

Acronym UniAcmapView

Project

# Universal Active Aircraft Viewer with Map

Doctype

**Requirements**

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# Chapter 1

## Project Drivers

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### 1.1 Purpose of the Project

#### 1.1.1 Vision Statement

This project aims at developing an application that shows the active aircraft in range of the ADS-B receiver on a map provided by a web server.

#### 1.1.2 Project Outcomes

The Java application reads aircraft messages.

The Java application decodes aircraft messages.

The Java application transforms aircraft message data into aircraft data.

The Java application displays decoded aircraft data.

The Java application displays the aircraft in range on a map.

The Java application changes the map location.

#### 1.1.3 Learning Objectives

After having completed this project, as student, you can ...

- develop integrate map apis.
- develop simple map applications.

## **1.2 Stakeholders**

### **1.2.1 Project Team**

Various members and roles.

### **1.2.2 Product Users**

**Local Flight Control Engineer, User.** Priority: **Key User.**

## Chapter 2

# Functional Requirements

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### 2.1 Functional Requirements

#### UniAcMapView.F.10 Start UniAcMapView

essential

**Feature** In order to get an overview of the local flight traffic, as a flight control engineer, I want to be able to observe the aircraft that are currently in range.

*Scenario*

*Given* the application is off

*When* I start the application

*Then* the application should show the aircrafts in range on a map

#### UniAcMapView.F.40 Observe Aircrafts on Map

essential

**Feature** In order to get an overview of the local flight traffic, as a flight control engineer, I want to be able to observe the aircrafts on a map.

*Scenario*

*Given* an aircraft

*When* the aircraft is in range of the map center

*Then* it shall be shown as a plane on the map at its correct position

#### UniAcMapView.F.50 Change Map Center Coordinates

essential

**Feature** In order to get an overview of other places on earth, as a flight control engineer, I want to be able to change the center of the map.

*Scenario*

*Given* the map

*When* I change the map center by entering new LatLon in the provided fields

*Then* the new center shall be shown on the map and display all planes in range

## **UniAcMapView.F.55 Change Map Center Interactively**

**essential**

**Feature** In order to get an overview of other places on earth, as a flight control engineer, I want to be able to change the center of the map with a simple click

*Scenario*

*Given* the map

*When* I change the map center by clicking on the new center location

*Then* the new center shall be shown on the map and display all planes in range

## Chapter 3

# Non-Functional Requirements

### 3.1 Look and Feel Requirements

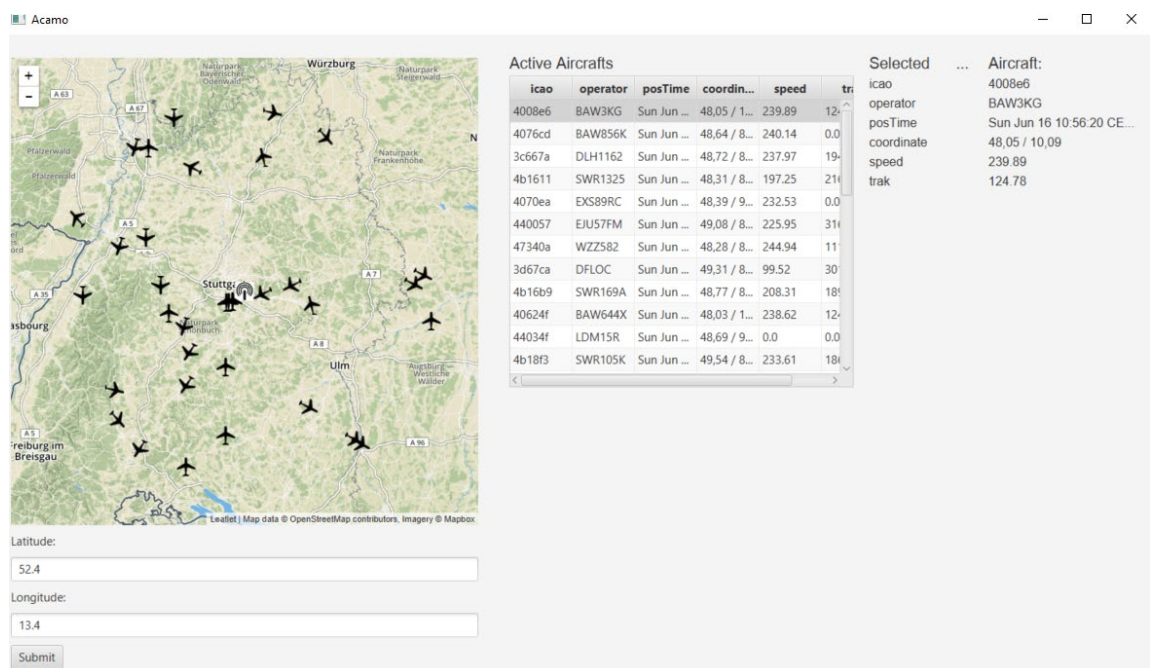
#### UniAcMapView.NF.10 Graphical User Interface (GUI)

essential

**Feature** The application user interface shall be realized as graphical user interface with a map.

**Feature : Existing Functionality from AcMapView** The GUI window shall be organized in terms of a list of the aircrafts in range, the map and a pane for the selected aircraft.

**Feature : New Functionality in UniAcMapView** The display of the change location fields and button in the GUI shall be according to the figure below.



## 3.1 Performance Requirements

### UniAcMapView.NF.20 Timing

essential

**Feature** The list of active aircraft shall be updated at least once per second.

## 3.2 Implementation-Specific Requirements

### UniAcMapView.NF.50 Test Driven Development

essential

In order to ascertain sufficient testing of the product, the implementation must be carried out following a test-driven development approach.

## 3.4 Maintainability Requirements

### UniAcMapView.NF.70 Documentation

essential

In order to ascertain high understandability, the source code must be self-explanatory.

### UniAcMapView.NF.80 Cohesion and Coupling

essential

In order to support high maintainability, the modules of the system must be realized with high-cohesion and low coupling.

### UniAcMapView.NF.90 OO Design Principles

essential

In order to support high maintainability, the other well-known principles of good object-oriented design must also be applied.