

# Module Interface Specification for OCRacle

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# 1 Revision History

Date	Version	Notes
March 13, 2025	1.0	Initial Document Creation

## 2 Symbols, Abbreviations and Acronyms

See SRS Documentation at <https://github.com/ptrandev/OCRacle/blob/main/docs/SRS/SRS.pdf> for symbols, abbreviations and acronyms.

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## 3 Introduction

The following document details the Module Interface Specifications for OCRacle, an optical character recognition (OCR) program for identifying Latin alphabet characters.

Complementary documents include the System Requirement Specifications and Module Guide. The full documentation and implementation can be found at <https://github.com/ptrandev/OCRacle/>.

## 4 Notation

[You should describe your notation. You can use what is below as a starting point. —SS]

The structure of the MIS for modules comes from Hoffman and Strooper (1995), with the addition that template modules have been adapted from Ghezzi et al. (2003). The mathematical notation comes from Chapter 3 of Hoffman and Strooper (1995). For instance, the symbol  $:=$  is used for a multiple assignment statement and conditional rules follow the form  $(c_1 \Rightarrow r_1 | c_2 \Rightarrow r_2 | \dots | c_n \Rightarrow r_n)$ .

The following table summarizes the primitive data types used by OCRacle.

Data Type	Notation	Description
character	char	a single symbol or digit
integer	$\mathbb{Z}$	a number without a fractional component in $(-\infty, \infty)$
natural number	$\mathbb{N}$	a number without a fractional component in $[1, \infty)$
real	$\mathbb{R}$	any number in $(-\infty, \infty)$

The specification of OCRacle uses some derived data types: sequences, strings, and tuples. Sequences are lists filled with elements of the same data type. Strings are sequences of characters. Tuples contain a list of values, potentially of different types. In addition, OCRacle uses functions, which are defined by the data types of their inputs and outputs. Local functions are described by giving their type signature followed by their specification.

## 5 Module Decomposition

The following table is taken directly from the Module Guide document for this project.



Level 1	Level 2
Hardware-Hiding	
Behaviour-Hiding	Input Format Module Model Output Module Model Training Module Model Testing Module Prediction Model Module Application Module OAR Performance Metrics Module
Software Decision	Image Preprocessing Module Performance Metrics Module Graphical User Interface Module

Table 1: Module Hierarchy

## 6 MIS of Application Module

### 6.1 Module

[Short name for the module —SS]

### 6.2 Uses

### 6.3 Syntax

#### 6.3.1 Exported Constants

#### 6.3.2 Exported Access Programs

Name	In	Out	Exceptions
[accessProg —SS]	-	-	-

### 6.4 Semantics

#### 6.4.1 State Variables

[Not all modules will have state variables. State variables give the module a memory. —SS]

#### 6.4.2 Environment Variables

[This section is not necessary for all modules. Its purpose is to capture when the module has external interaction with the environment, such as for a device driver, screen interface, keyboard, file, etc. —SS]

#### 6.4.3 Assumptions

[Try to minimize assumptions and anticipate programmer errors via exceptions, but for practical purposes assumptions are sometimes appropriate. —SS]

#### 6.4.4 Access Routine Semantics

[accessProg —SS]():

- transition: [if appropriate —SS]
- output: [if appropriate —SS]
- exception: [if appropriate —SS]

[A module without environment variables or state variables is unlikely to have a state transition. In this case a state transition can only occur if the module is changing the state of another module. —SS]

[Modules rarely have both a transition and an output. In most cases you will have one or the other. —SS]

#### 6.4.5 Local Functions

[As appropriate —SS] [These functions are for the purpose of specification. They are not necessarily something that is going to be implemented explicitly. Even if they are implemented, they are not exported; they only have local scope. —SS]

## 7 MIS of Input Format Module

### 7.1 Module

[Short name for the module —SS]

### 7.2 Uses

### 7.3 Syntax

#### 7.3.1 Exported Constants

#### 7.3.2 Exported Access Programs

Name	In	Out	Exceptions
[accessProg —SS]	-	-	-

### 7.4 Semantics

#### 7.4.1 State Variables

[Not all modules will have state variables. State variables give the module a memory. —SS]

#### 7.4.2 Environment Variables

[This section is not necessary for all modules. Its purpose is to capture when the module has external interaction with the environment, such as for a device driver, screen interface, keyboard, file, etc. —SS]

### 7.4.3 Assumptions

[Try to minimize assumptions and anticipate programmer errors via exceptions, but for practical purposes assumptions are sometimes appropriate. —SS]

### 7.4.4 Access Routine Semantics

[accessProg —SS]():

- transition: [if appropriate —SS]
- output: [if appropriate —SS]
- exception: [if appropriate —SS]

[A module without environment variables or state variables is unlikely to have a state transition. In this case a state transition can only occur if the module is changing the state of another module. —SS]

[Modules rarely have both a transition and an output. In most cases you will have one or the other. —SS]

### 7.4.5 Local Functions

[As appropriate —SS] [These functions are for the purpose of specification. They are not necessarily something that is going to be implemented explicitly. Even if they are implemented, they are not exported; they only have local scope. —SS]

## 8 MIS of Input Format Module

### 8.1 Module

[Short name for the module —SS]

### 8.2 Uses

### 8.3 Syntax

#### 8.3.1 Exported Constants

#### 8.3.2 Exported Access Programs

Name	In	Out	Exceptions
[accessProg —SS]	-	-	-

## 8.4 Semantics

### 8.4.1 State Variables

[Not all modules will have state variables. State variables give the module a memory. —SS]

### 8.4.2 Environment Variables

[This section is not necessary for all modules. Its purpose is to capture when the module has external interaction with the environment, such as for a device driver, screen interface, keyboard, file, etc. —SS]

### 8.4.3 Assumptions

[Try to minimize assumptions and anticipate programmer errors via exceptions, but for practical purposes assumptions are sometimes appropriate. —SS]

### 8.4.4 Access Routine Semantics

[accessProg —SS]():

- transition: [if appropriate —SS]
- output: [if appropriate —SS]
- exception: [if appropriate —SS]

[A module without environment variables or state variables is unlikely to have a state transition. In this case a state transition can only occur if the module is changing the state of another module. —SS]

[Modules rarely have both a transition and an output. In most cases you will have one or the other. —SS]

### 8.4.5 Local Functions

[As appropriate —SS] [These functions are for the purpose of specification. They are not necessarily something that is going to be implemented explicitly. Even if they are implemented, they are not exported; they only have local scope. —SS]

## 9 MIS of Model Output Format Module

### 9.1 Module

[Short name for the module —SS]

## 9.2 Uses

## 9.3 Syntax

### 9.3.1 Exported Constants

### 9.3.2 Exported Access Programs

Name	In	Out	Exceptions
[accessProg —SS]	-	-	-

## 9.4 Semantics

### 9.4.1 State Variables

[Not all modules will have state variables. State variables give the module a memory. —SS]

### 9.4.2 Environment Variables

[This section is not necessary for all modules. Its purpose is to capture when the module has external interaction with the environment, such as for a device driver, screen interface, keyboard, file, etc. —SS]

### 9.4.3 Assumptions

[Try to minimize assumptions and anticipate programmer errors via exceptions, but for practical purposes assumptions are sometimes appropriate. —SS]

### 9.4.4 Access Routine Semantics

[accessProg —SS]():

- transition: [if appropriate —SS]
- output: [if appropriate —SS]
- exception: [if appropriate —SS]

[A module without environment variables or state variables is unlikely to have a state transition. In this case a state transition can only occur if the module is changing the state of another module. —SS]

[Modules rarely have both a transition and an output. In most cases you will have one or the other. —SS]

#### 9.4.5 Local Functions

[As appropriate —SS] [These functions are for the purpose of specification. They are not necessarily something that is going to be implemented explicitly. Even if they are implemented, they are not exported; they only have local scope. —SS]

## 10 MIS of Model Training Module

### 10.1 Module

[Short name for the module —SS]

### 10.2 Uses

### 10.3 Syntax

#### 10.3.1 Exported Constants

#### 10.3.2 Exported Access Programs

Name	In	Out	Exceptions
[accessProg —SS]	-	-	-

### 10.4 Semantics

#### 10.4.1 State Variables

[Not all modules will have state variables. State variables give the module a memory. —SS]

#### 10.4.2 Environment Variables

[This section is not necessary for all modules. Its purpose is to capture when the module has external interaction with the environment, such as for a device driver, screen interface, keyboard, file, etc. —SS]

#### 10.4.3 Assumptions

[Try to minimize assumptions and anticipate programmer errors via exceptions, but for practical purposes assumptions are sometimes appropriate. —SS]

#### 10.4.4 Access Routine Semantics

[accessProg —SS]():

- transition: [if appropriate —SS]

- output: [if appropriate —SS]
- exception: [if appropriate —SS]

[A module without environment variables or state variables is unlikely to have a state transition. In this case a state transition can only occur if the module is changing the state of another module. —SS]

[Modules rarely have both a transition and an output. In most cases you will have one or the other. —SS]

#### 10.4.5 Local Functions

[As appropriate —SS] [These functions are for the purpose of specification. They are not necessarily something that is going to be implemented explicitly. Even if they are implemented, they are not exported; they only have local scope. —SS]

## 11 MIS of Model Testing Module

### 11.1 Module

[Short name for the module —SS]

### 11.2 Uses

### 11.3 Syntax

#### 11.3.1 Exported Constants

#### 11.3.2 Exported Access Programs

Name	In	Out	Exceptions
[accessProg —SS]	-	-	-

### 11.4 Semantics

#### 11.4.1 State Variables

[Not all modules will have state variables. State variables give the module a memory. —SS]

#### 11.4.2 Environment Variables

[This section is not necessary for all modules. Its purpose is to capture when the module has external interaction with the environment, such as for a device driver, screen interface, keyboard, file, etc. —SS]



### 11.4.3 Assumptions

[Try to minimize assumptions and anticipate programmer errors via exceptions, but for practical purposes assumptions are sometimes appropriate. —SS]

### 11.4.4 Access Routine Semantics

[accessProg —SS]():

- transition: [if appropriate —SS]
- output: [if appropriate —SS]
- exception: [if appropriate —SS]

[A module without environment variables or state variables is unlikely to have a state transition. In this case a state transition can only occur if the module is changing the state of another module. —SS]

[Modules rarely have both a transition and an output. In most cases you will have one or the other. —SS]

### 11.4.5 Local Functions

[As appropriate —SS] [These functions are for the purpose of specification. They are not necessarily something that is going to be implemented explicitly. Even if they are implemented, they are not exported; they only have local scope. —SS]

## 12 MIS of Prediction Model Module

### 12.1 Module

[Short name for the module —SS]

### 12.2 Uses

### 12.3 Syntax

#### 12.3.1 Exported Constants

#### 12.3.2 Exported Access Programs

Name	In	Out	Exceptions
[accessProg —SS]	-	-	-

## 12.4 Semantics

### 12.4.1 State Variables

[Not all modules will have state variables. State variables give the module a memory. —SS]

### 12.4.2 Environment Variables

[This section is not necessary for all modules. Its purpose is to capture when the module has external interaction with the environment, such as for a device driver, screen interface, keyboard, file, etc. —SS]

### 12.4.3 Assumptions

[Try to minimize assumptions and anticipate programmer errors via exceptions, but for practical purposes assumptions are sometimes appropriate. —SS]

### 12.4.4 Access Routine Semantics

[accessProg —SS]():

- transition: [if appropriate —SS]
- output: [if appropriate —SS]
- exception: [if appropriate —SS]

[A module without environment variables or state variables is unlikely to have a state transition. In this case a state transition can only occur if the module is changing the state of another module. —SS]

[Modules rarely have both a transition and an output. In most cases you will have one or the other. —SS]

### 12.4.5 Local Functions

[As appropriate —SS] [These functions are for the purpose of specification. They are not necessarily something that is going to be implemented explicitly. Even if they are implemented, they are not exported; they only have local scope. —SS]

## 13 MIS of Image Preprocessing Module

### 13.1 Module

[Short name for the module —SS]

## 13.2 Uses

## 13.3 Syntax

### 13.3.1 Exported Constants

### 13.3.2 Exported Access Programs

Name	In	Out	Exceptions
[accessProg —SS]	-	-	-

## 13.4 Semantics

### 13.4.1 State Variables

[Not all modules will have state variables. State variables give the module a memory. —SS]

### 13.4.2 Environment Variables

[This section is not necessary for all modules. Its purpose is to capture when the module has external interaction with the environment, such as for a device driver, screen interface, keyboard, file, etc. —SS]

### 13.4.3 Assumptions

[Try to minimize assumptions and anticipate programmer errors via exceptions, but for practical purposes assumptions are sometimes appropriate. —SS]

### 13.4.4 Access Routine Semantics

[accessProg —SS]():

- transition: [if appropriate —SS]
- output: [if appropriate —SS]
- exception: [if appropriate —SS]

[A module without environment variables or state variables is unlikely to have a state transition. In this case a state transition can only occur if the module is changing the state of another module. —SS]

[Modules rarely have both a transition and an output. In most cases you will have one or the other. —SS]

### 13.4.5 Local Functions

[As appropriate —SS] [These functions are for the purpose of specification. They are not necessarily something that is going to be implemented explicitly. Even if they are implemented, they are not exported; they only have local scope. —SS]

## 14 MIS of Performance Metrics Module

### 14.1 Module

[Short name for the module —SS]

### 14.2 Uses

### 14.3 Syntax

#### 14.3.1 Exported Constants

#### 14.3.2 Exported Access Programs

Name	In	Out	Exceptions
[accessProg —SS]	-	-	-

### 14.4 Semantics

#### 14.4.1 State Variables

[Not all modules will have state variables. State variables give the module a memory. —SS]

#### 14.4.2 Environment Variables

[This section is not necessary for all modules. Its purpose is to capture when the module has external interaction with the environment, such as for a device driver, screen interface, keyboard, file, etc. —SS]

#### 14.4.3 Assumptions

[Try to minimize assumptions and anticipate programmer errors via exceptions, but for practical purposes assumptions are sometimes appropriate. —SS]

#### 14.4.4 Access Routine Semantics

[accessProg —SS]():

- transition: [if appropriate —SS]

- output: [if appropriate —SS]
- exception: [if appropriate —SS]

[A module without environment variables or state variables is unlikely to have a state transition. In this case a state transition can only occur if the module is changing the state of another module. —SS]

[Modules rarely have both a transition and an output. In most cases you will have one or the other. —SS]

#### 14.4.5 Local Functions

[As appropriate —SS] [These functions are for the purpose of specification. They are not necessarily something that is going to be implemented explicitly. Even if they are implemented, they are not exported; they only have local scope. —SS]

## 15 MIS of Graphical User Interface Module

### 15.1 Module

[Short name for the module —SS]

### 15.2 Uses

### 15.3 Syntax

#### 15.3.1 Exported Constants

#### 15.3.2 Exported Access Programs

Name	In	Out	Exceptions
[accessProg —SS]	-	-	-

### 15.4 Semantics

#### 15.4.1 State Variables

[Not all modules will have state variables. State variables give the module a memory. —SS]

#### 15.4.2 Environment Variables

[This section is not necessary for all modules. Its purpose is to capture when the module has external interaction with the environment, such as for a device driver, screen interface, keyboard, file, etc. —SS]

### 15.4.3 Assumptions

[Try to minimize assumptions and anticipate programmer errors via exceptions, but for practical purposes assumptions are sometimes appropriate. —SS]

### 15.4.4 Access Routine Semantics

[accessProg —SS]():

- transition: [if appropriate —SS]
- output: [if appropriate —SS]
- exception: [if appropriate —SS]

[A module without environment variables or state variables is unlikely to have a state transition. In this case a state transition can only occur if the module is changing the state of another module. —SS]

[Modules rarely have both a transition and an output. In most cases you will have one or the other. —SS]

### 15.4.5 Local Functions

[As appropriate —SS] [These functions are for the purpose of specification. They are not necessarily something that is going to be implemented explicitly. Even if they are implemented, they are not exported; they only have local scope. —SS]

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## 16 Appendix

[Extra information if required —SS]