Waste Incinerator Service

Requirements Analysis

Structure

- ServiceArea
- WIS
- OpRobot
- DDRRobot
- Home
- Incinerator
 - BurnIn port
 - BurnOut port
- Wasteln
- WasteStorage
 - Scale
- RP
 - WRP
- AshOut
- AshStorage
- MonitoringDevice:
 - Sonar
 - Led

Interaction

- activationCommand (WIS?) -> (Incinerator) // not evincible from requirements
- endOfBurning (Incinerator)->(OpRobot,WIS) // probably an event
- BurnInPortInfo (OpRobot? (fixed))->(Incinerator) // emerges from requirements since otherwise the incinerator cant know when to start
- BurnOutPortInfo (Oprobot|WIS?)->(Incinerator) // emerges from requirements since the incinerator cannot burn if there are ahes

- scaleInfo (Scale)->(WIS) // not ncess. a message, could be a method to analyze during Problem
- sonarInfo (Sonar)->(WIS) // not necess. a message could be a method to analyze during Problem

Behaviour

Test

Priority

 core buisness = Incinerator => probably i'll have to analyze the MonitoringDevice before the raspberry and the Scale

SSGUI

- WasteStorage state
- AshStorage state
- Incinerator state
- OpRobot state

Problem Analysis

Entities Models

- ServiceArea -> other serviceAreas models
- WIS -> service (sends/recives messages)
- OpRobot -> service (given as service)
- DDRRobot -> service (sends/recives messages)
- Home -> colections of cells inside the serviceArea
- Incinerator -> actor (sends/receives messages) || pojo
 - BurnIn port
 - BurnOut port
- Wasteln -> collections of cells || coordinates

- WasteStorage -> context?
 - Scale -> actor (if sends/recives messages) || pojo (if Scaleinfo is retrieved using a method)
- RP -> pojo
 - WRP -> pojo attribute || config param of Scale actor, so that Scale sends the number of RPs, not the weights
- AshOut -> collections of cells || coordinates
- AshStorage -> context? (outside service area?)
- MonitoringDevice: -> actor? || context?
 - Sonar -> actor (sends/receives messages) || pojo
 - Led -> actor (receives messages) || pojo (is quite simple)