

LABORATORIO DI INGEGNERIA DEI SISTEMI SOFTWARE

Introduction

Requirements

Req1 : percorrere (una volta) il bordo perimetrale della stanza rappresentata nella scena di WEnv

Requirement analysis

Problem analysis

The client can interact with WEnv using both synchronous and asynchronous communication protocols.

HTTP POST (synch)

- messages sent on port 8090
- request/response protocol

WEBSOCKET (asynch)

- messages sent on port 8091
- bidirectional: the server sends a message with the outcome of the command

Test plans

Project

To cover the boundary of the room, the robot must

- move forward until it collides with a wall
- after a collision, the robot must turn left

for four times.

Testing

The status of the robot must be known in order to be able to test if the robot walks only the boundary of the room.

Deployment

Maintenance

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