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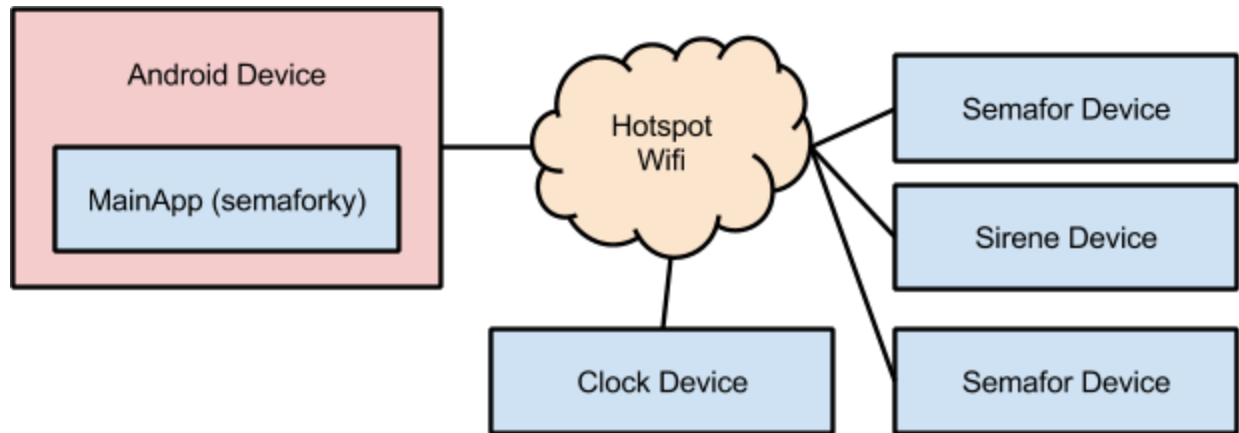
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Semaforky Design doc

1 Architecture overview



2 Main App

2.1 GUI

MainActivity

Begin, End - Set and reset counters, starts round timer, resets time

Set - set number in round

Round time - time since begin

Set counter

Semaphore

Line - line number

Start set - add set +1, start counting, starts set timer, scheduler

Stop set - stop counting, end signal

Cancel set - decrease set number -1, reset counter. Only once? Only if started?

SettingsActivity

- OK - reloads main activity (language change)

- TODO: save settings...

- Cancel - close, return to old

2.2 Settings

Language

Lines

Set Time

Preparation

Warning time

Sets per round

Continuous mode

2.3 Backend

Scheduler

- Single object (singleton?) inside of main activity

- Round timer - NO, separate

- Set timer

- List of planned events

- Event - run(), compare(), initialized with all resources

- Called from mainActivity

- Schecheduler public interfaces

- startSet

- events.add(new SemaphoreEvent

- events.add(new ClockEvent

- events.add(new SemaphoreEvent

- stopSet

- cancelSet

- startRound -TODO: remove

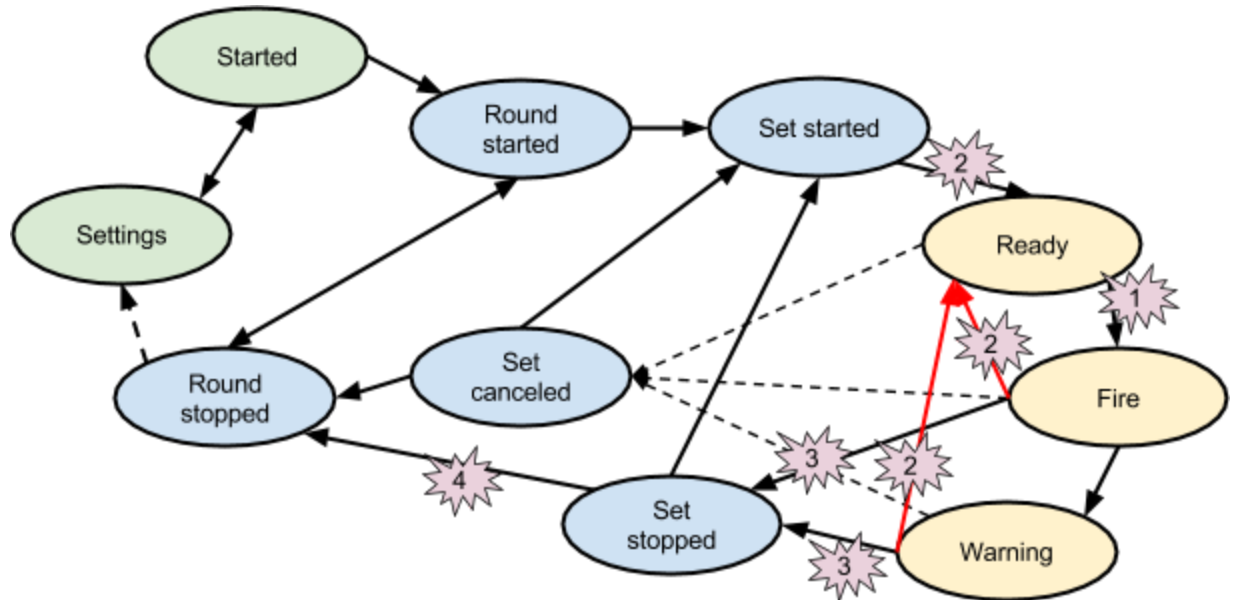
- EndRound -TODO: remove

Controller

- run() - read

SoundManager

- List of states
 - Started
 - Round started
 - Set Started
 - Ready
 - Fire
 - Warning
 - Set Stopped
 - Round stopped



SemaphoreController

3 Device Clients

Semafor device client

TODO(vajicek): Hardware design block diagram

Clock device client

TODO(vajicek): Hardware design block diagram