

# Module Interface Specification for ImgBeamer

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# 1 Revision History

Date	Version	Notes
2023/03/18	0.1.0	Creation
	0.1.1	Update module hierarchy
2023/03/19	0.1.2	Add in module specifications

## 2 Symbols, Abbreviations and Acronyms

See SRS [\[2\]](#) and the MG [\[1\]](#) Documentation.

# Contents

<b>1</b>	<b>Revision History</b>	<b>i</b>
<b>2</b>	<b>Symbols, Abbreviations and Acronyms</b>	<b>ii</b>
<b>3</b>	<b>Introduction</b>	<b>1</b>
<b>4</b>	<b>Notation</b>	<b>1</b>
<b>5</b>	<b>Module Decomposition</b>	<b>2</b>
<b>6</b>	<b>MIS of Application Control</b>	<b>3</b>
6.1	Module . . . . .	3
6.2	Uses . . . . .	3
6.3	Syntax . . . . .	3
6.3.1	Exported Constants . . . . .	3
6.3.2	Exported Access Programs . . . . .	3
6.4	Semantics . . . . .	3
6.4.1	State Variables . . . . .	3
6.4.2	Environment Variables . . . . .	3
6.4.3	Assumptions . . . . .	3
6.4.4	Access Routine Semantics . . . . .	3
6.4.5	Local Functions . . . . .	3
<b>7</b>	<b>MIS of [Module Name —SS]</b>	<b>4</b>
7.1	Module . . . . .	4
7.2	Uses . . . . .	4
7.3	Syntax . . . . .	4
7.3.1	Exported Constants . . . . .	4
7.3.2	Exported Access Programs . . . . .	4
7.4	Semantics . . . . .	4
7.4.1	State Variables . . . . .	4
7.4.2	Environment Variables . . . . .	4
7.4.3	Assumptions . . . . .	4
7.4.4	Access Routine Semantics . . . . .	4
7.4.5	Local Functions . . . . .	5
<b>8</b>	<b>Appendix</b>	<b>7</b>

### 3 Introduction

The following document details the Module Interface Specifications for ImgBeamer (SEM image formation demo tool).

Complementary documents include the System Requirement Specifications and Module Guide. The full documentation and implementation can be found at [https://github.com/joedf/CAS741\\_w23](https://github.com/joedf/CAS741_w23).

### 4 Notation

[You should describe your notation. You can use what is below as a starting point. —SS]

The structure of the MIS for modules comes from Hoffman and Strooper [4], with the addition that template modules have been adapted from [3]. The mathematical notation comes from Chapter 3 of Hoffman and Strooper [4]. For instance, the symbol  $:=$  is used for a multiple assignment statement and conditional rules follow the form  $(c_1 \Rightarrow r_1 | c_2 \Rightarrow r_2 | \dots | c_n \Rightarrow r_n)$ .

The following table summarizes the primitive data types used by ImgBeamer.

Data Type	Notation	Description
character	char	a single symbol or digit
integer	$\mathbb{Z}$	a number without a fractional component in $(-\infty, \infty)$
natural number	$\mathbb{N}$	a number without a fractional component in $[1, \infty)$
real	$\mathbb{R}$	any number in $(-\infty, \infty)$

The specification of ImgBeamer uses some derived data types: sequences, strings, and tuples. Sequences are lists filled with elements of the same data type. Strings are sequences of characters. Tuples contain a list of values, potentially of different types. In addition, ImgBeamer uses functions, which are defined by the data types of their inputs and outputs. Local functions are described by giving their type signature followed by their specification.

## 5 Module Decomposition

The following table is taken directly from the Module Guide [1] document for this project.

Level 1	Level 2	Level 3
Hardware-Hiding Module		
	Application Control	
	Input	Ground Truth Image Input
		Imaging Parameters Input
	Output	Spot Profile Input
Information and Metrics Display		
Behaviour-Hiding Module	Visualization Display	Image Export
		Ground Truth
		Subregion
		Spot Profile
		Spot Content
		Spot Signal
		Spot Layout
		Sampled Subregion
		Resulting Subregion
		Resulting Image
	Display Control	
	Graphical User Interface	
	Software Decision Module	Image Manipulation
Rendering		
Metrics Calculation		

Table 1: Module Hierarchy

## 6 MIS of Application Control

### 6.1 Module

main

### 6.2 Uses

Metrics Calculation Module (M??), GUI Module (M??)

### 6.3 Syntax

#### 6.3.1 Exported Constants

#### 6.3.2 Exported Access Programs

Name	In	Out	Exceptions
main	-	-	-

### 6.4 Semantics

#### 6.4.1 State Variables

None

#### 6.4.2 Environment Variables

None

#### 6.4.3 Assumptions

- The application is run in an HTML5 compliant web browser.
- The GUI is running and displayed without issue.

#### 6.4.4 Access Routine Semantics

main():

- transition: Modifies the state and environment variables of the GUI Module (M??).

#### 6.4.5 Local Functions

UpdateBaseImage(): Updates the GUI and propagates a change in the input ground truth throughout the application. updateImageMetricsInfo():

## 7 MIS of [Module Name —SS]

[Use labels for cross-referencing —SS]

[You can reference SRS labels, such as R1. —SS]

[It is also possible to use L<sup>A</sup>T<sub>E</sub>X for hyperlinks to external documents. —SS]

### 7.1 Module

[Short name for the module —SS]

### 7.2 Uses

### 7.3 Syntax

#### 7.3.1 Exported Constants

#### 7.3.2 Exported Access Programs

Name	In	Out	Exceptions
[accessProg —SS]	-	-	-

### 7.4 Semantics

#### 7.4.1 State Variables

[Not all modules will have state variables. State variables give the module a memory. —SS]

#### 7.4.2 Environment Variables

[This section is not necessary for all modules. Its purpose is to capture when the module has external interaction with the environment, such as for a device driver, screen interface, keyboard, file, etc. —SS]

#### 7.4.3 Assumptions

[Try to minimize assumptions and anticipate programmer errors via exceptions, but for practical purposes assumptions are sometimes appropriate. —SS]

#### 7.4.4 Access Routine Semantics

[accessProg —SS]():

- transition: [if appropriate —SS]
- output: [if appropriate —SS]



- exception: [if appropriate —SS]

[A module without environment variables or state variables is unlikely to have a state transition. In this case a state transition can only occur if the module is changing the state of another module. —SS]

[Modules rarely have both a transition and an output. In most cases you will have one or the other. —SS]

#### **7.4.5 Local Functions**

[As appropriate —SS] [These functions are for the purpose of specification. They are not necessarily something that is going to be implemented explicitly. Even if they are implemented, they are not exported; they only have local scope. —SS]

## References

- [1] J. de Fourestier. Module guide for imgbeamer, 2023. URL [https://github.com/joedf/CAS741\\_w23/blob/main/docs/Design/SoftArchitecture/MG.pdf](https://github.com/joedf/CAS741_w23/blob/main/docs/Design/SoftArchitecture/MG.pdf).
- [2] J. de Fourestier. Software requirements specification for imgbeamer: Scanning electron microscope image formation, 2023. URL [https://github.com/joedf/CAS741\\_w23/blob/main/docs/SRS/SRS.pdf](https://github.com/joedf/CAS741_w23/blob/main/docs/SRS/SRS.pdf).
- [3] Carlo Ghezzi, Mehdi Jazayeri, and Dino Mandrioli. *Fundamentals of Software Engineering*. Prentice Hall, Upper Saddle River, NJ, USA, 2nd edition, 2003.
- [4] Daniel M. Hoffman and Paul A. Strooper. *Software Design, Automated Testing, and Maintenance: A Practical Approach*. International Thomson Computer Press, New York, NY, USA, 1995. URL <http://citeseer.ist.psu.edu/428727.html>.

## 8 Appendix

[Extra information if required —SS]