

flows

```
etelateny1: end to end flow camera_sensor.f1 -> DC1 -> detection_app.f1 -> DC2 -> brake.f1 {  
  Latency => 70ms .. 120ms;;
```

properties

```
Actual_Processor_Binding => (reference (core1)) applies to detection_app.camera_cmd_data;  
Actual_Processor_Binding => (reference (core1)) applies to pedestrian_app.camera_proc_data1;  
Actual_Processor_Binding => (reference (core2)) applies to detection_app.camera_proc_data;  
Actual_Processor_Binding => (reference (core2)) applies to lanedetection_app.camera_proc_data;  
Actual_Processor_Binding => (reference (core2)) applies to lanedetection_app.camera_kalman_data;  
Actual_Processor_Binding => (reference (core3)) applies to pedestrian_app.camera_cmd_data1;  
Actual_Processor_Binding => (reference (core3)) applies to lanedetection_app.camera_gaussian_data;  
Actual_Processor_Binding => (reference (core4)) applies to game_app.touch_proc_data;  
Actual_Processor_Binding => (reference (core4)) applies to game_app.touch_cmd_data;
```

```
Actual_Memory_Binding => (reference (standard_memory)) applies to detection_app;
```

```
end Adas.detection_test;
```

device camera1

features

```
camera_data1: out data port;  
camera_data2: out data port;  
BA1: requires bus access Auto.standard;
```

flows

```
f1: flow source camera_data1;
```

System Impl Adas.detection_test

End to End Flow etelateny1

- > — Access Connection BA1
- > — Access Connection BA2
- > — Access Connection BA3
- > — Access Connection BA4
- > — Access Connection BA5
- > — Access Connection BA6
- > — Access Connection BA7
- > — Access Connection BA8
- > — Access Connection BA9
- > — Port Connection DC1
- > — Port Connection DC2
- > — Port Connection DC3
- > — Port Connection DC4
- > — Port Connection DC5
- > — Port Connection DC6
- > — Port Connection DC7
- > — Port Connection DC8

Bus Subcomponent standard_bus

- Device Subcomponent camera_sensor
- Device Subcomponent camera1_sensor
- Device Subcomponent brake
- Device Subcomponent haptic_sensor
- Device Subcomponent infotainment
- Device Subcomponent stwheel

Memory Subcomponent standard_memory

- Process Subcomponent detection_app
- Process Subcomponent pedestrian_app
- Process Subcomponent lanedetection_app