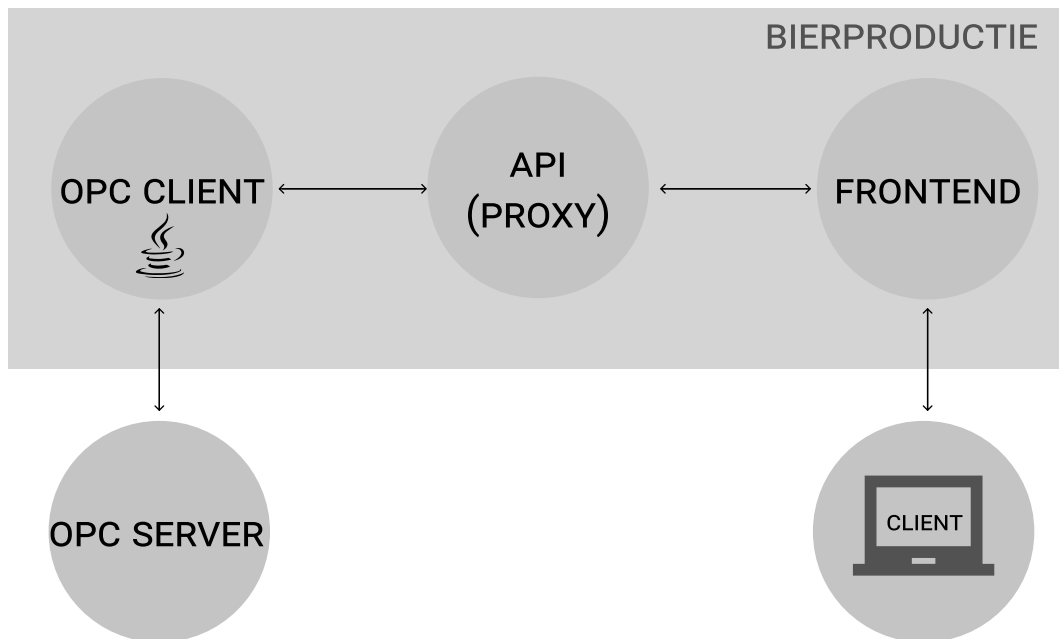


# Bierproductie

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



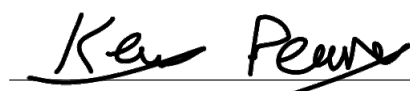
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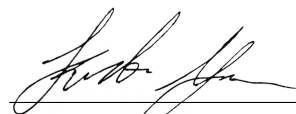
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By signing this document, each group member confirms that everyone have participated equally to this project, and everyone is thus collectively responsible for the content of the report.

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#### **5.3.2 Detailed Use Cases**

*From project description*

#### **5.3.3 Use Case Diagram**

## 6 Analysis

### 6.1 Use Case analysis

#### 6.1.1 Class Candidates

In order to find potential class candidates, every noun of the detailed Use Cases are found. These are potential candidates, and can be sorted to avoid duplicates and candidates that won't be turned into classes. Naturally, every potential class for the entire system will not be found, as this only reflects use cases. A potential class candidate such as MES (where Start and Stop functionality would otherwise be implemented) will not be reduced to a single class and is therefore not added to the list of class candidates.

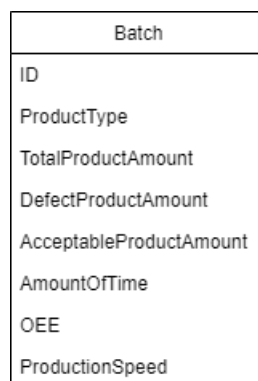
The final list of classes, as well as a description of them, can be seen in table 1.

Class Candidate	Attributes	Definition
Batch	Id, type, product_amount (total, defect, acceptable), amount (time), state (current, history), OEE, production_speed,	A batch refers to a specific batch of products the brewery has made
Product	Id, type, Ingredients,	Product refers to the different options of beer to be produced
Ingredient	Name, id	An ingredient refers to a specific ingredient. Products contain a list of ingredients.

**Table 1:** Potential class candidates

#### 6.1.2 UML Analysis Diagram

From the verb/noun analysis from the previous chapter, the UML analysis diagram seen in figure 1, can be generated. This diagram shows the classes and attributes found in the requirements from the project description.



**Figure 1:** UML Analysis diagram

## 6.2 Use Case Realisation

### 6.2.1 Sequence Diagrams

### 6.2.2 Operation Contracts

An operation contract describes the responsibility of the operation. The contract focuses on what the operation can change, and not how it is changed. It is also used to describes the state of the system before and after the operation is called.

<b>start</b>	
<b>System operation</b>	start
<b>Cross References</b>	Use case: Start machine see table ??
<b>Responsibility</b>	Starting the beer machine if the pre-conditions is met. If the pre-conditions is not met, the beer machine will not start
<b>Output</b>	The beer machine started the production
<b>Pre-conditions</b>	The beer production machine needs to be in ready mode, that is, not producing beer.
<b>Post-conditions</b>	The beer machine started brewing

**Table 2:** Operation Contracts start

<b>stopProduction</b>	
<b>System operation</b>	stopProduction
<b>Cross References</b>	Use case: Stop the beer Machine see table ??
<b>Responsibility</b>	Stop's the beer machine if the pre-conditions is met. If the pre-conditions is not met, the beer machine will not do anything
<b>Output</b>	The beer machine is stopped
<b>Pre-conditions</b>	The beer machine needs to be running
<b>Post-conditions</b>	The beer machine is stopped

**Table 3:** Operation Contracts stopProduction

<b>reset</b>	
<b>System operation</b>	reset
<b>Cross References</b>	Use case: reset see table ??
<b>Responsibility</b>	It is responsible for resetting the beer machine.
<b>Output</b>	reset the beer machine.
<b>Pre-conditions</b>	The beer production machine needs to be in ready mode, that is, not producing beer.
<b>Post-conditions</b>	The beer production machine has been reset.

**Table 4:** Operation Contracts reset

<b>clear</b>	
<b>System operation</b>	clear
<b>Cross References</b>	Use case: clear see table ??
<b>Responsibility</b>	It is responsible for clearing the beer machine.
<b>Output</b>	The beer machine has been cleared.
<b>Pre-conditions</b>	The beer production machine needs to be in ready mode, that is, not producing beer.
<b>Post-conditions</b>	The beer production machine has been cleared.

**Table 5:** Operation Contracts clear

<b>display live data</b>	
<b>System operation</b>	displayLiveData
<b>Cross References</b>	Use case: displayLiveData see table ??
<b>Responsibility</b>	It is responsible for posting data to the client.
<b>Output</b>	Post data to the client.
<b>Pre-conditions</b>	The beer production machine needs to be on and producing beer.
<b>Post-conditions</b>	Live data has been displayed for the user.

**Table 6:** Operation Contracts monitorAndDisplayData

<b>batchReport</b>	
<b>System operation</b>	batchReport
<b>Cross References</b>	Use case: batchReport see table ??
<b>Responsibility</b>	Make a report after the pre-conditions is met and adds the report to the database.
<b>Output</b>	Produces a batch report and display it for the user.
<b>Pre-conditions</b>	The beer Machine needs to have produced a batch.
<b>Post-conditions</b>	A batch report has been displayed for the user.

**Table 7:** Operation Contracts produceBatchReport

### 6.2.3 Updated UML Class Diagram

## 7 Architecture

## 8 Design



## 9 Implementation

## 10 Verification & Validation

## 11 Evaluation

## 12 conclusion