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1. Overview

The document …

1. Architecture

State Machine

User

QML

Model

-State machine will check and load default screen when the board startups

-State machine defines via State Chart XML (SCXML)

SendTo 0 = QML to load new screen

1 = Model to set configuration

1. GUI With QML

..

1. Communicate between components

Message from QML to state machine

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| SendTo | ScreenName | ListId | Item | buttonName |
| 1 | string | 1 | 0 | button/abc |

|  |  |
| --- | --- |
| onClickIterm() | Item=1 |
| onClickButton() | Button/abc |
| goBack |  |
|  |  |

Message from QML to model

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| SendTo | ScreenName | ListId | Item | buttonName |
| 0 | string | 1 | 0 | Button/abc |

Message from model to state machine

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| SendTo | ScreenName | ListId | Item | buttonName |
| 3 | string | 1 | 0 | Button/abc |

1. How add new screen

5.1 List Id

GUI

State machine

Hall code

5.2 Button, Text

1. References

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| <https://www.w3.org/TR/scxml/> |