ENTREGABLES 1,2,3,4

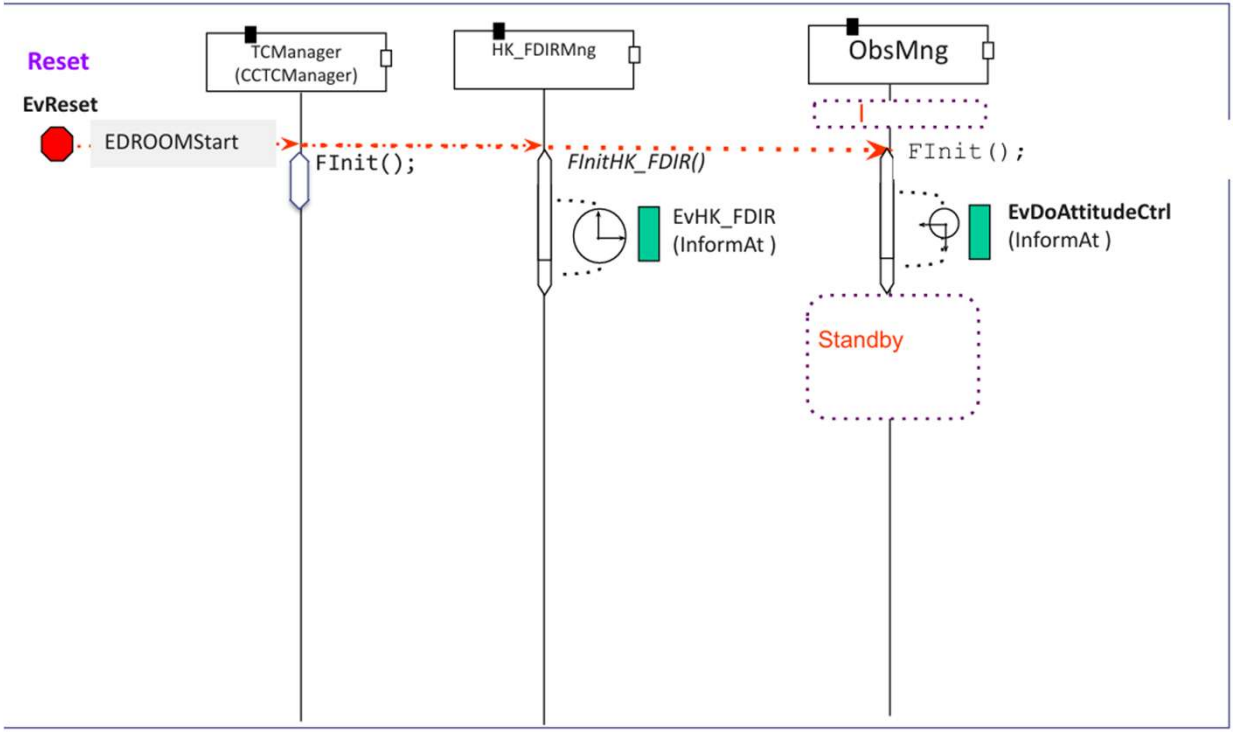
Juan Pedro López Fiestas

OBDH

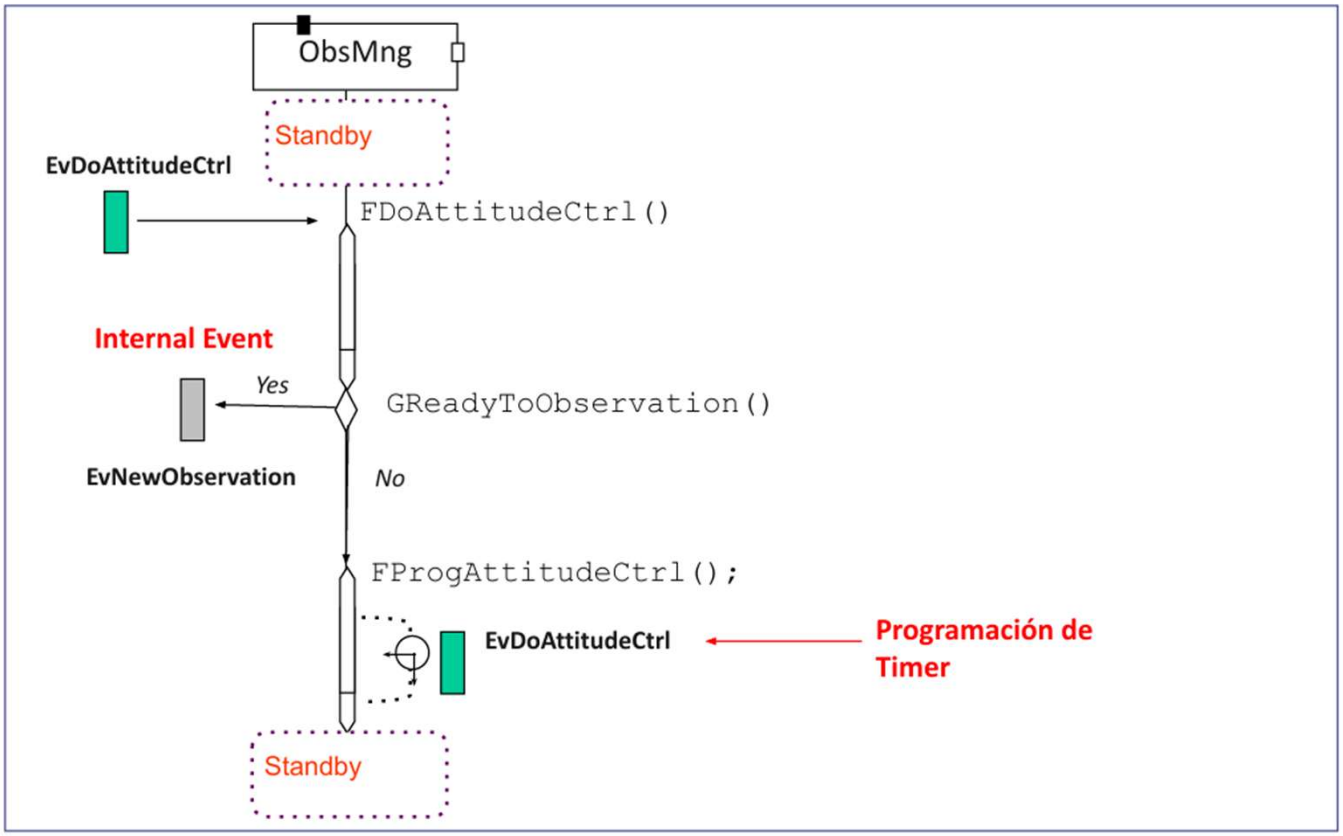
ENTREGABLE 1

Escenarios en los que está presente ObsMng

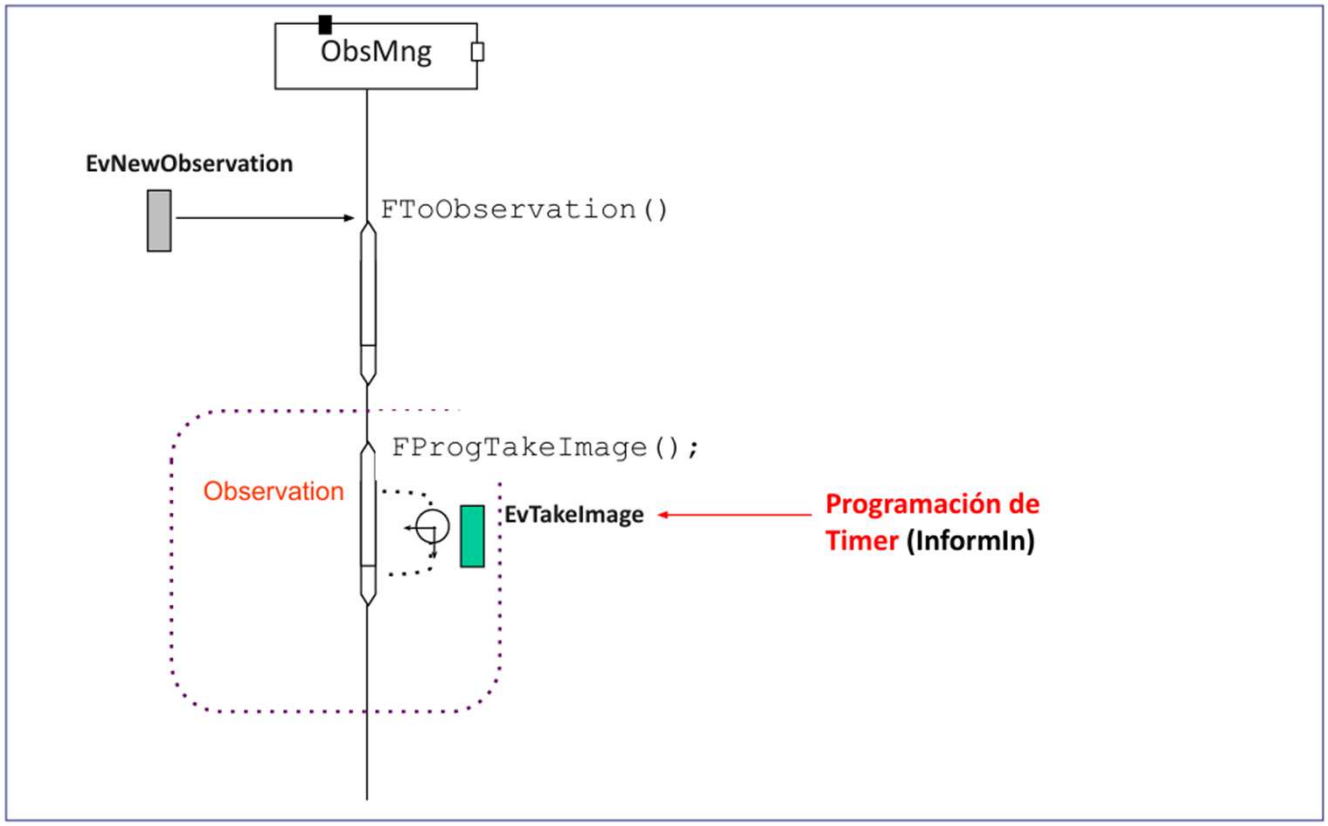
Escenario donde vemos la Finit() (inicio del edroom)



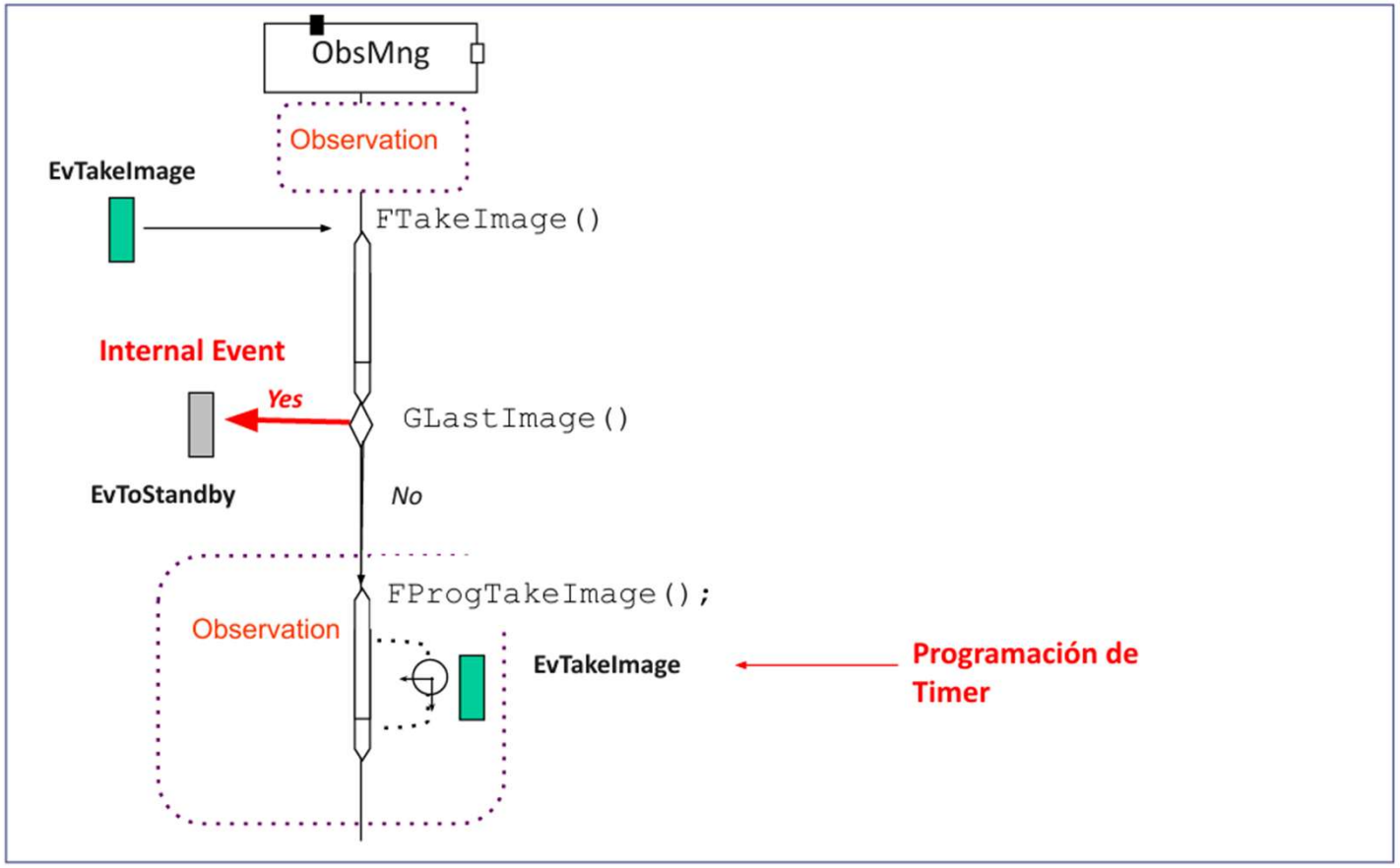
Primer evento EvDoAttitudeCtrl



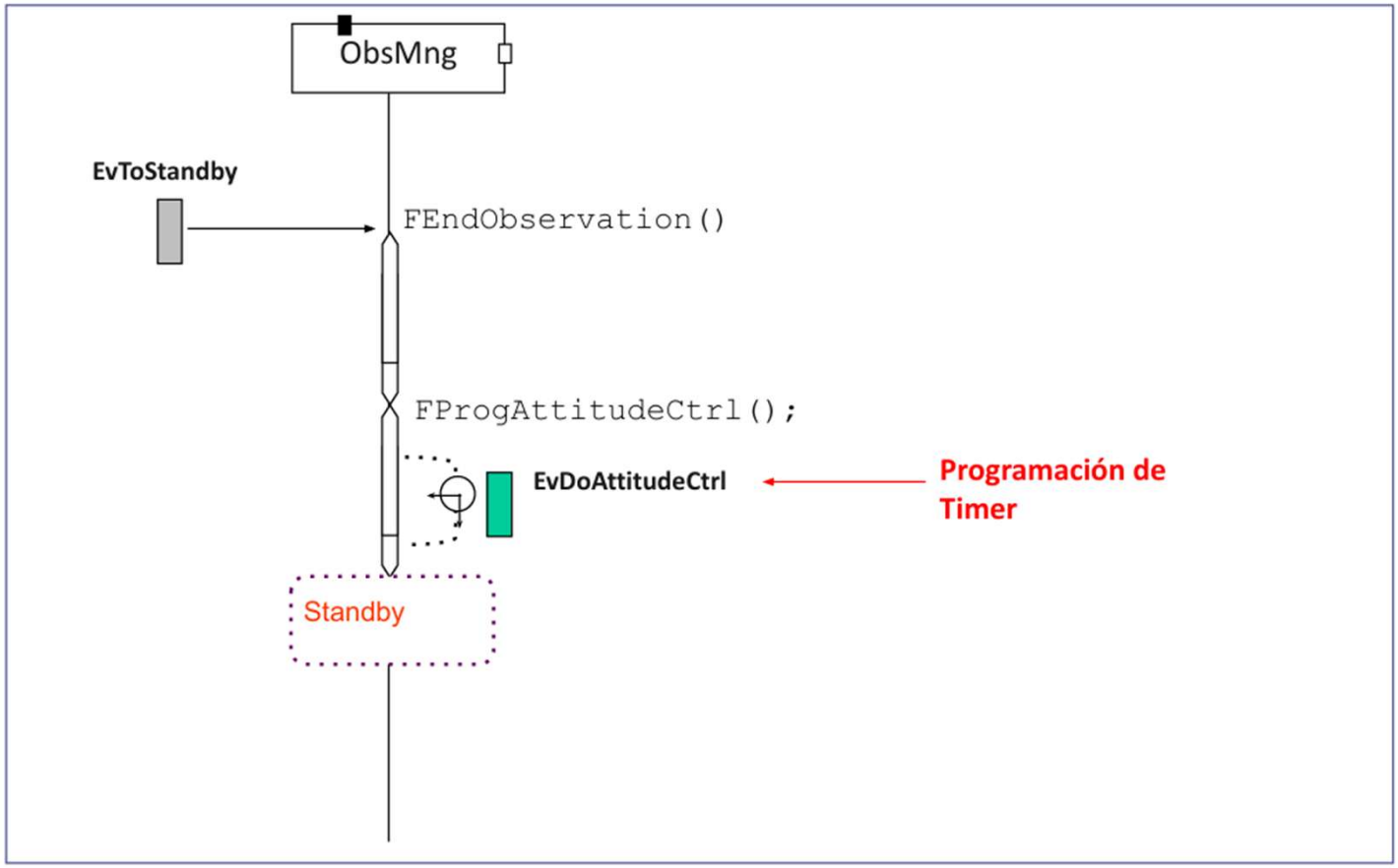
Evento interno EvNewObservation



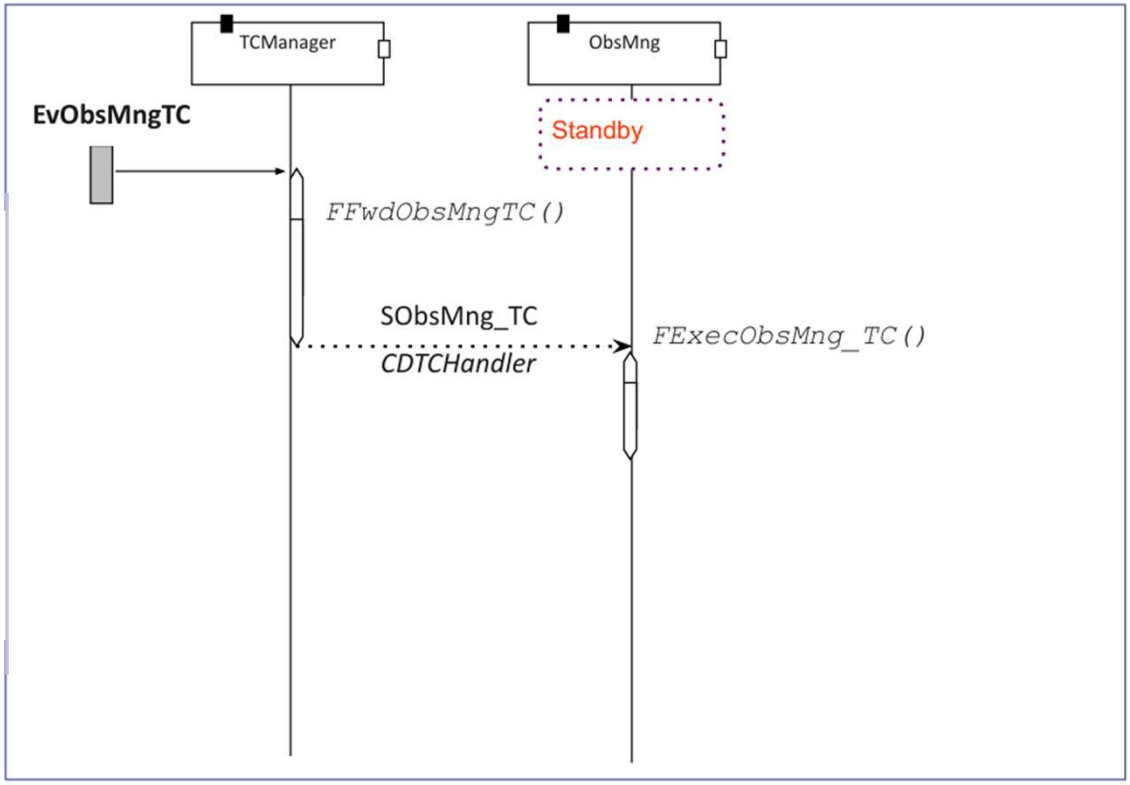
Evento en observation de EvTakeImage



Evento interno EvToStandby

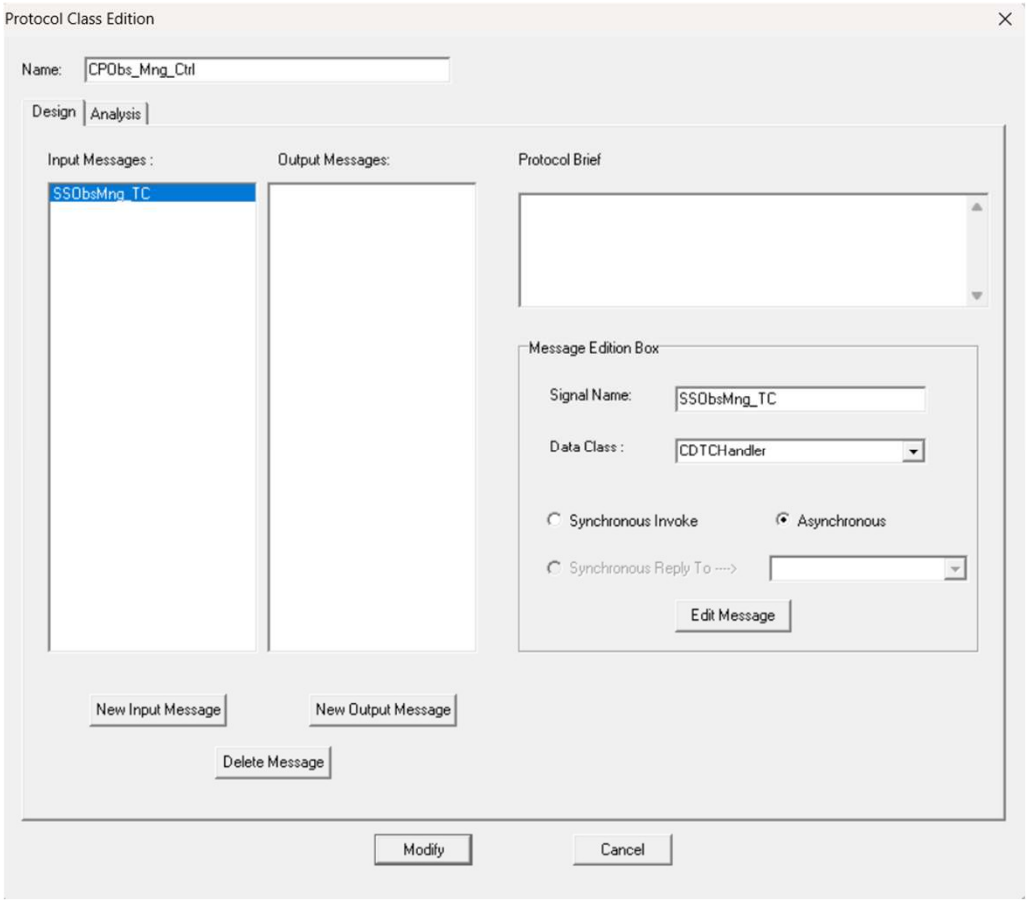


Último escenario con la función FexecObsMng_TC



ENTREGABLE 2

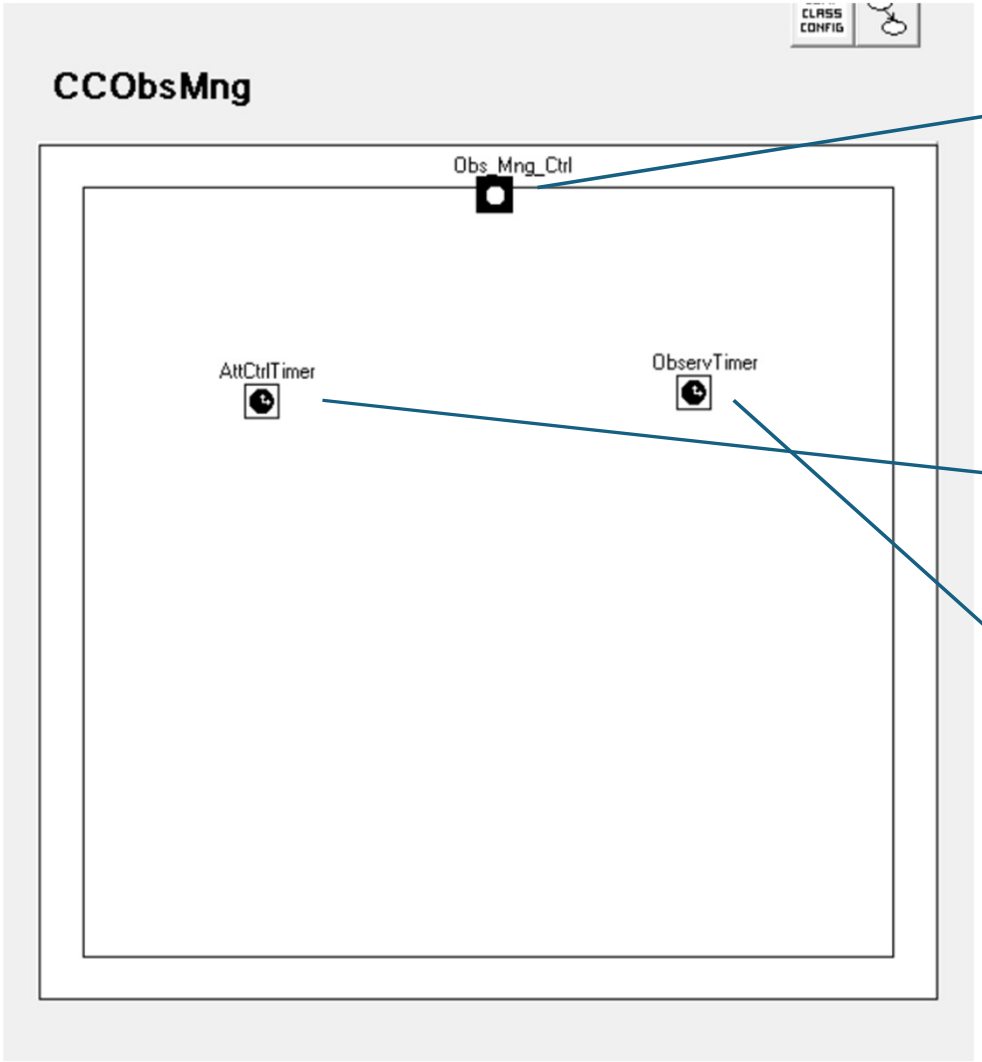
Definición de la clase protocolo



In/Out	Signal	Data
In	SSObsMng_TC	CDTCHandler

ENTREGABLE 3

Diseño de la interfaz de la CCObsMng



ObsMngCtrl
Tipo externo no conjugado
Puerto de comunicaciones
CPObs_Mng_Ctrl

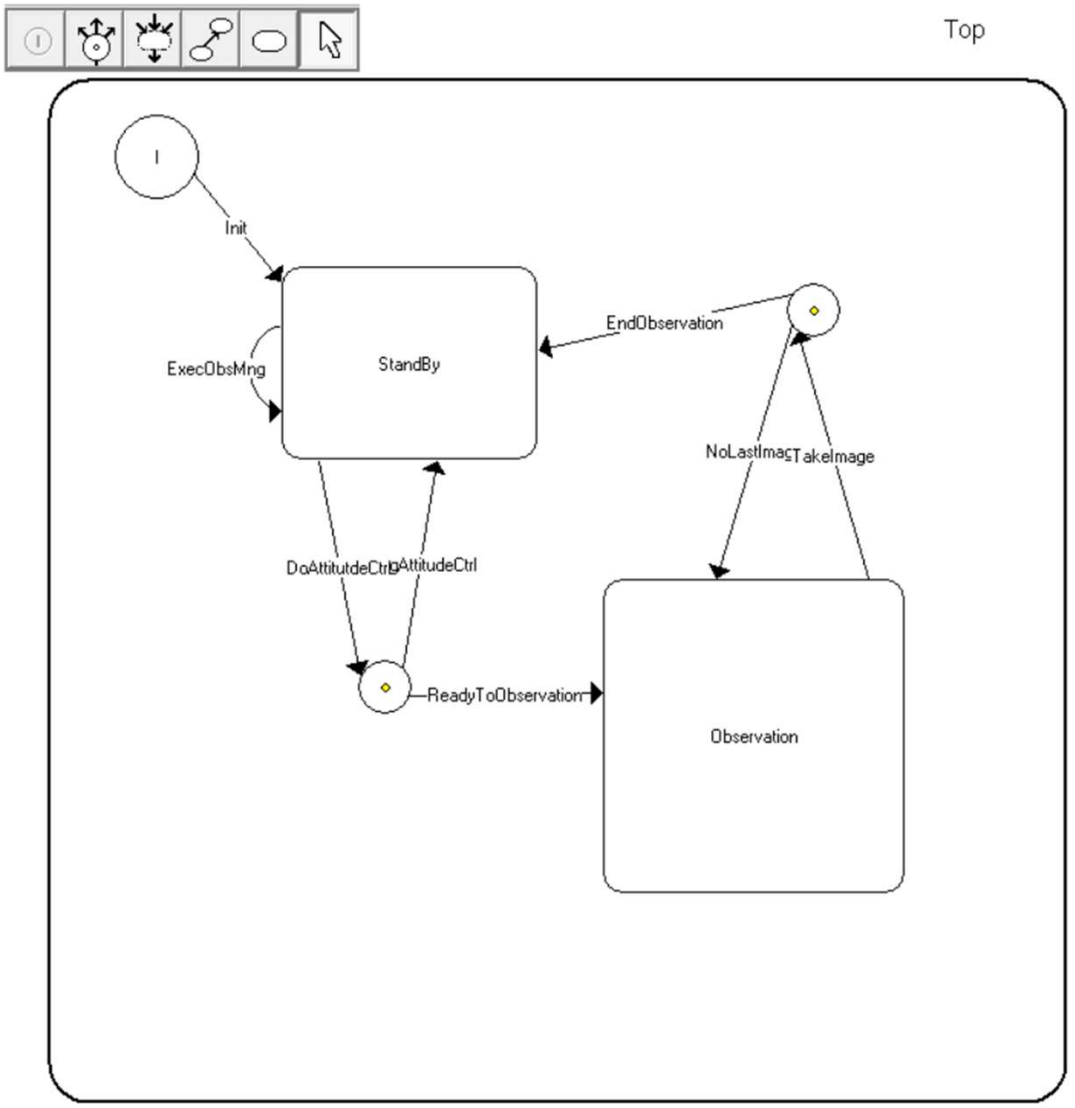
ObservTimer
Tipo interno temporal
EDROOMTimingSAP

AttCtrlTimer
Tipo interno temporal
EDROOMTimingSAP

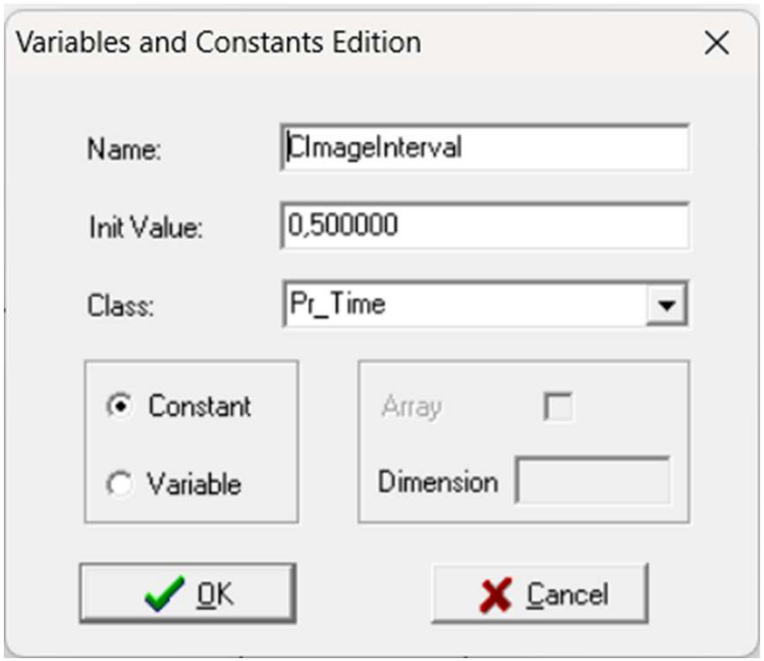
ENTREGABLE 4

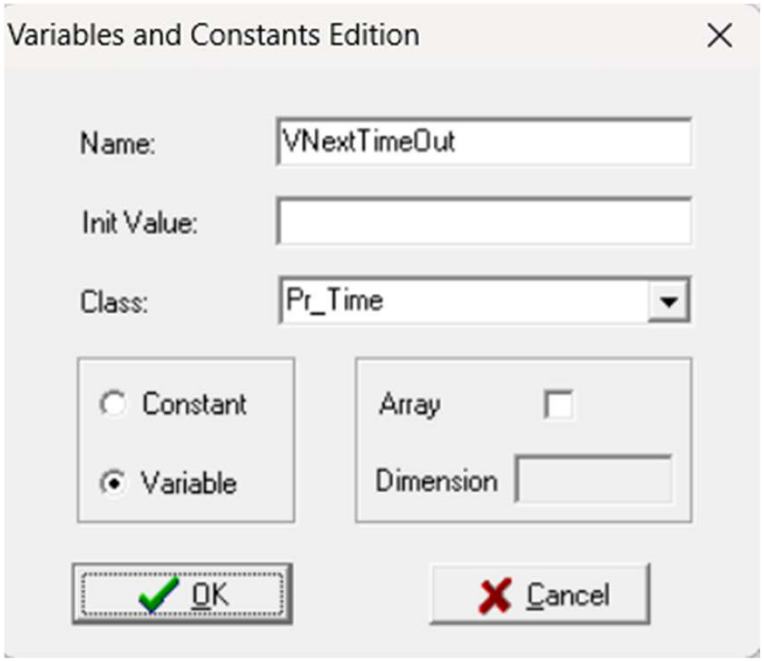
Diseño del comportamiento de CCObsMng

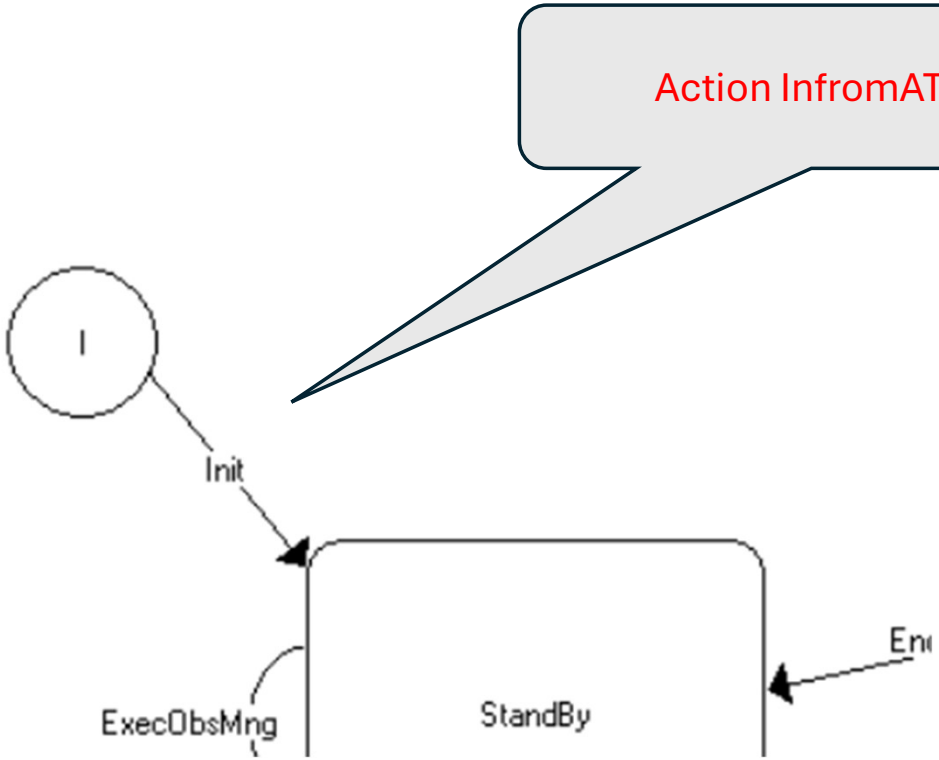
Máquina de estados



Variables y constantes

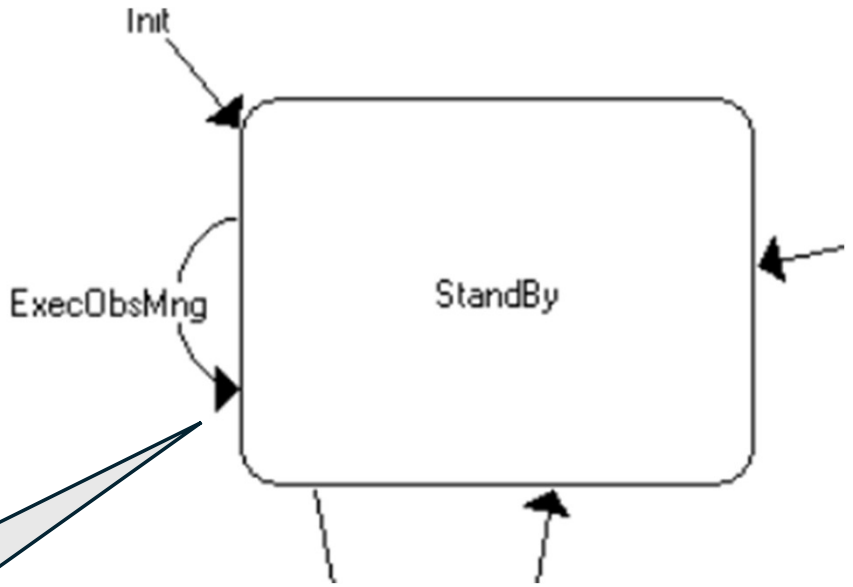







```
//Timing Service useful methods

//time.GetTime(); // Get current monotonic time
//time.Add(X,Y); // Add X sec + Y microsec
time.GetTime();
time+=Pr_Time(0,100000);
```



Msg->Data H : FExecObsMng_TC();

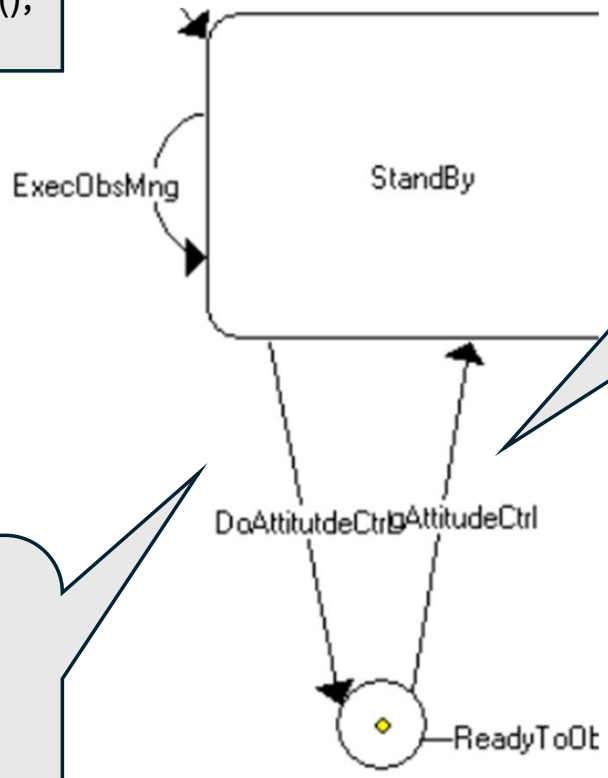
Trigger:

P: Obs_Mng_Ctrl

S: SSObsMng_TC

G: true

pus_service129_do_attitude_ctrl();



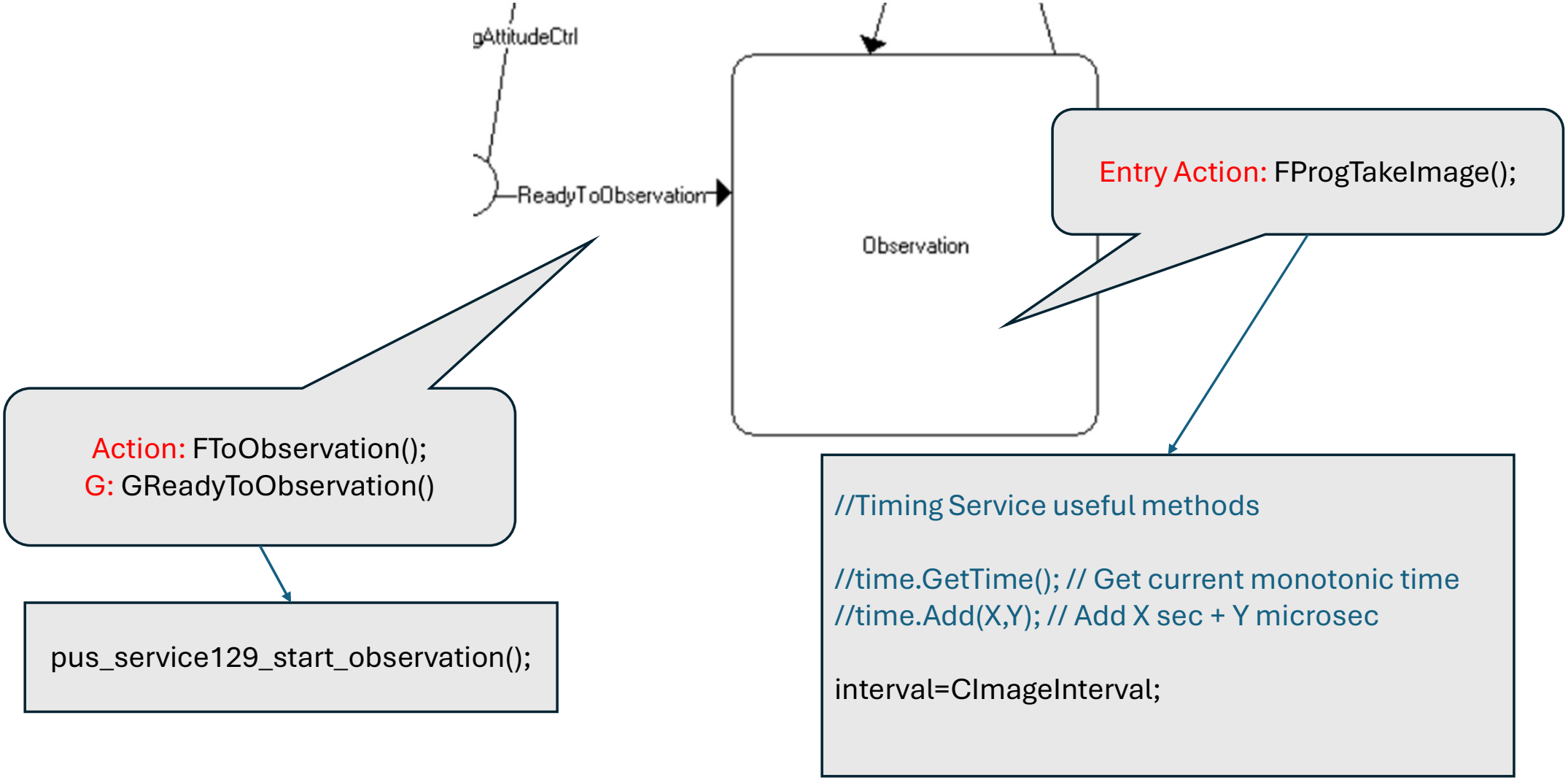
Action: FDoAttitudeCtrl();
Trigger:
P: AttCtrlTimer
S: EDROOMSignalTimeout
G: true

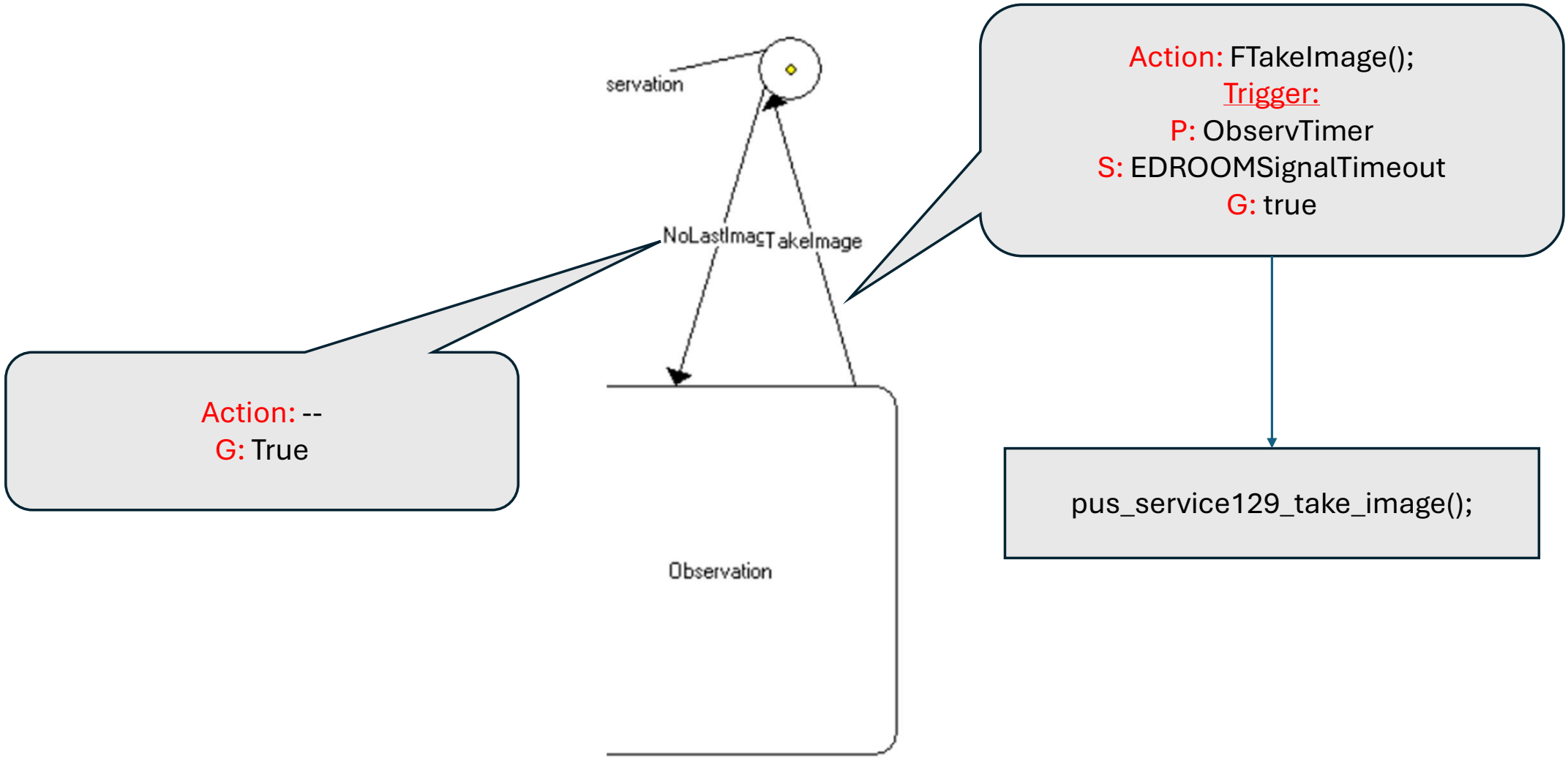
Action InformAt: FProgAttitudeCtrl();
Trigger:
P: AttCtrlTimer
S: EDROOMSignalTimeout
G: true

```
//Timing Service useful methods

//time.GetTime(); // Get current monotonic time
//time.Add(X,Y); // Add X sec + Y microse

VNextTimeOut+=Pr_Time(0,100000);
time=VNextTimeOut;
```


gAttitudeCtrl
ReadyToObservation
Observation
Entry Action: FProgTakeImage();
Action: FToObservation();
G: GReadyToObservation()
pus_service129_start_observation();
//Timing Service useful methods
//time.GetTime(); // Get current monotonic time
//time.Add(X,Y); // Add X sec + Y microsec
interval=CImageInterval;


servation
NoLastImag
TakeImage
Observation
Action: FTakeImage();
Trigger:
P: ObservTimer
S: EDROOMSignalTimeout
G: true
Action: --
G: True
pus_service129_take_image();

Action: FCEndObservation();
G: GLastImage()

FCEndObservation();

FEndObservation(); FProgAttitudeCtrl();

VNextTimeOut.GetTime();