WasteIncineratorService

Intro

WasteIncineratorService is the final project assigned by Prof. anatali for the major course of Software Engineering.

You can find the requirements of the application here.

QAK

The majority of the project has been modeled using QAK (Quasi Actor Kotlin), a meta-model created at UNIBO.
QAK has its own DSL developed using xText that compiles directly into Kotlin code.

QAK allowed us to design the application with a higher level of abstraction, introducing the following main concepts:

- Actor: active entity modelled as finite state machines capable of sending and receiving messages.
- Context: an environment that contains some actors and abilitates them to communicate with other actors both in the same or in another context
- Interactions: abstractions of the main communications strategies (requests, dispatches, events).

We chose to use QAK because it helps bridge the abstraction gap, allowing us to maintain a higher level of technology independence during the initial phases of development.

You can find a detailed description of QAK here.

Development process

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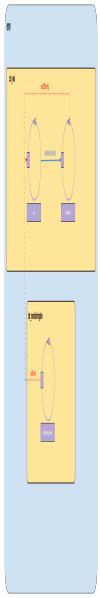
We adopted a Scrub inspired development process, where the main assignement was divided in a series of sub-problems each faced during in a Sprint.

At the end of each Sprint we produced an executable version of the system covering some of the requirements.

Sprints

Sprint Name	Description	QAK	UserDoc	Output
WIS_Sprint0	requirements analysis	sprint0.qak	sprint0.md sprint0.pdf	

				
WIS_Sprint1	OpRobot and WIS responsibilities and business logic, first working prototype in virtual environment.	sprint1.qak	sprint1.md sprint1.pdf	
WIS_Sprint2	Monitoring device, prototype connection to a physical raspberry.	sprint2.qak	sprint2.md sprint2.pdf sprint2.html	
WIS_Sprint3	User interface, MQTT Broker, and dockerization.	sprint3.qak	sprint3.md sprint3.pdf sprint3.html	

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Usage

Credits