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Chapter 1

Introduction

Introduction

Chapter 2

Functional Requirements

2.1 High-level functionality

The high level functionality of this system can be broken down into several major sections. Sensors play a major role in interfacing the real world with the several other sections of the controller. Physical security, both inside and outside of the home is important. This goes hand in hand with family security once family members have left the premises of the household. Finally, green energy management can be easily integrated with the other systems to ensure prudent usage of resources.

2.1.1 Sensors

The most crucial part of the system that ties all of the other parts together is the sensor network. They are the interface between the real world and the controllers. They detect if the house has been intruded upon by outsiders through sensors on the windows and doors. They can alert the family if somebody left the stove top on. Living patterns can be established and monitored to warn of health problems or to control the HVAC so that energy is not wasted when nobody is home or they are all asleep. Cameras, motion detectors, hall effect sensors, and other miscellaneous sensors comprise the majority of this network.

Cameras play multiple roles in the sensor network. Facial recognition can be used to detect family members entering and leaving the house to track their activities. They can be used to alert when strangers are approaching the door or are on the premises in either a friendly manner or in a more cautious one depending on the family members currently at home.

Motion detectors provide the security system with the means to trigger alerts when motion is detected in certain areas of the home while the system is armed. A network of motion detector sensors will be positioned in the hallways of the home, with particular attention to entries to the home. Motion detectors outside the house will be able to control the lighting system such that people approaching the home can be illuminated and easily identified.

Temperature sensors and hall effect sensors are two other major components. Temperature sensors can be used by both physical security, to ensure that the oven has not been on for an extended period of time without user interaction as well as for green energy management to control the overall temperature of the house or each room. Hall effect sensors can be used with temperature sensors to detect if windows or doors have been left open when they should be closed in order to prevent wasting energy. These sensors can also be used to detect intruders attempting to break in through windows or doors.

2.1.2 Family Safety

In addition to necessary home security functionality, the system will incorporate methods to provide safety to members of the users' family. Child safety is a particular concern that will be addressed by this portion of the home security system. Sensors will be implemented on cabinets as well as certain areas of the home that may contain hazardous materials that could be harmful to children. For example, sensors will be present on medicine cabinets, closets with cleaning materials, and knife drawers to alert the user that these areas of the home have been accessed.

2.1.3 Security System

2.1.4 Green Energy Management

2.2 Scenarios

2.3 Use case model

Use case name	NFCDisarmSystem
Participating Actors	Initiated by Resident
Flow of Events	<ol style="list-style-type: none">1. The Resident enters the home while in possession of an NFC device.2. The system begins the disarm count-down.3. The Resident approaches the console and holds the NFC within 0.2 meters of the console.4. The data on the NFC device is read and validated by the system.5. The system enters the disarmed state and the disarm countdown is halted.
Entry Condition	The system is in the armed state and the Resident enters the home in possession an NFC device.
Exit Condition	The system is disarmed.
Quality requirements	TODO

Use case name	KeyPadDisarmSystem
Participating Actors	Initiated by Resident
Flow of Events	<ol style="list-style-type: none"> 1. The Resident enters the home. 2. The system begins the disarm count-down. 3. The Resident approaches the console and enters their code using the keypad on the console. 4. The entered code is validated by the system. 5. The system enters the disarmed state and the disarm countdown is halted.
Entry Condition	The system is in the armed state and the Resident enters the home.
Exit Condition	The system is disarmed.
Quality requirements	TODO
Use case name	NFCArmSystem
Participating Actors	Initiated by Resident
Flow of Events	<ol style="list-style-type: none"> 1. The Resident approaches the console and holds the NFC within 0.2 meters of the console. 2. The data on the NFC device is read and validated by the system. 3. The system begins the arm countdown. 4. The Resident leaves the home. 5. The system arm countdown completes and the system enters the armed state.
Entry Condition	The system is in the disarmed state and the Resident wishes to arm it using an NFC device.
Exit Condition	The system is armed.
Quality requirements	TODO

Use case name	KeyPadArmSystem
Participating Actors	Initiated by Resident
Flow of Events	<ol style="list-style-type: none"> 1. The Resident approaches the console and enters their code. 2. The entered code is validated by the system. 3. The system begins the arm countdown. 4. The Resident leaves the home. 5. The system arm countdown completes and the system enters the armed state.
Entry Condition	The system is in the disarmed state and the Resident wishes to arm it using the keypad.
Exit Condition	The system is armed.
Quality requirements	TODO

2.4 Object model

2.5 Dynamic model

2.6 Interfaces

Chapter 3

Non-Functional Requirements

Chapter 4

User Interfaces