



3. SEMESTER PROJEKT  
ARKITEKTUR OG DESIGN

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# UDVIKLING AF ET BLODTRYKMÅLESYSTEM

## Arkitektur og design

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# Ordforklaring

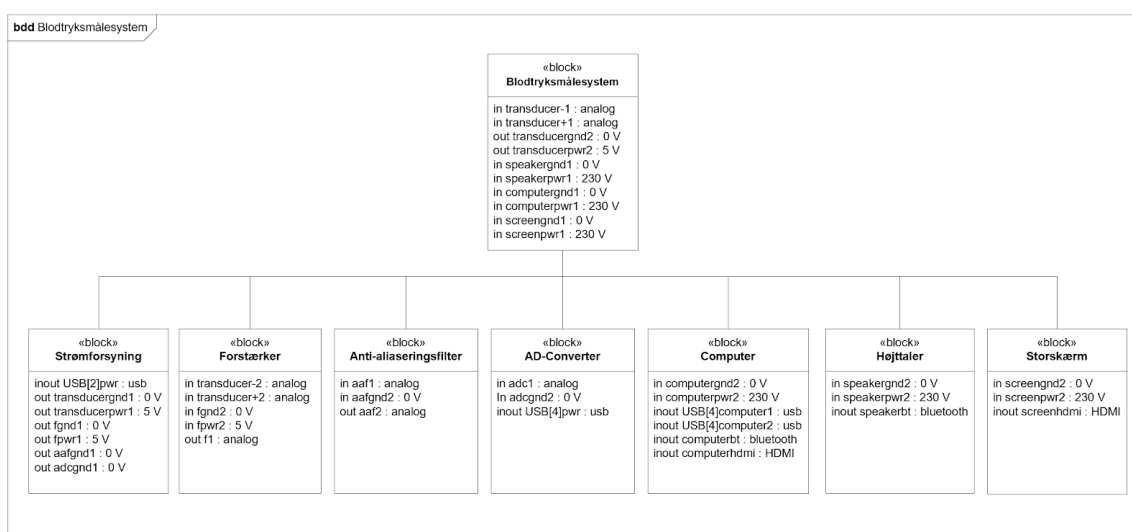
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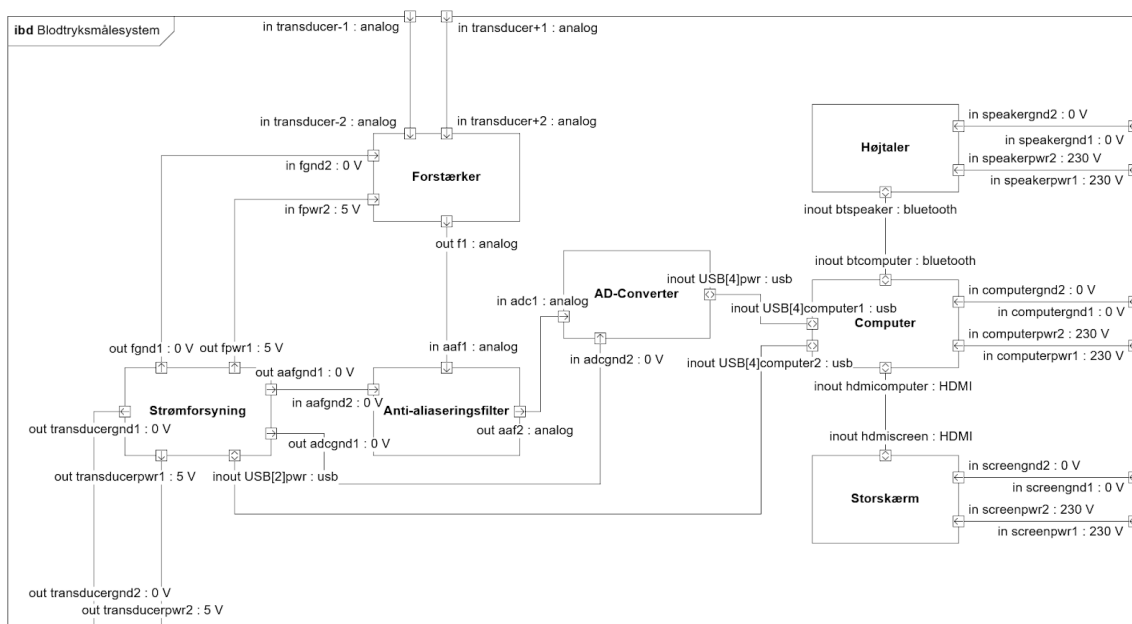
# 1

# Hardwarearkitektur

## 1.1 BDD



## 1.2 IBD



## 1.3 Bloktabel

Funktion	Signalnavn	Område	Port 1 (Source)	Port 2 (Destination)	Kommentar
<b>Strøm- forsyning</b>	speakerpwr	0-230 V rms		speakerpwr	
	computerpwr	0-230 V rms		computerpwr	
	screenpwr	0-230 V rms		screenpwr	
	transducerpwr	4.9-5.1 V	transducerpwr		
	fpwr1	4.9-5.1 V	fpwr1	fpwr2	
	USB[4]computer2	4.9-5.1 V	USB[4]computer2	USB[2]pwr	USB power Stel
<b>Reference</b>	speakerghnd	0 V		speakerghnd	Stel
	computerghnd	0 V		computerghnd	Stel
	screenghnd	0 V		screenghnd	Stel
	transducerghnd	0 V	transducerghnd		Stel
	fgnd1	0 V	fgnd1	fgnd2	Stel
	aafghnd1	0 V	aafghnd1	aafghnd2	Stel
	adcgnd1	0 V	adcgnd1	adcgnd2	Stel
<b>Data- kommu- nikation</b>	computerbt	bluetooth	computerbt	speakerbt	inout flow- specification
	computerhdmi	HDMI	computerhdmi	screenhdmi	inout flow- specification
	USB[4]computer1	usb	USB[4]computer1	USB[4]pwr	inout flow- specification
	aaf2	analog	aaf2	adc1	
	f1	analog	f1	aaf1	
	transducer+	analog		transducer+	
	transducer-	analog		transducer-	

## 1.4 Signaltabel

# 2 Softwarearkitektur

**2.1 Domænenemodell: Overordnet**

**2.2 Domænenemodell**

**2.3 Klassearkitektur**

# 3 Software