

<document classification>

ListEx1

Sistema de Controle de Trem de Pouso

Summary:

<summary>

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Reference: Warm up ARINIC A661, Scade for Dummies

Index: <index>

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Table Of Contents

1. General Project Description.....	ToUpdate
2. Software Architecture.....	ToUpdate
2.1. Project Architecture.....	ToUpdate
2.2. Call Graph.....	ToUpdate
2.3. SCADE Display Integration.....	ToUpdate
3. LandingGear Project.....	ToUpdate
3.1. Root Elements.....	ToUpdate
3.1.1. <i>Types</i>	<i>ToUpdate</i>
3.1.2. <i>Constants</i>	<i>ToUpdate</i>
3.1.3. <i>LandingGear Operator</i>	<i>ToUpdate</i>
3.1.3.1. Interface.....	ToUpdate
3.1.3.2. Locals.....	ToUpdate
3.1.3.3. Operator Hierarchy.....	ToUpdate
3.1.3.4. Graphical and Textual Diagrams.....	ToUpdate
3.1.3.5. Called Operators.....	ToUpdate
3.1.4. <i>switch Operator</i>	<i>ToUpdate</i>
3.1.4.1. Interface.....	ToUpdate
3.1.4.2. Operator Hierarchy.....	ToUpdate
3.1.4.3. Graphical and Textual Diagrams.....	ToUpdate
3.1.4.4. Calling Operators.....	ToUpdate

List Of Figures

<u>Figure 1: View of LandingGear_1 (LandingGear).....</u>	<u>ToUpdate</u>
<u>Figure 2: View of DOWN_1 (LandingGear/SM1:DOWN:).....</u>	<u>ToUpdate</u>
<u>Figure 3: View of TRANSITION_1 (LandingGear/SM1:TRANSITION:).....</u>	<u>ToUpdate</u>
<u>Figure 4: View of UP_1 (LandingGear/SM1:UP:).....</u>	<u>ToUpdate</u>
<u>Figure 5: View of switch_1 (switch).....</u>	<u>ToUpdate</u>

List Of Tables

Table 1: Public Types of LandingGear	ToUpdate
Table 2: Public Constants of LandingGear.....	ToUpdate
Table 3: Inputs of LandingGear.....	ToUpdate
Table 4: Outputs of LandingGear.....	ToUpdate
Table 5: Locals of LandingGear	ToUpdate
Table 6: Locals of LandingGear_1.....	ToUpdate
Table 7: State Machines of LandingGear_1.....	ToUpdate
Table 8: States of LandingGear_1.....	ToUpdate
Table 9: Transitions of LandingGear_1.....	ToUpdate
Table 10: Conditional Blocks of DOWN_1.....	ToUpdate
Table 11: Actions of DOWN_1.....	ToUpdate
Table 12: Conditional Blocks of TRANSITION_1.....	ToUpdate
Table 13: Actions of TRANSITION_1.....	ToUpdate
Table 14: Conditional Blocks of UP_1.....	ToUpdate
Table 15: Actions of UP_1.....	ToUpdate
Table 16: Inputs of switch.....	ToUpdate
Table 17: Outputs of switch	ToUpdate

General Project Description

<description>

Software Architecture

Project Architecture

This section displays the package hierarchy of projects.

Project [LandingGear](#)

Call Graph

This Call Graph displays the dependency tree of model operators.

1. [LandingGear](#)
 - 1.1. [switch](#) [2]

SCADE Display Integration

This section lists the SCADE Display projects linked to the SCADE Suite model, as well as the SCADE Suite operators connected with SCADE Display graphics.

Linked SCADE Display projects:

landing_gear.etp

Connected SCADE Suite operator(s):

None

LandingGear Project

Root Elements

Types

Table 1: Public Types of LandingGear

Name	Definition	Comments and Information
T_String	char ^STR_SIZE	

Constants

Table 2: Public Constants of LandingGear

Name	Type	Value	Comments and Information
AMBAR	uint8	31	
BLACK	uint8	0	
GREEN	uint8	51	
LG_BTN_EMPTY_TEXT	T_String	[' ',' ',' ',' ',' ']	
LG_BTN_FAIL_TEXT	T_String	['F', 'A', 'I', 'L', ' ']	
LG_BTN_NORM_TEXT	T_String	['N', 'O', 'R', 'M', ' ']	
LG_DOWN_TEXT	T_String	['D', 'N', ' ', ' ', ' ']	
LG_UP_TEXT	T_String	['U', 'P', ' ', ' ', ' ']	
RED	uint8	21	
STR_SIZE	uint16	5	
WHITE	uint8	1	

LandingGear Operator

Declared as **public node**

Interface

Table 3: Inputs of LandingGear

Name	Type	Comments and Information
LG_UpBtn	bool	
LG_FailBtn	bool	

Table 4: Outputs of LandingGear

Name	Type	Comments and Information
LG_UpBtnTextString	T_String	
LG_FailBtnTextString	T_String	
Layer1Active	bool	
Layer1Visible	bool	
NoseSquareBorderColor	uint8	
LeftSquareBorderColor	uint8	
RightSquareBorderColor	uint8	
NoseSquareFillColor	uint8	
LeftSquareFillColor	uint8	
RightSquareFillColor	uint8	
NoseTextColorIndex	uint8	

LeftTextColorIndex	uint8	
RightTextColorIndex	uint8	
NoseTextString	T_String	
LeftTextString	T_String	
RightTextString	T_String	
StringSize	uint16	
Emit2CDS	bool	

Locals

Table 5: Locals of LandingGear

Name	Type	Comments and Information
LG_Fail	bool	
LG_Up	bool	
Tr2Dn	bool	
Tr2Up	bool	

Operator Hierarchy

```

diagram : LandingGear\_1
  state_machine : SM1
    state : DOWN
      diagram : DOWN\_1
        activate if : IfBlock1
        branch : then
        branch : else
      state : TRANSITION
        diagram : TRANSITION\_1
          activate if : IfBlock1
          branch : then
          branch : else
          activate if : IfBlock2
          branch : then
          branch : else
      state : UP
        diagram : UP\_1
          activate if : IfBlock1
          branch : then
          branch : else

```


Graphical and Textual Diagrams

View of LandingGear_1 (LandingGear)

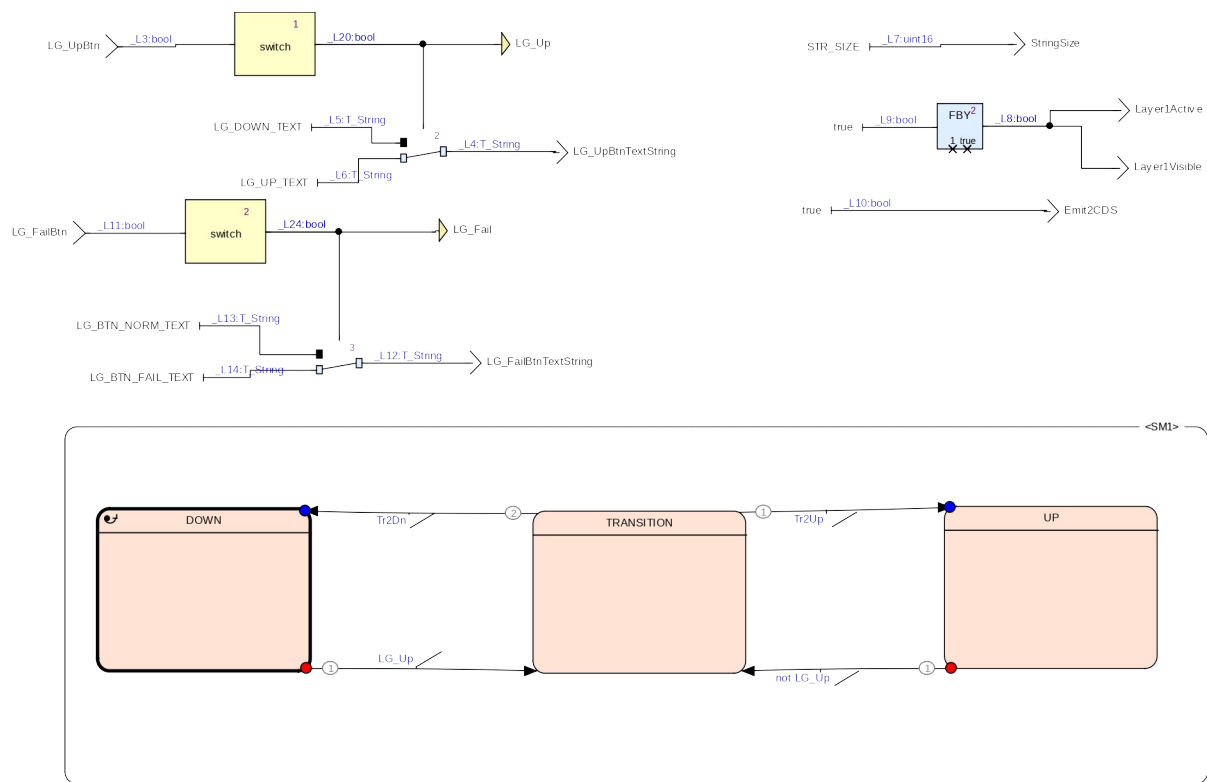


Figure 1: View of LandingGear_1 (LandingGear)

Table 6: Locals of LandingGear_1

Name	Type	Comments and Information
SM1:TRANSITION:ResetDelay	bool	

Table 7: State Machines of LandingGear_1

State Machine	Comments and Information
SM1	

Table 8: States of LandingGear_1

State	Comments and Information
SM1:DOWN	
SM1:TRANSITION	
SM1:UP	

Table 9: Transitions of LandingGear_1

Source/Target	#	Conditions/Actions	Comments and Information
Source: SM1:DOWN Target: SM1:TRANSITION	1	Condition: LG_Up	
Source: SM1:TRANSITION Target: SM1:UP	1	Condition: Tr2Up Actions:	
Source: SM1:TRANSITION	2	Condition: Tr2Dn	

Target: SM1:DOWN		Actions:	
Source: SM1:UP Target: SM1:TRANSITION	1	Condition: not LG_Up	

View of DOWN_1 (LandingGear/SM1:DOWN:)

Owner diagram: [LandingGear_1](#)

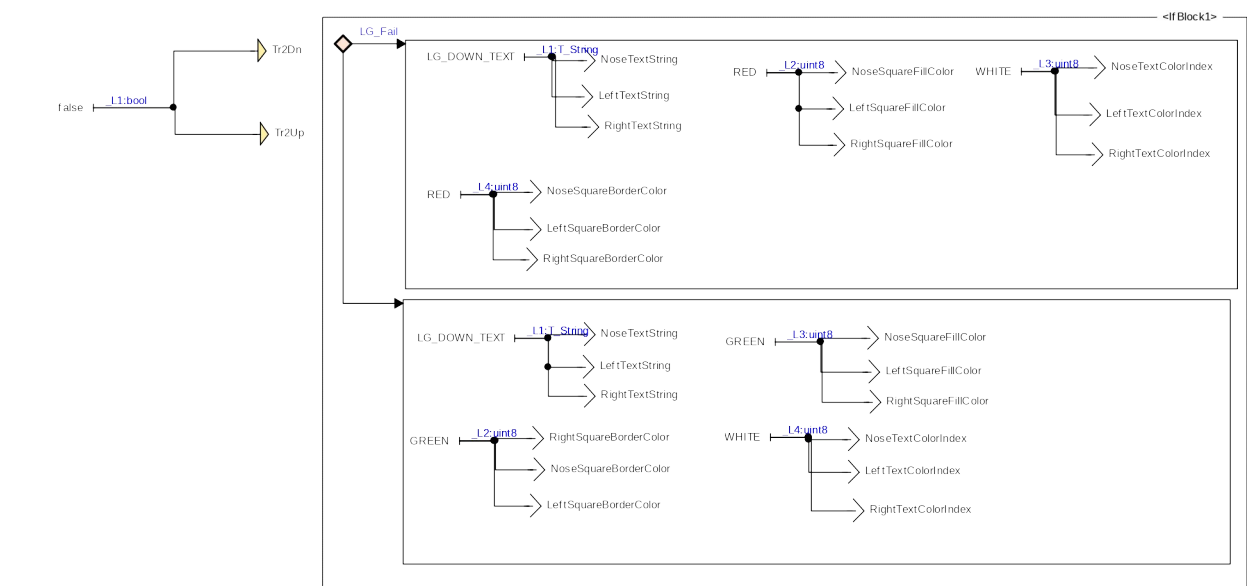


Figure 2: View of DOWN_1 (LandingGear/SM1:DOWN:)

Table 10: Conditional Blocks of DOWN_1

Conditional Block	Comments and Information
IfBlock1	

Table 11: Actions of DOWN_1

Conditional Block Action	Comments and Information
IfBlock1:then	
IfBlock1:else	

View of TRANSITION_1 (LandingGear/SM1:TRANSITION:)

Owner diagram: [LandingGear_1](#)

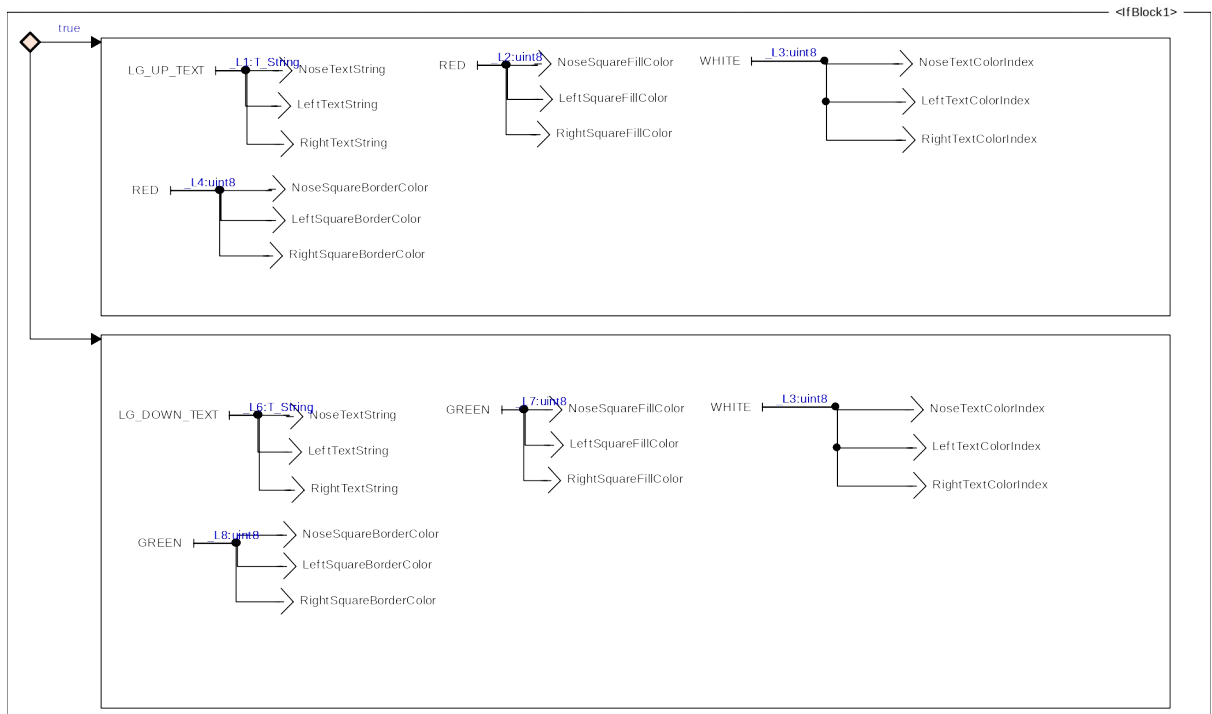


Figure 4: View of UP_1 (LandingGear/SM1:UP:)

Table 14: Conditional Blocks of UP_1

Conditional Block	Comments and Information
IfBlock1	

Table 15: Actions of UP_1

Conditional Block Action	Comments and Information
IfBlock1:then	
IfBlock1:else	

Called Operators

[switch](#)

switch Operator

Declared as **public node**

Interface

Table 16: Inputs of switch

Name	Type	Comments and Information
Input1	bool	

Table 17: Outputs of switch

Name	Type	Comments and Information
Output1	bool	

Operator Hierarchy

diagram : [switch_1](#)

Graphical and Textual Diagrams

View of switch_1 (switch)

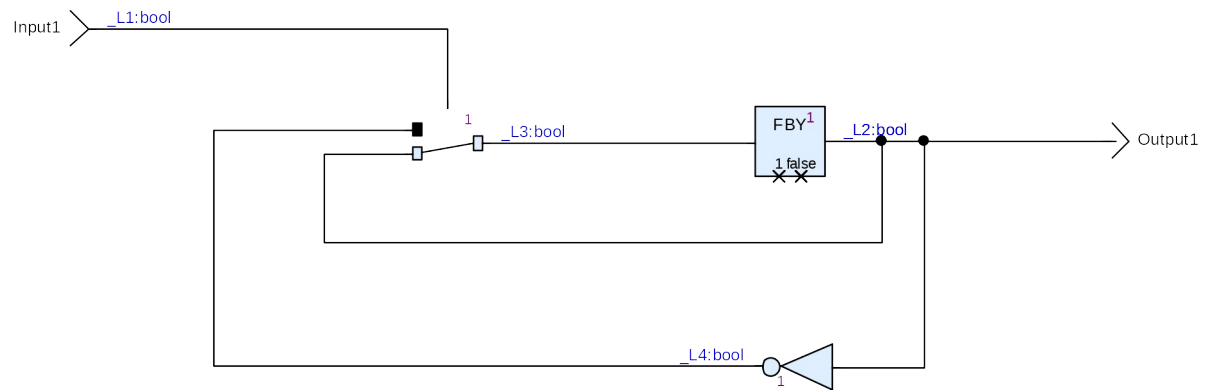


Figure 5: View of switch_1 (switch)

Calling Operators

[LandingGear](#)

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