Universitatea Politehnica Timişoara

Car Multimedia System

Politehnica University of Timisoara

Subject: Software Engineering

Students:
Deleu Anca
Igna Dianora
Nica Andrei

Use Case Reports
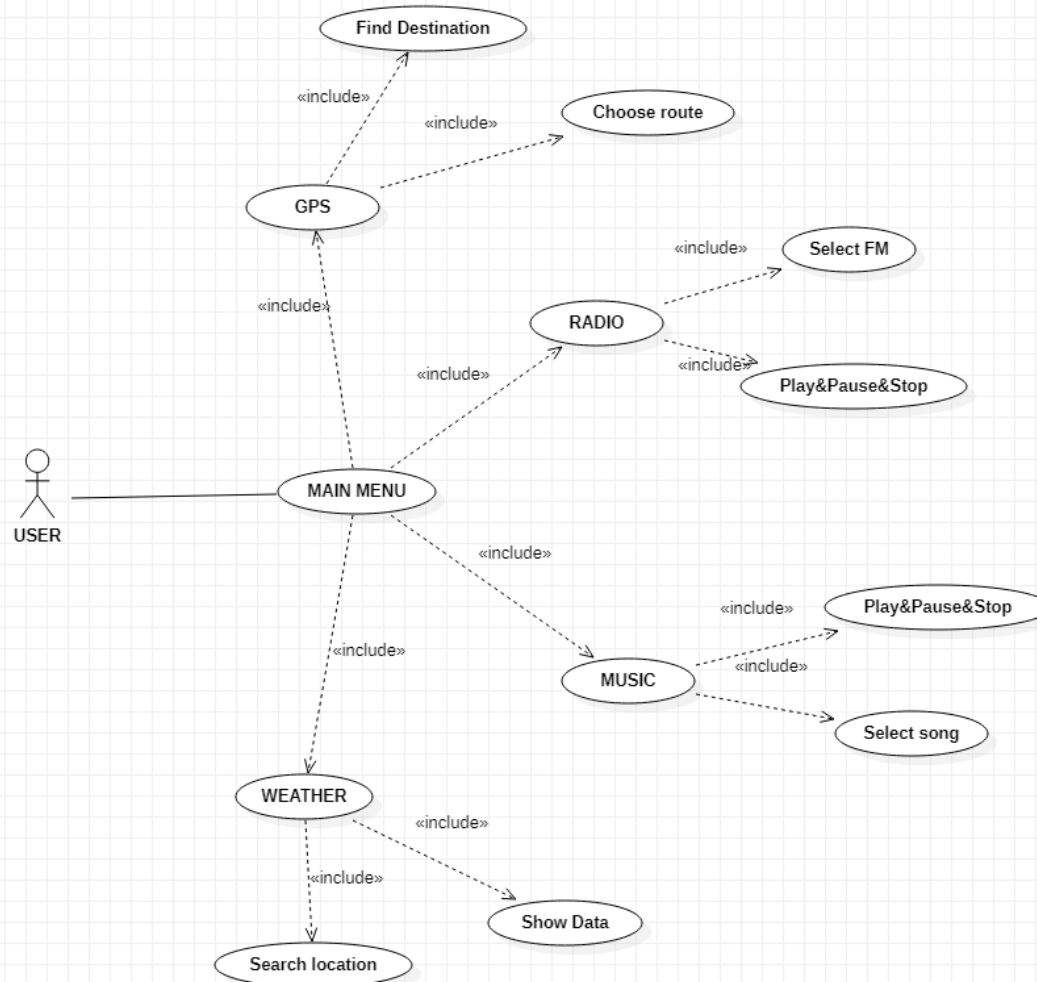
UML Class diagrams

UML Sequence diagrams

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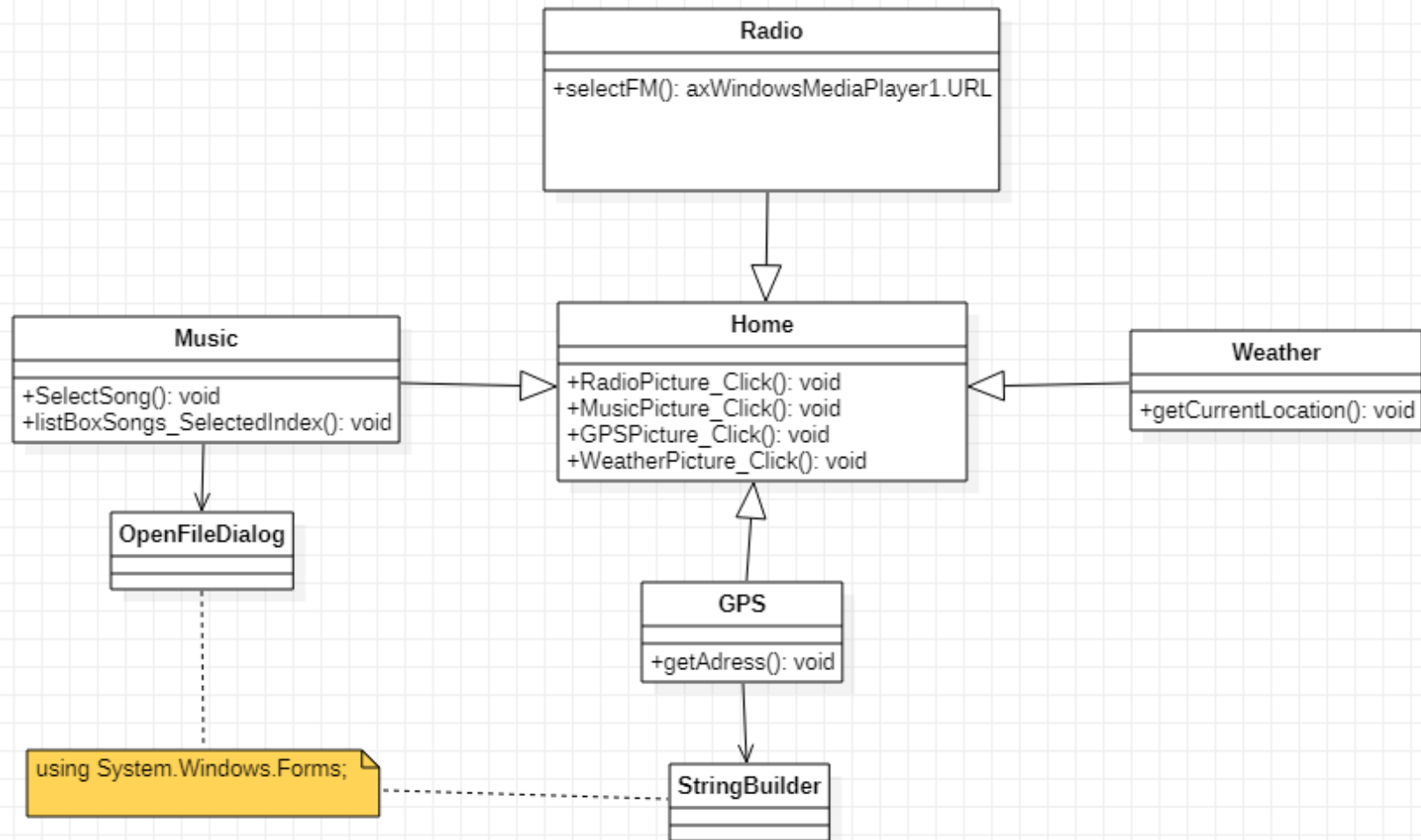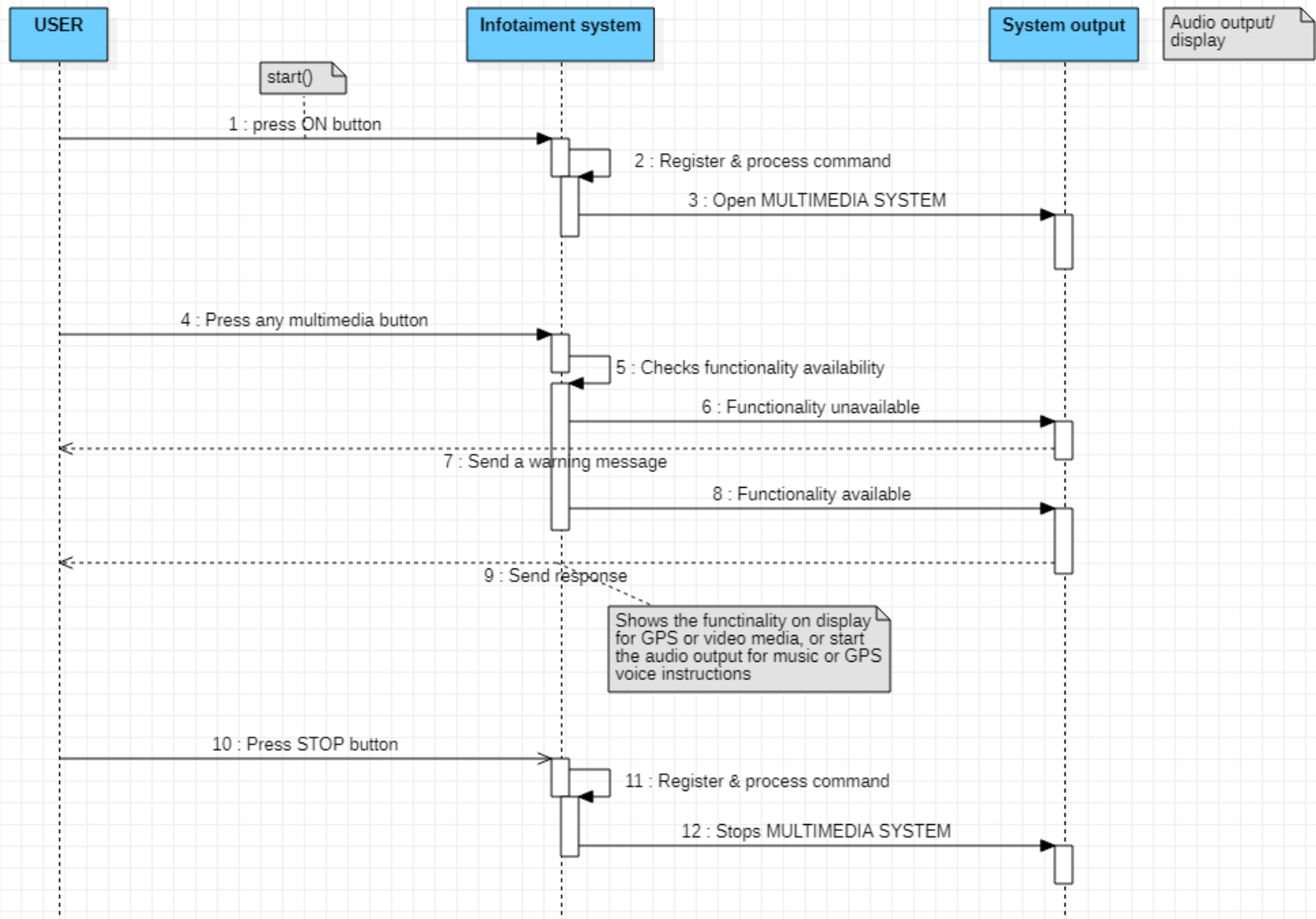
UML Sequence diagrams description

nteractions	Description
nteraction 1	User press ON/START button which sends a messange to the infotainment system
nteraction 2	The message send is register and precess, if everything is ok, infotainment system send a command to open Multimedia system
nteraction 3	When the command is send, the multimedia meniu will be shown on display
nteraction 4	Now, the user can choose any multimedia feature and press the button for that specify functionality
nteraction 5	The infotainment system will check if that functionality is available
nteraction 6	If the functionality is available, will show it on display and send a respons to the user, respons that could be visual or audio, depends on the functinality
nteraction 7	If the functionality is unavailable, will show an warning message on the display
nteraction 8	The user press STOP button which sends a message to the infotainment system
nteraction 9	The message send is register and precess, if everything is ok, infotainment system will shut down and close the display.

Application architecture
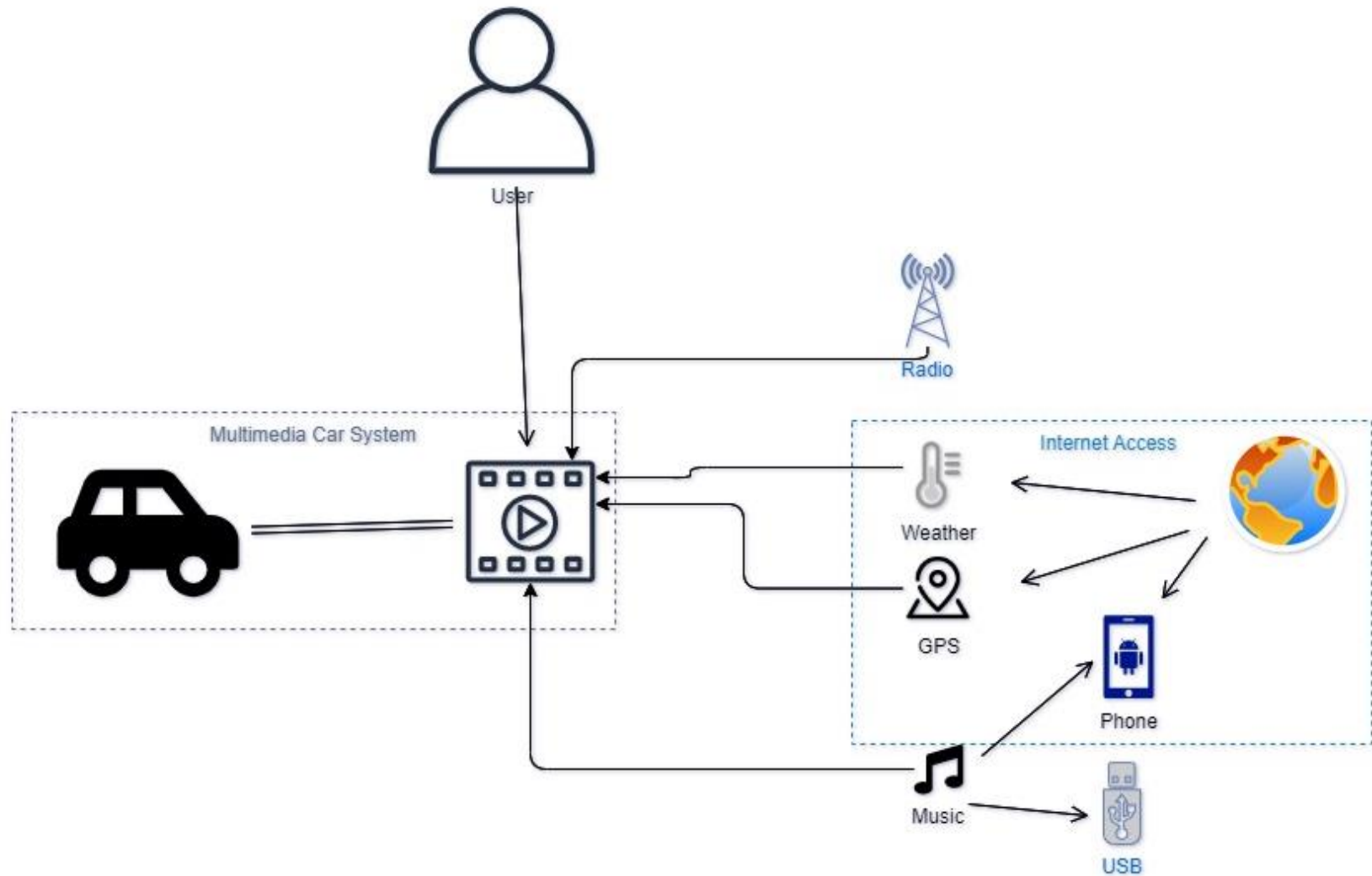
Thank you for your time!

Any questions?