

Module Interface Specification for Group 10 - CamRuler

Prince Kowser
(kowsERM)

Meet Patel
(patelm)

Kshitij Mehta
(mehtak1)

Contents

1	Module Hierarchy	3
2	MIS of DrawView Module	3
2.1	Interface Syntax	3
2.1.1	Exported Access Programs	3
2.2	Interface Semantics	3
2.2.1	State Variables	3
2.2.2	Environmental Variables	3
2.2.3	Assumptions	3
2.2.4	Access Program Semantics	3
3	MIS of ImageView	4
3.1	Interface Syntax	4
3.1.1	Exported Access Programs	4
3.2	Interface Semantics	4
3.2.1	State Variables	4
3.2.2	Environmental Variables	4
3.2.3	Assumptions	4
3.2.4	Access Program Semantics	4
4	MIS of InputDialog	5
4.1	Interface Syntax	5
4.1.1	Exported Access Programs	5
4.2	Interface Semantics	5
4.2.1	State Variables	5
4.2.2	Environmental Variables	5
4.2.3	Assumptions	5
4.2.4	Access Program Semantics	5
5	MIS of Calculation	5
5.1	Interface Syntax	5
5.1.1	Exported Access Programs	5
5.2	Interface Semantics	6
5.2.1	State Variables	6
5.2.2	Environmental Variables	6
5.2.3	Assumptions	6
5.2.4	Access Program Semantics	6
6	Major Revision History	6

1 Module Hierarchy

Level 1	Level 2
Hardware Hiding Module	
Behaviour Hiding Module	DrawView Module ImageSurface Module InputDialog Module Ruler Module Utils Module
Software Decision Module	Main Activity Module

Table 1: Module Hierarchy

2 MIS of DrawView Module

2.1 Interface Syntax

2.1.1 Exported Access Programs

Name	In	Out	Exceptions
DrawView	context	-	-
onDraw	canvas	-	-
onTouchEvent	event	-	-
clearCanvas	clearCanvas	-	-
Calculate	double, int, int	double	-

2.2 Interface Semantics

2.2.1 State Variables

paint: paint - holds drawin line information circlePoints: List<Point> - stores user's drawn points Context: context - Holds the context of current state of the object Referencepointcolor: Color - holds color information Measurepointcolor: Color - holds color information

2.2.2 Environmental Variables

Not Applicable

2.2.3 Assumptions

Variables should be set before trying to access them

2.2.4 Access Program Semantics

DrawView(context):

Input: context

Transition: Prepares the context of the object to be drawn on

Output: None

Exceptions: None

onDraw(Canvas):

Input: Canvas the object to draw on
 Transition: Draws the line between two points after user inputs the reference points
 Output: none
 Exception: none

onTouchEvent(event):
 Input: event
 Transition: Restricts the user to draw only 4 points and manages the transition between each point drawn
 Output: none
 Exception: none

clearCanvas():
 Input:
 Transition: Clears the canvas of all points drawn
 Output: none
 Exception: none

Calculate():
 Input: double length of reference object, int input unit index, int output unit index
 Transition: Calculates the measurement
 Output: the measurement of the drawn object
 Exception: none

3 MIS of ImageView

3.1 Interface Syntax

3.1.1 Exported Access Programs

Name	In	Out	Exceptions
ImageSurface	context, image	-	-
onDraw	canvas	-	-
Surfacecreated	holder		-

3.2 Interface Semantics

3.2.1 State Variables

icon: Bitmap - used to store point drawing info paint: Paint - ink info

3.2.2 Environmental Variables

3.2.3 Assumptions

Variables should be set before trying to access them

3.2.4 Access Program Semantics

ImageSurface(context, image):
 Input: context, image
 Transition: Creates a surface to draw on the image

Output: none Exceptions: None

onDraw(canvas):

Input: canvas - the object to draw on

Transition: draws the two points

Output: none

Exception: none

surfacecreated(holder):

Input: holder - holds the surface information

Transition: unlocks the drawing surface when user input is needed or else keep it locked

Output: none

Exception: none

4 MIS of InputDialog

4.1 Interface Syntax

4.1.1 Exported Access Programs

onCreateDialog	Bundle	Dialog	-
----------------	--------	--------	---

4.2 Interface Semantics

4.2.1 State Variables

4.2.2 Environmental Variables

4.2.3 Assumptions

4.2.4 Access Program Semantics

onCreateDialog(savedInstanceState):

Input: no inputs

Transition: Creates a pop up dialog on screen

Output: the dialog

Exception - None

5 MIS of Calculation

5.1 Interface Syntax

5.1.1 Exported Access Programs

Name	In	Out	Exceptions
compute	List<point>, double, Int, Int	double	-
getDistance	Point,Point	double	-
convertUnits	int,double,int,double	double	-
toMeters	double,int	double	-

5.2 Interface Semantics

5.2.1 State Variables

Not Applicable

5.2.2 Environmental Variables

5.2.3 Assumptions

5.2.4 Access Program Semantics

compute(points, scale, inputindex, outputindex):

Input: List<Point> points, double scale, int inputUnitIndex, int outputUnitIndex

Transition: Calculates the actual measurement in according to reference object

Output: the measurement

Exception:

getDistance(point,point):

Input: two Point objects, p1 and p2

Transition: calculate distance between each point

Output: the distance

Exception:

conveertunits(refunit,reference,meaunit,measurement):

Input: reference input numbere, reference measurement, measuremnt output unit, masurement of oject

Transition: do the conversion math

Out: the converted measurement

Exception:

toMeters(measurement, refunit):

Input: measurement and reference unit indicater

Transition: convert to meters

Output: converted measurment

Exception: none

6 Major Revision History

November 10, 2017 - Revision 0 roughdraft