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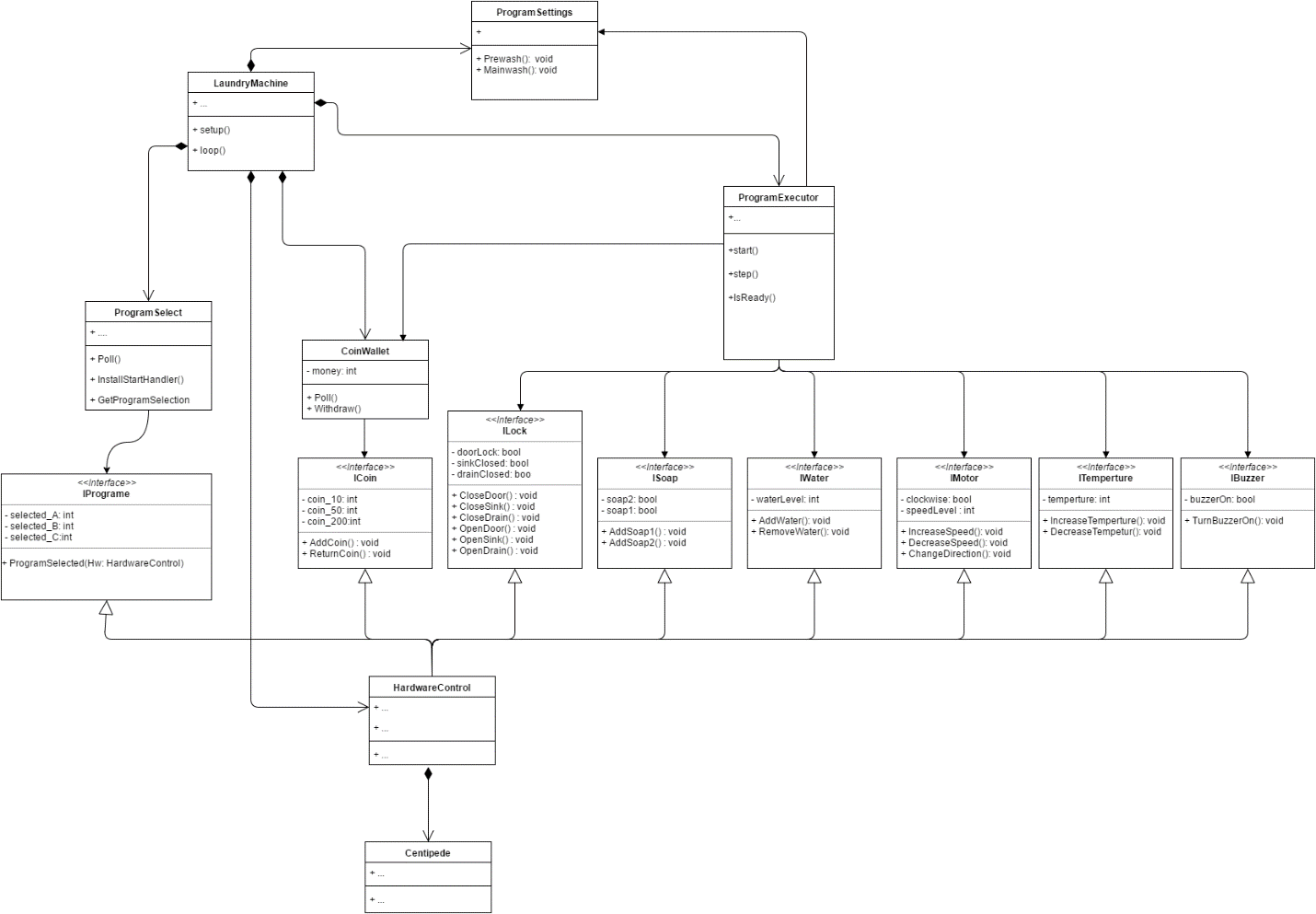
Design document

GROUP MEMBERS:

Contents

# CLASS DIAGRAM

## Class diagram



## Description of the classes and their members

By default, all of the properties of classes are private and methods of them are public. If it is not the case, the visibilities of these properties and methods will be indicated.

#### PROGRAMSELECTED CLASS

Description about the class

|  |  |  |
| --- | --- | --- |
| Properties | | |
| buttonSelectedPin | Integer | The pin of selected button |
|  |  |  |
|  |  |  |
| Operations | | |
| Poll(): *…* | | |
|  | | |

# STATE DIAGRAMs

## PIN CONFIGURATIONS

From our independent investigations we tried to determine which buttons correspond to which exact input descriptors. In the hardware control class the constants used for each of the corresponding buttons and switches were as follows:

Keyselect must be HIGH in order to read button inputs.

Button 1: IN\_IN0 and IN\_IN3, pressing button 1 raises IN0 and IN3 to high  
Button 2: IN\_IN0, pressing button 2 raises IN0 to high  
Button 3: IN\_IN3, pressing button 3 raises IN3 to high  
Button 4: IN\_IN2, pressing button 3 raises IN2 to high  
Button 5: IN\_IN1, pressing button 3 raises IN1 to high  
Button 6: IN\_IN1, IN\_IN2 and IN\_IN3, pressing button 1 raises IN1, IN2 and IN3 to high

Keyselect must be LOW in order to read switch inputs.

Switch 2: IN\_IN0, pulling up switch 2 raises IN0 to high  
Switch 3: IN\_IN3, pulling up switch 3 raises IN3 to high  
Switch 4: IN\_IN1, pulling up switch 4 raises IN1 to high  
Switch 2: IN\_IN2, pulling up switch 5 raises IN2 to high

*Figure 1: Buttons and Switches on Laundry Machine*