Lab 3 Notes

Requirements:

* Functional
  + Turn on/off
  + Start/stop
  + Cancel
  + DNF
  + Enable channel(s)
* Non-functional
  + Number of racers

Use cases:

1. turn on
   1. pre: must be off
   2. post:
   3. follow:
2. turn off
   1. pre: must be on
   2. post:
   3. follow:
3. toggle channel(s)
   1. pre: on,
   2. post: channel usable or unusable
   3. follow: channel on, channel off
4. start runner (odd channel)
   1. pre: on, start channel enabled
   2. post:
   3. Follow: cancel, DNF or finish
5. finish runner (even channel)
   1. pre: on, finish channel enabled, must have started
   2. post:
   3. follow:
6. cancel – cancels start of last runner, runner return to start
   1. pre: on, channel enabled, runner started
   2. Post: top runner goes back to start
   3. Follow:
7. DNF – removes runner from queue
   1. Pre: On, channel enabled, runner started
   2. Post: runner disqualified
   3. Follow:

Scenarios:

1. Runner X starts, runner Y starts, runner X finish, runner Y finished
2. Toggle channel 1 and 2
3. Runner X false starts, cancel runner X, start runner X

Rough Sprint Plan:

(see p6 running test enviro; really just see the entire doc)

Design wk1

Code wk2

Test wk3