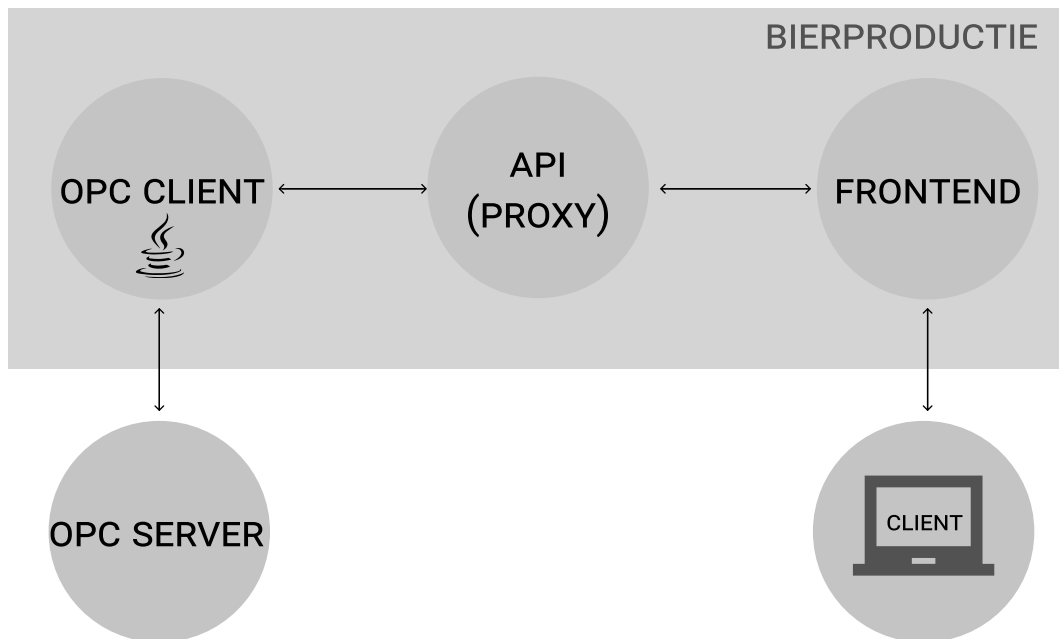


# Bierproductie

A management system for brewing machines



Bachelor of Engineering, Software Technology

Semesterproject 3. semester, ST3-PRO

**Project Period:** 31.08.2020 - 19.12.2020

**Hand in date:** 19.12.2020

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**Title:** Bierproductie

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**Education:** Bachelor of Engineering, Software Technology

**Semester:** 3. Semester

**Course Title:** Industrial 4.0 cyber-physical software systems

**Internal Course Code:** ST3-PRO

**Project Period:** 31.08.2020 - 19.12.2020

**ECTS:** 10 ECTS

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**Project group:** 06



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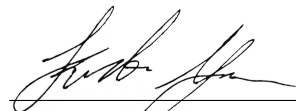
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Pages: 10

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By signing this document, each group member confirms that everyone have participated equally to this project, and everyone is thus collectively responsible for the content of the report.

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#### **5.2.1 Functional & Non-Functional Requirements**

#### **5.2.2 The Physical Setup (The Brewery Machine)**

#### **5.2.3 The Simulator**

The group are going to use the simulator software to test their software in the Development cycle. The group need the simulation software to quickly make prototypes and see if it works probably and have no regressions since the last version before they pushed it to the production machine. The simulator is never going to beat the real thing because there is only so much randomness and correctness you can get of a simulator, but it is still very important to have the simulator, for making prototypes and make multiple tests for it, so they don't make any regressions in the production system. The production system Is the beer machine.

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*From project description*

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