

# Module Interface Specification for SE 4G06, TRON 4TB6

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## Revision History

Date	Version	Notes
Date 1	1.0	Notes
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# Symbols, Abbreviations and Acronyms

See SRS Documentation at [\*SRS.pdf Document Link\*](#).

[Also add any additional symbols, abbreviations or acronyms —SS]

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# 1 Introduction

The following document details the Module Interface Specifications for Synesthesia Wear, a wearable product that assists users by using signal processing on gathered sounds to provide appropriate feedback (via vibrations) to the user according to inputted sound configuration settings. As a result, this gives the users peace of mind knowing that if their attention is needed (doorbell, ring, name call, etc.), Synesthesia Wear will be able to alert them.

Complementary documents include the System Requirement Specifications and Module Guide. The full documentation and implementation can be found at [Team 26 Capstone GitHub Repository](#).

## 2 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 (1995), with the addition that template modules have been adapted from Ghezzi et al. (2003). The mathematical notation comes from Chapter 3 of Hoffman and Strooper (1995). 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 SE 4G06, TRON 4TB6.

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 SE 4G06, TRON 4TB6 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, SE 4G06, TRON 4TB6 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.

## 3 Module Decomposition

The following table is taken directly from the [Module Guide Document](#) for this project.

Level 1	Level 2
Hardware-Hiding Module	
	Login Module
	Bluetooth connection Module
	Keyword Selection Module
Behaviour-Hiding Module	Output Signal Module
	Profile Module
	Battery Status Module
Software Decision Module	Sound Classification Module
	Bluetooth Communication Module
	Microphone Module

Table 1: Module Hierarchy

## 4 MIS of Login Module

### 4.1 Module

Login Type

### 4.2 Uses

N/A

### 4.3 Syntax

#### 4.3.1 Exported Constants

N/A

#### 4.3.2 Exported Access Programs

Name	In	Out	Exceptions
authorize	keyInput	Authorized	
login	keyInput		Not_A_Character
switchCue	keyInput		Not_Cueable

### 4.4 Semantics

#### 4.4.1 State Variables

Authorized: Authorized is a boolean that is true when the correct credentials are entered and false otherwise.

#### 4.4.2 Environment Variables

keyInput: {key.Enter, key.AlphabetCharacters, key.LeftClick}

#### 4.4.3 Assumptions

The Synesthesia Wear application is successfully installed on the user's device and the login page has loaded onto the screen.

#### 4.4.4 Access Routine Semantics

switchCue(key.LeftClick):

- transition: mouseLocation.navigate()

- output: None
- exception: Not\_Cueable

login(key.AlphabetCharacters):

- transition: username.addCharacter() or password.addCharacter()
- output: None
- exception: Not\_A\_Character

authorize(key.Enter):

- transition: login.submit()
- output: Authorized
- exception: None



## 5 MIS of Keyword Selection Module

### 5.1 Module

Keyword Selection Type

### 5.2 Uses

- Profile Module
- Bluetooth Communication Module

### 5.3 Syntax

#### 5.3.1 Exported Constants

N/A

#### 5.3.2 Exported Access Programs

Name	In	Out	Exceptions
save	keyInput	Saved	Mouse_Not_On_Save_Button
keyword	keyInput		Not_A_Character
switchCue	keyInput		Not_Cueable

### 5.4 Semantics

#### 5.4.1 State Variables

Saved: Saved is a boolean that is true when the “Save” button has been pressed and false otherwise.

#### 5.4.2 Environment Variables

keyInput: {key.AlphabetCharacters, key.LeftClick}

#### 5.4.3 Assumptions

The Synesthesia Wear application is successfully installed on the user’s device, the user was able to log into the app, and the sound configuration settings page is loaded onto the screen.

#### 5.4.4 Access Routine Semantics

switchCue(key.LeftClick):

- transition: mouseLocation.navigate()
- output: None
- exception: Not\_Cueable

keyword(key.AlphabetCharacters):

- transition: keyword.addCharacter()
- output: None
- exception: Not\_A\_Character

save(key.LeftClick):

- transition: keyword.save()
- output: Saved
- exception: Mouse\_Not\_On\_Save\_Button

## References

Carlo Ghezzi, Mehdi Jazayeri, and Dino Mandrioli. *Fundamentals of Software Engineering*. Prentice Hall, Upper Saddle River, NJ, USA, 2nd edition, 2003.

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>.

## 6 Appendix

[Extra information if required —SS]