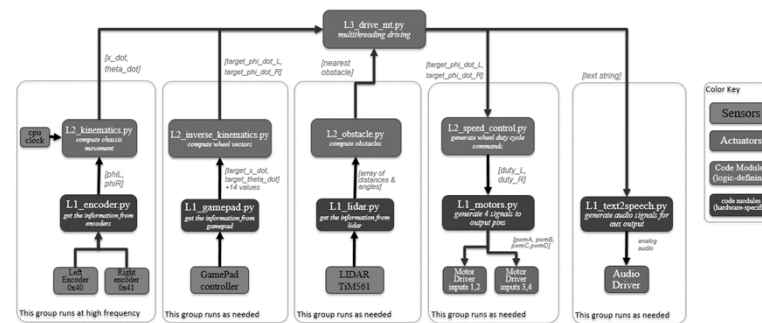


Scuttle Software Guide, Kinematics & Obstacle Avoidance

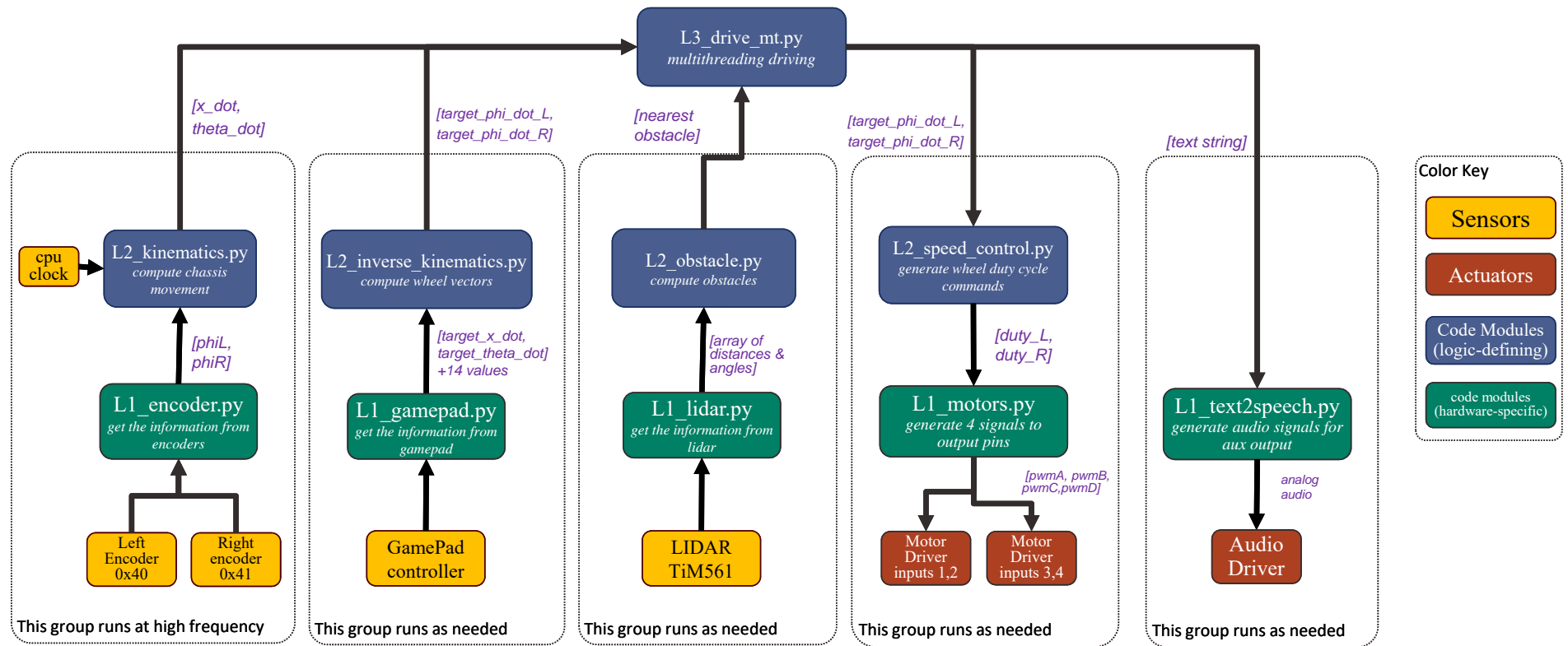
revised 2019.08.06

Software Architecture

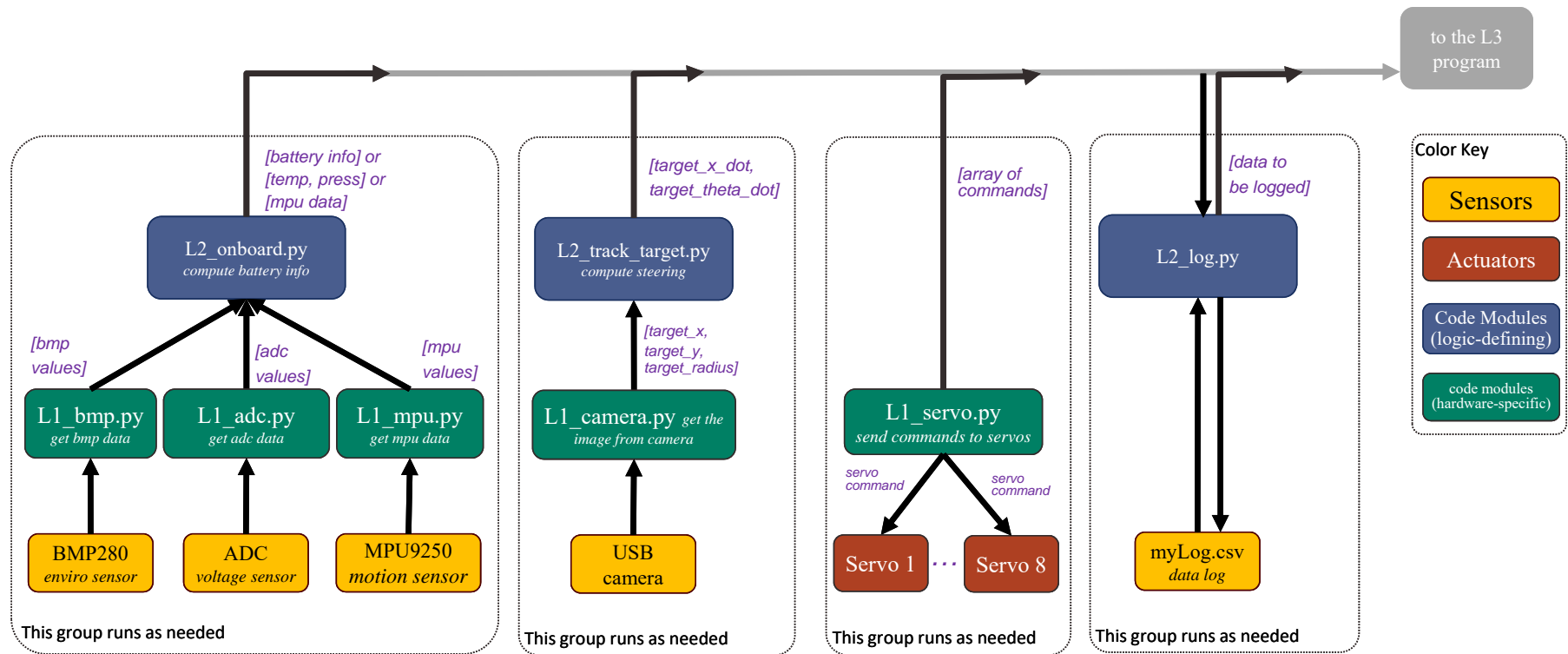
- This section covers:
 - The parts of each software file
 - How the programs interact with each other
 - How the programs interact with hardware
 - Sensor software vs actuator software



Software Architecture - Overview



Software Architecture – Overview (continued)



Software Architecture - Level1 Program Example

Explanation of what the code does

Import External programs, then internal (if applicable)

Define constants and
take initialization actions

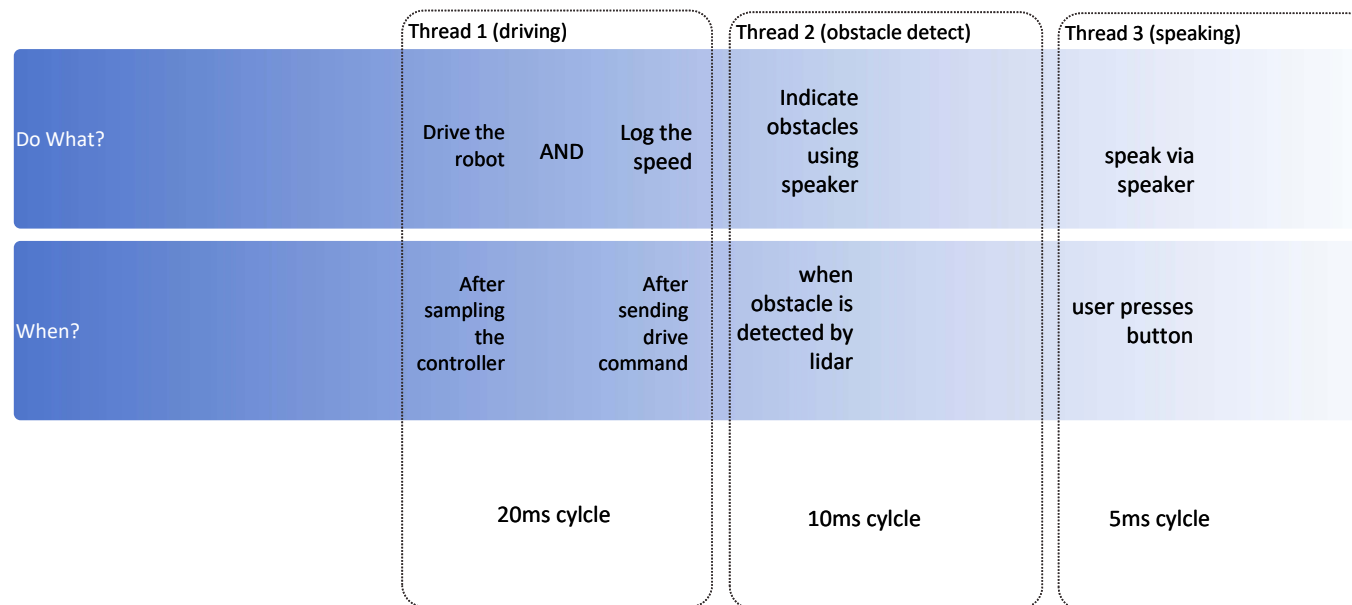
Define functions.
In some cases, make functions that
combine other functions in sequence.

Offer a simplified, minimal
loop for testing the code

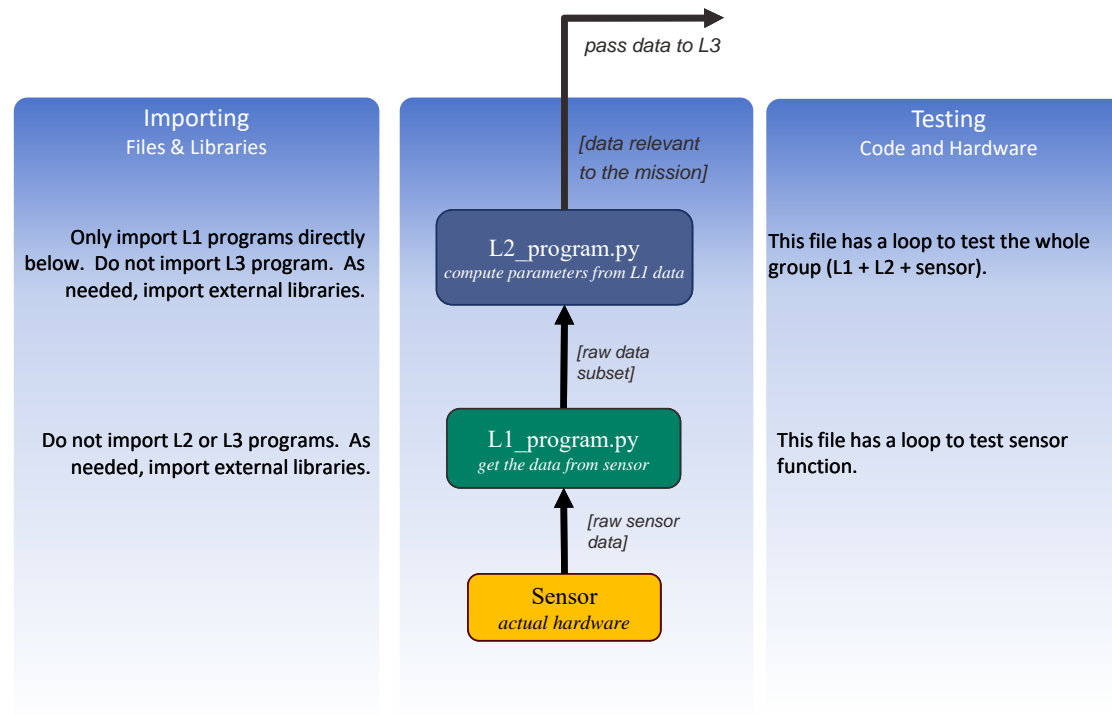


Software Architecture: SCUTTLE Threading Purpose

- Threading offers better control over **timing of code execution**.
- Each thread should contain **actions that are related** and that should be executed within a specific time window.
- The user should avoid passing data between threads because it reduces robustness. Instead, **call the level 2 program as needed in each thread**, even if you need to communicate with the same device (ie, retrieve gamepad commands for driving and retrieve in parallel for speaking commands)



Software Architecture: Tiers Guidelines



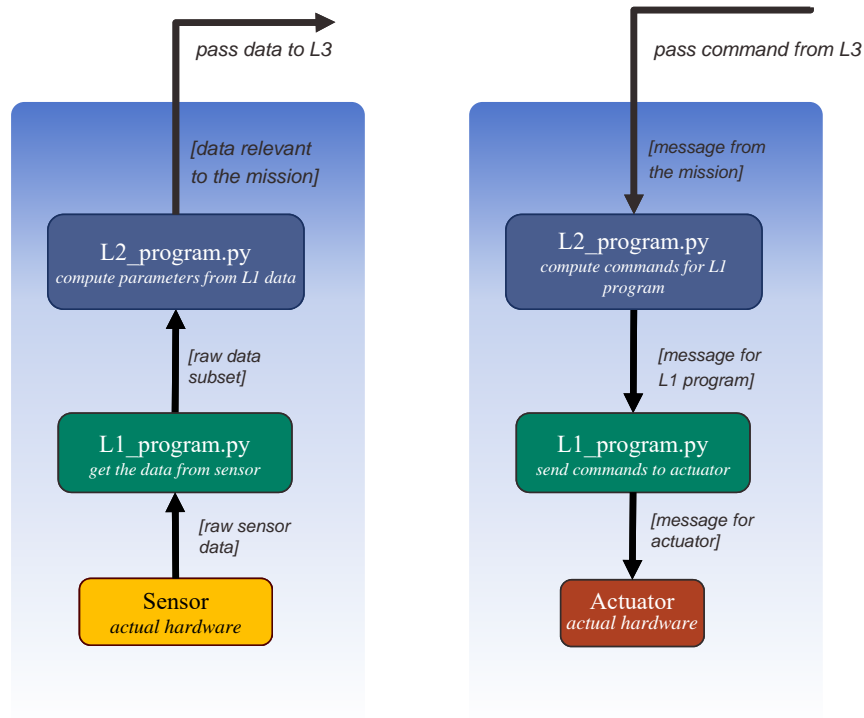
Software Architecture: Sensors vs Actuators

Sensor and Actuators have the same architecture except for **data direction**.

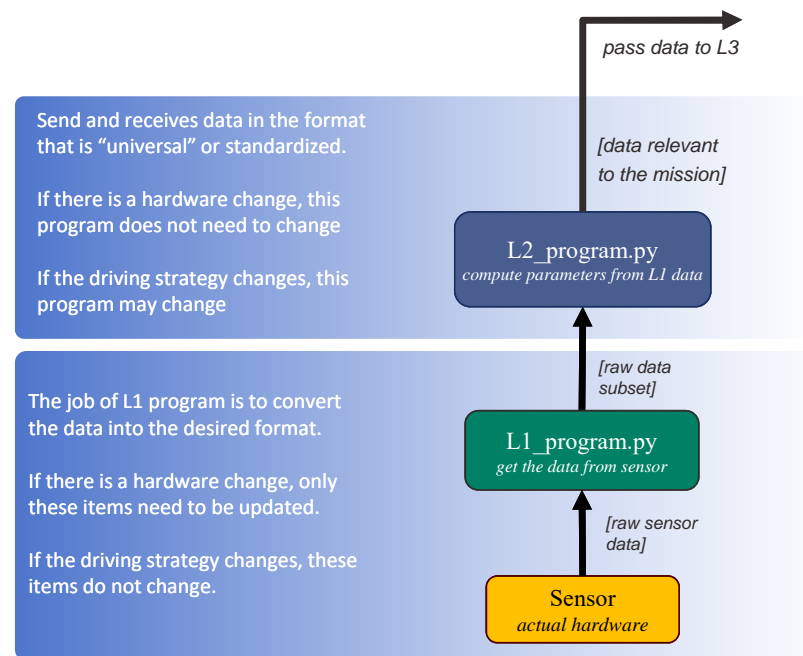
For **sensors**, the data is generated at the hardware and sent UP.

For **actuators**, the data is generated at the top and sent DOWN to hardware.

Some sensors and actuators have feedback and preset commands, so data may flow both ways.



Software Architecture: Modularity & Robustness



Software Architecture: Editing Log Files

Rather than interacting with hardware, the L2_log program will interact with files on the linux machine. It **acts as a sensor** in that it retrieves recorded data and it **acts as an actuator** in that it can receive data and perform an action with it (store in a file).

As of 2019.08, the L2_log.py program is not written but the intended functionality is shown. There will be ability to access different files and to write new files, by calling the functions from L2_log.py.

