// Denne side er mit forslag

It has been a great experience to model a system like this in the assignment. We have appropriated a lot of experience and knowledge about the use of UML/SysML in modelling Hardware/Software. Furthermore it has been a good exercise to do in-group because we have been forced to talk about the possibilities in developing the system and thereby increased our understanding of the concepts.

During the process of Exercise 2 we have gained a good understanding of the possibilities of mapping functionality in HW, and also about postponing the decision until later in the design, so it is possible to make an informed decision about what to map in HW and what to map in SW. It has been beneficial to have a design to serve as a red thread through the main part of the exercises, and has given us a good understanding not only about when to use HW and SW, but also about the process involved in documenting and designing the architecture which allows us to choose between the different mappings.

Though we have worked with SysML before it has been interesting to use it in a HW/SW Co design-centric manor, allowing us to truly appreciate the strength in the abstract block, which makes it possible to achieve a quite detailed design without requiring a mapping to HW or SW. And a design that both HW and SW engineers can understand.

We have focussed on the understanding of the HW/SW architecture and the possible mappings, and have therefore, on your suggestion, chosen to disregard the implementation of a prototype, yet it is our belief that such an implementation is fully within our capabilities after this Exercise (and Exercise 1), as is also making informed decisions with respect to HW/SW mapping and architectural design in an industry project.

// Intro

It has been a great experience to model a system like this in the assignment. We have appropriated a lot of experience and knowledge about the use of UML/SysML in modelling Hardware/Software. Furthermore it has been a good exercise to do in-group because we have been forced to talk about the possibilities in developing the system and thereby increased our understanding of the concepts.

// Tilføjes efter afsnit 2 I AHP konklution ( Blanding af eget Y-chart og brains )

We have tried to focus on using the Y-Chart abstraction levels during modelling.

It has been very interesting using Y-Chart, and we have during the exercise gained an understanding of how to understand and use it.

We identified the development tasks carried out during this exercise, and tried to map them to the processes of moving from Behavior-axis to the Structure-axis on a System-level on the Y-chart. We tried to use this method on all assignments in the exercise and map them appropriately.

// AHP Sidste afsnit med lille rettelse

We have focussed on the understanding of the HW/SW architecture and the possible mappings, and have therefore, on your suggestion, chosen to disregard the implementation of a prototype, yet it is our belief that such an implementation is fully within our capabilities after this Exercise (and Exercise 1), as is also making informed decisions with respect to HW/SW mapping and architectural design in an industry project.

// Brian afsnit

Working with exercise we got experience with modelling and analysing systems using UML and SysML. We used internal block diagrams to describe three possible solutions.

We identified the tasks carried out during this exercise to be the process of moving from Behavior-axis to the Structure-axis on a System-level on the Y-chart.

While the system requirements were not specified as functional- non-functional or design constraints we tried to do so, and found that there were some of each kind