.2 Classes

Class: UIFunctions() - Contains the functions that are connected to buttons in the application's UI

Methods	Parameters	Return
toggleMenu() - Handles the animation for toggling the	Self, maxWidth	None
side menu	[integer], enable	
	[boolean]	
login_into_app() - Checks if the enter user-	Self	None
name/password are valid and correct and signs		
user into their account		
continue_signup() - Checks if all the sign up fields are	Self	None
valid and stores account/login details in database		

6.2.3 Functions

Function	Parameters	Return
hash_new_password() - Generates a hashed password	password [string]	salt [string],
based on the user's inputted password		hashed_pass
		[string]
is_correct_password() - Checks if inputted password	salt_hex [string],	Boolean
matches stored password in database	stored_hash	
	[string],	
	pass_to_check	
	[string]	

6.2.4 Exception Handling

Input validation of the user information is the main form of exception handling. User fields for signing up are checked to ensure that they are not empty and that the password follows the rules of having 8 minimum characters and includes an alphabet, number, and an non-alphanumeric character. When logging in, inputted passwords are checked to ensure that they match the passwords stored in the database. Users will see error messages in the GUI according to what they inputted incorrectly.

6.3 Module - main.py

6.3.1 Description

Imports backend functions and frontend setup of GUI. This is also used to start and run the desktop application

6.3.2 Classes

Class: MainWindow() - Initializes a PyQt main window that is defined in ui_main.py and connects the buttons in the desktop application's UI to backend functions defined in ui_functions.py

Methods	Parameters	Return
init() - Initializes the application and connects UI	Self	None
buttons to backend functions		
changeText() - Add text to menu buttons when toggling	Self	None
full side menu and vice-versa		

6.4 Module - resource_rc.py

6.4.1 Description

Python file generated by PyQt resource compiler and sets up all the PyQt resources (local images) to be displayed during runtime of application

6.4.2 Classes

6.4.3 Functions

Function	Parameters	Return
qInitResources() - Registers the raw byte data of each	None	None
image to the Qt resource system		
qCleanupResources() - Unregisters the raw byte data of	None	None
each image to the Qt resource system		

References

Carlo Ghezzi, Mehdi Jazayeri, and Dino Mandrioli. Fundamentals of Software Engineering. Prentice Hall, Upper Saddle River, NJ, USA, 2nd edition, 2003.

Daniel M. Hoffman and Paul A. Strooper. Software Design, Automated Testing, and Maintenance: A Practical Approach. International Thomson Computer Press, New York, NY, USA, 1995. URL http://citeseer.ist.psu.edu/428727.html.

7 Appendix