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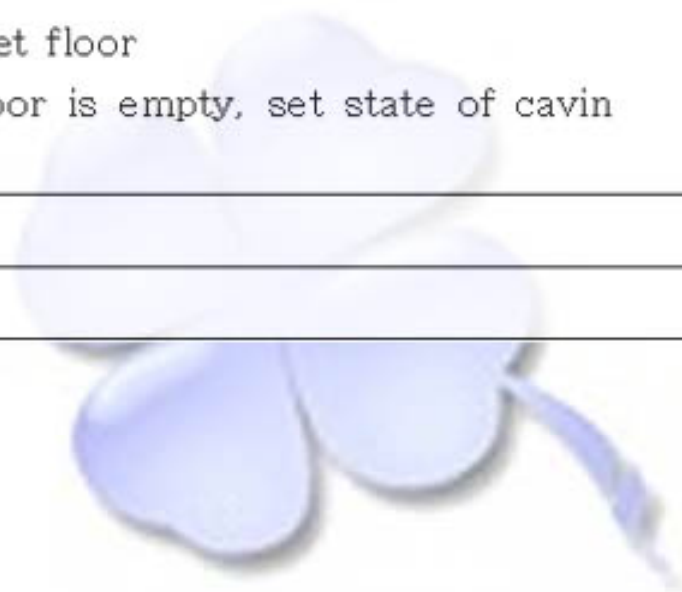
Activity 2041 Design real use cases

Use Case	1.input floor in
Actors	User
purpose	(As in the business use case)
Overview	(As in the business use case)
Type	Primary
Cross Reference	System functions : R2.1 use case : calc path
Pre-Requisites	N/A
Typical courses of event	(A):Actor,(S):System 1. (A) An user inputs a floor to go in cavin 2. (S) Load present time 3. (S) Store floor and time 4. (S) Increase Floor Counter 5. (S) Set flag_input to true
Alternative courses of events	N/A
Exceptional Courses of Events	Line 1: If a input floor is limit floor, do not store



Activity 2041 Design real use cases

Use Case	21.Cavin stop
Actors	None
purpose	To set state of cavin
Overview	If list of target floor is empty, set state of cavin to 'stop'
Type	Primary
Cross Reference	System functions : R2.1 use case : calc path
Pre-Requisites	N/A
Typical courses of event	(A):Actor,(S):System 1. (S) Check list of target floor 2. (S) If list of target floor is empty, set state of cavin to 'stop'
Alternative courses of events	N/A
Exceptional Courses of Events	N/A

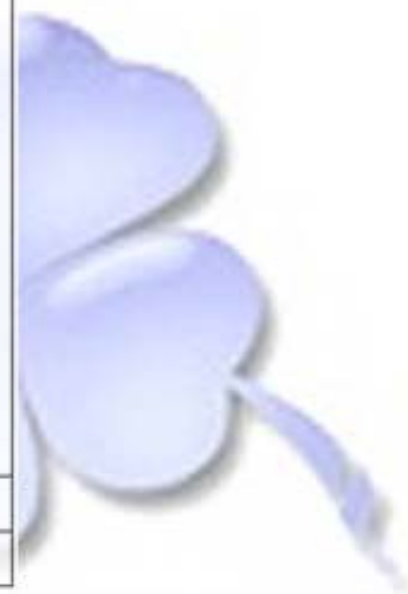


Activity 2041 Design real use cases

Use Case	22.Cavin wait
Actors	None
purpose	To change list of target floor
Overview	If cavin arrives to a floor of target floor list, change list of target floor.
Type	Primary
Cross Reference	System functions : R2.1 use case : calc path
Pre-Requisites	N/A
Typical courses of event	(A):Actor,(S):System 1. (S) Check cavin_floor is a floor of target floor list. 2. (S) If cavin_floor is a floor of target floor list, delete that floor within list.
Alternative courses of events	N/A
Exceptional Courses of Events	N/A

Activity 2041 Design real use cases

Use Case	5.Calc path
Actors	None
purpose	(As in the business use case)
Overview	(As in the business use case)
Type	Primary
Cross Reference	System functions : R2.2, R4.1, R4.2 use case : order path, display condition floor, display condition cavins
Pre-Requisites	flag_input is true or some cavin_active_state is 'stop'
Typical courses of event	(A):Actor,(S):System 1.(S) Check flag_input and cavin_active_state 2.(S) If flag_input is true or cavin_active_state is 'stop', below command is perfored. 3.(S) Load present floor of each cavin to tempArray 4.(S) Sort tempArray by descending power 5.(S) Set SpaceArray by tempArray and maxFloor, minFloor 6.(S) Each SpaceArray calculates own weight by relating to move distance, input time, present time, input number to each directions. * weight=move distance - (input time - present time) / input number * weight is always over 0 * small weight has priority than big weight.
Alternative courses of events	N/A
Exceptional Courses of Events	N/A



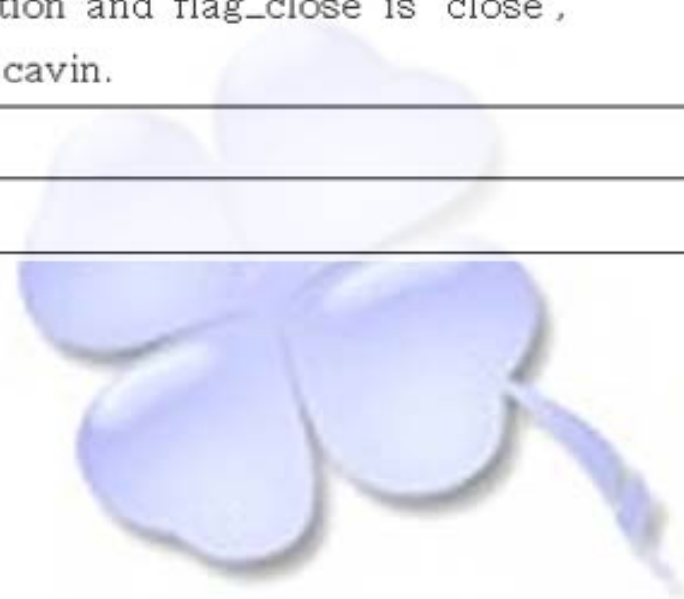
Activity 2041 Design real use cases

Use Case	6.order path
Actors	None
purpose	(As in the business use case)
Overview	(As in the business use case)
Type	Primary
Cross Reference	N/A
Pre-Requisites	1.Some cavin_active_state is 'stop'. 2.Calc path finished calculation.
Typical courses of event	(A):Actor,(S):System 1. (S) Load the direction Calc path calculated. 2. (S) Set each cavin to direction.
Alternative courses of events	N/A
Exceptional Courses of Events	N/A



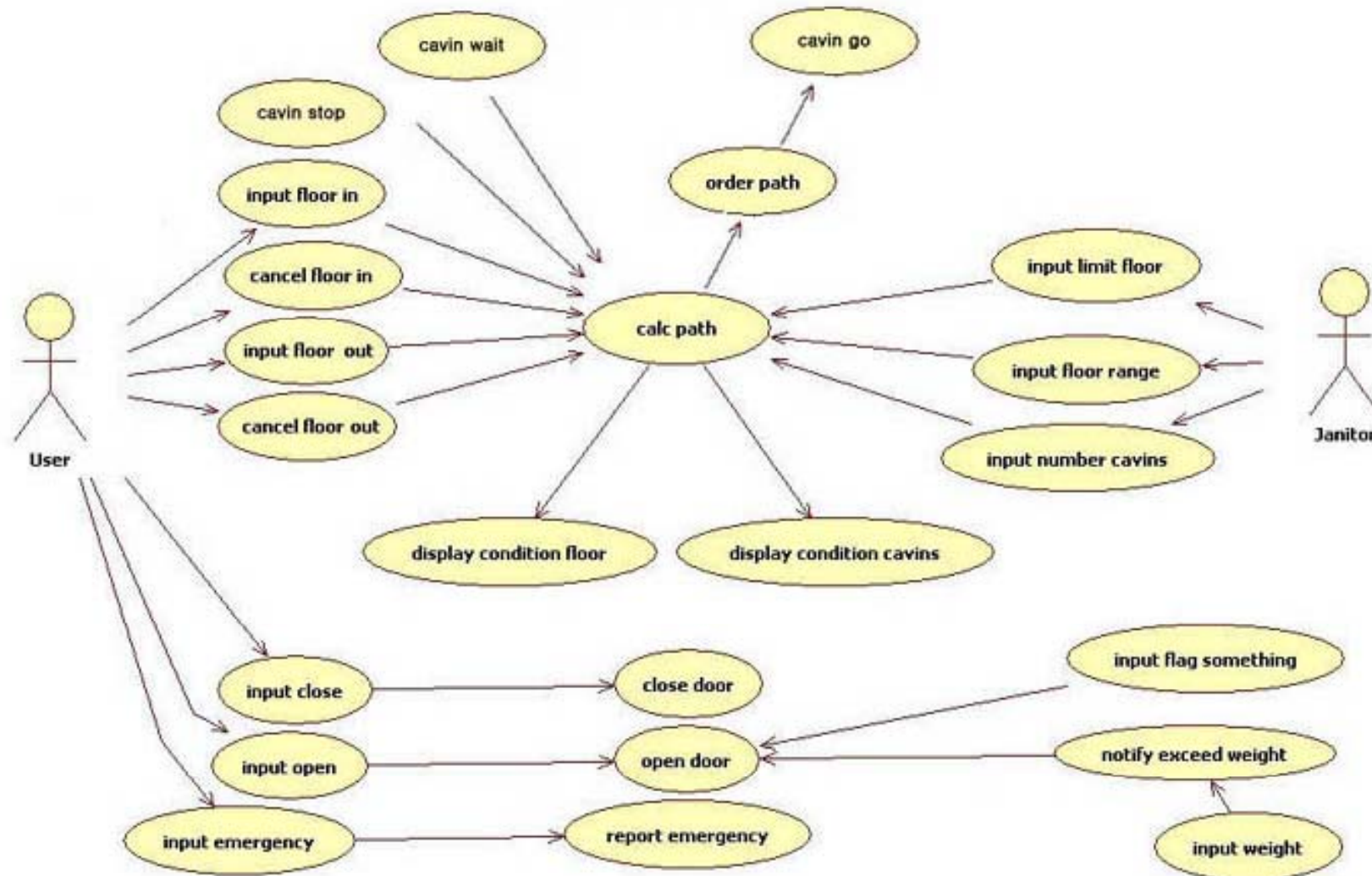
Activity 2041 Design real use cases

Use Case	23.Cavin go
Actors	None
purpose	To move cavin to decided direction.
Overview	If cavin has direction, to change present floor of cavin.
Type	Primary
Cross Reference	N/A
Pre-Requisites	R2.2 Order path finished, flag_close is 'close'
Typical courses of event	(A):Actor,(S):System 1. (S) If cavin has direction and flag_close is 'close', change present floor of cavin.
Alternative courses of events	N/A
Exceptional Courses of Events	N/A



Activity 2041 Design real use cases

※ reference to Use case diagram

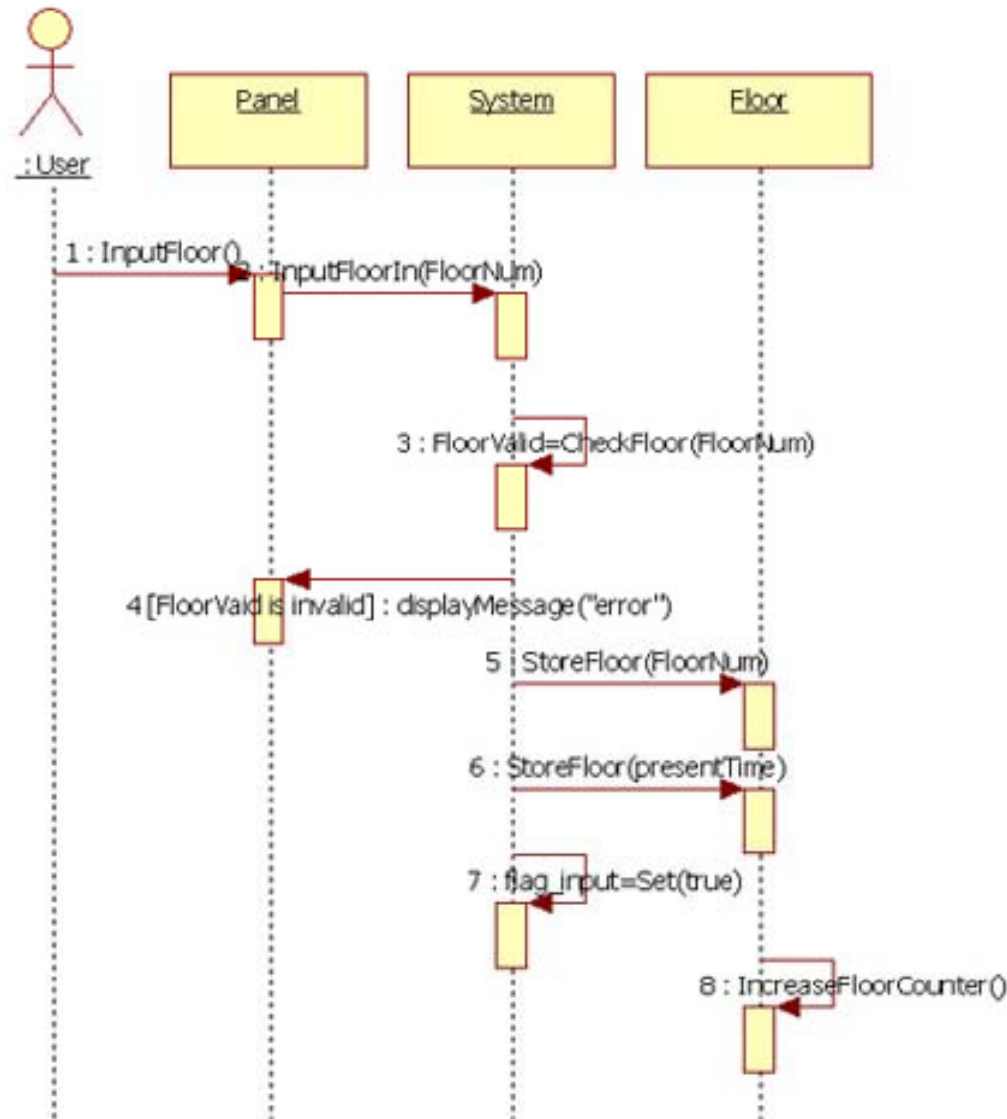


Activity 2043 Refine System Architecture



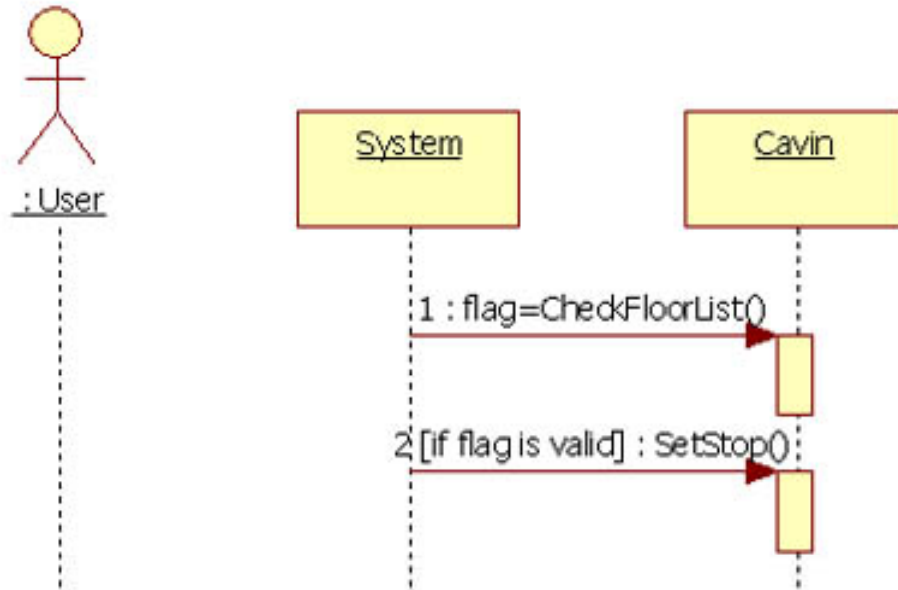
Activity 2044 Define interaction diagrams

1. Input floor in



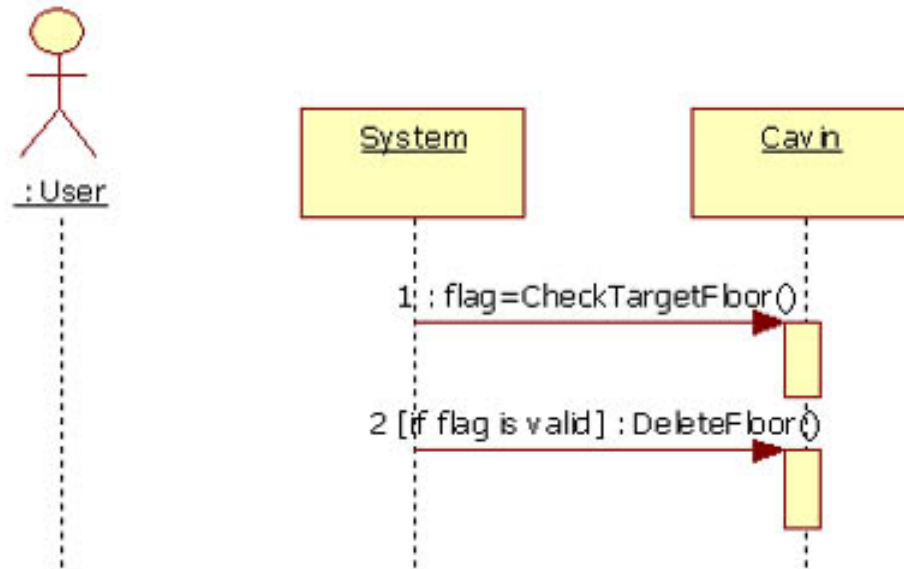
Activity 2044 Define interaction diagrams

21. Cavin stop



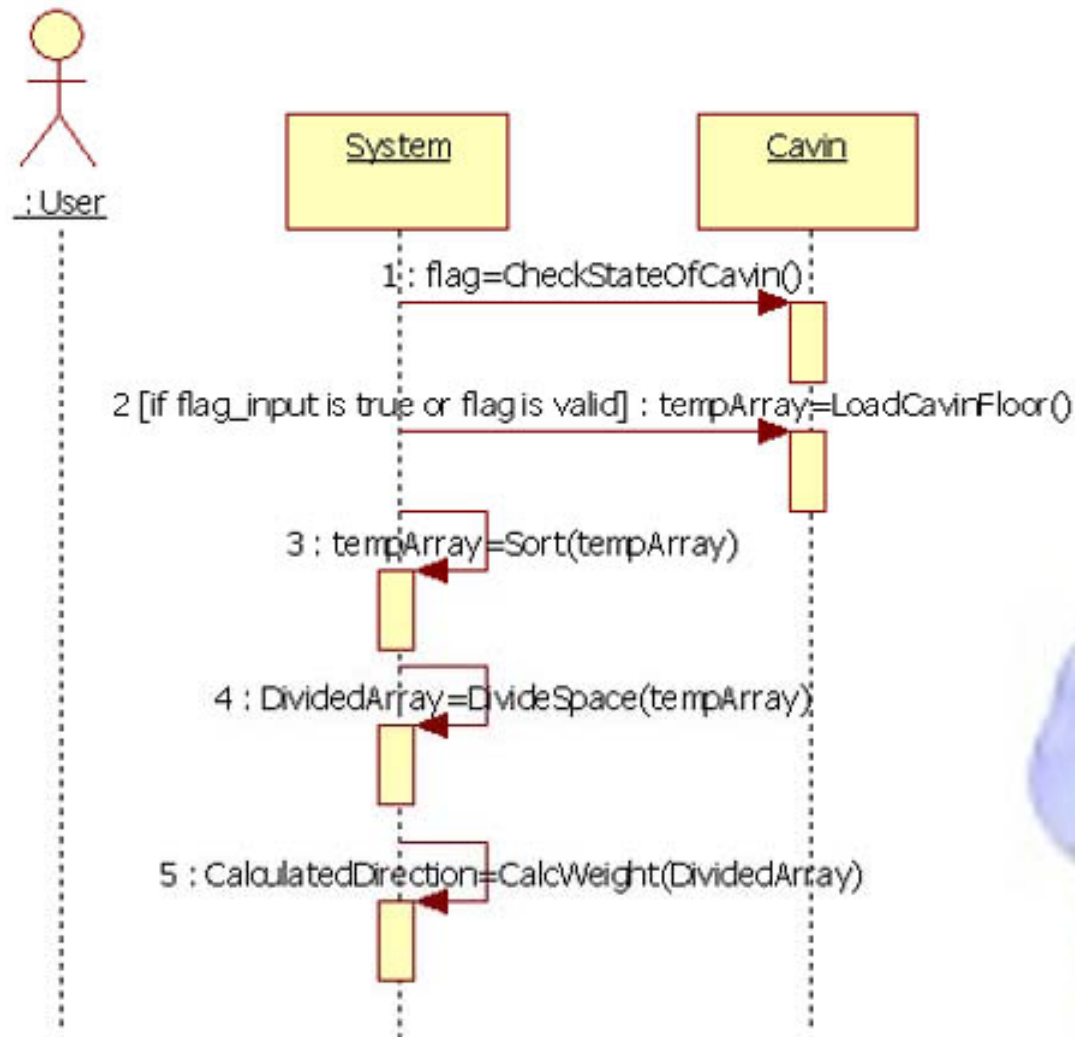
Activity 2044 Define interaction diagrams

22. Cavin wait



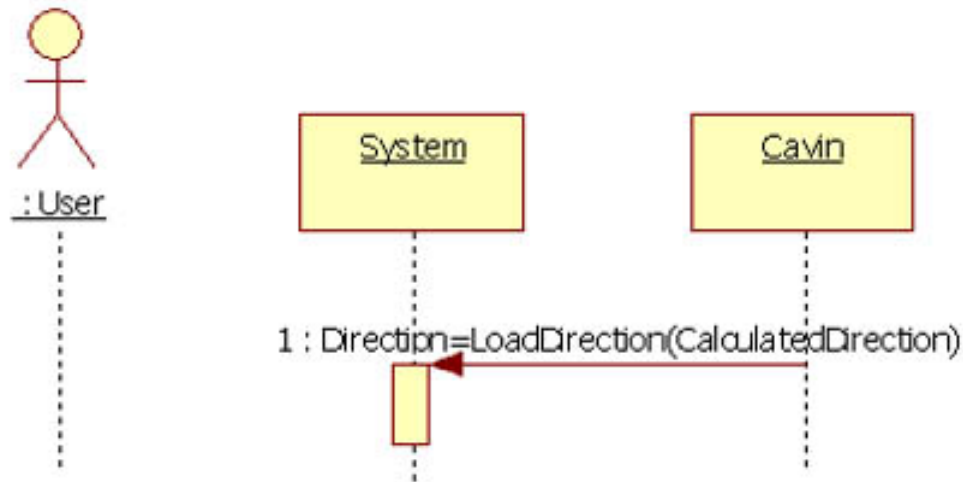
Activity 2044 Define interaction diagrams

5.Calc path



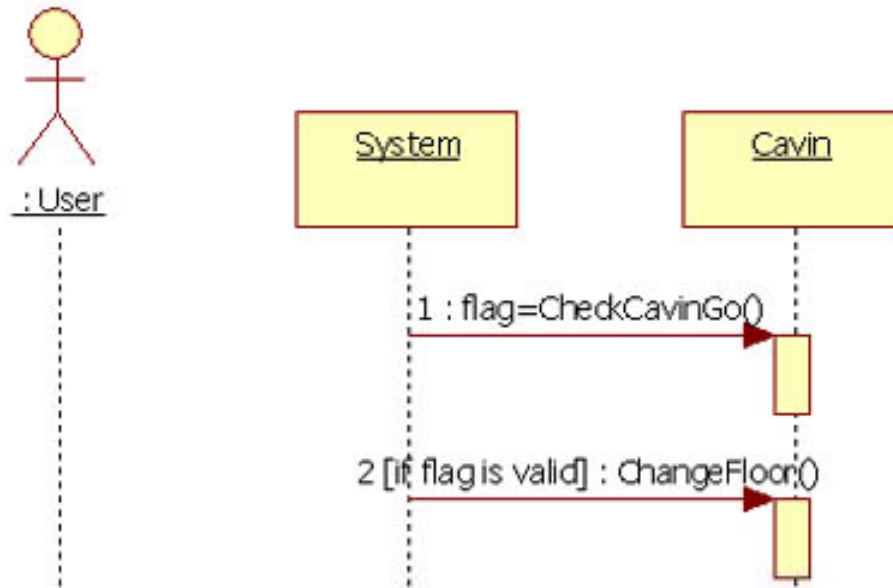
Activity 2044 Define interaction diagrams

6.Order path

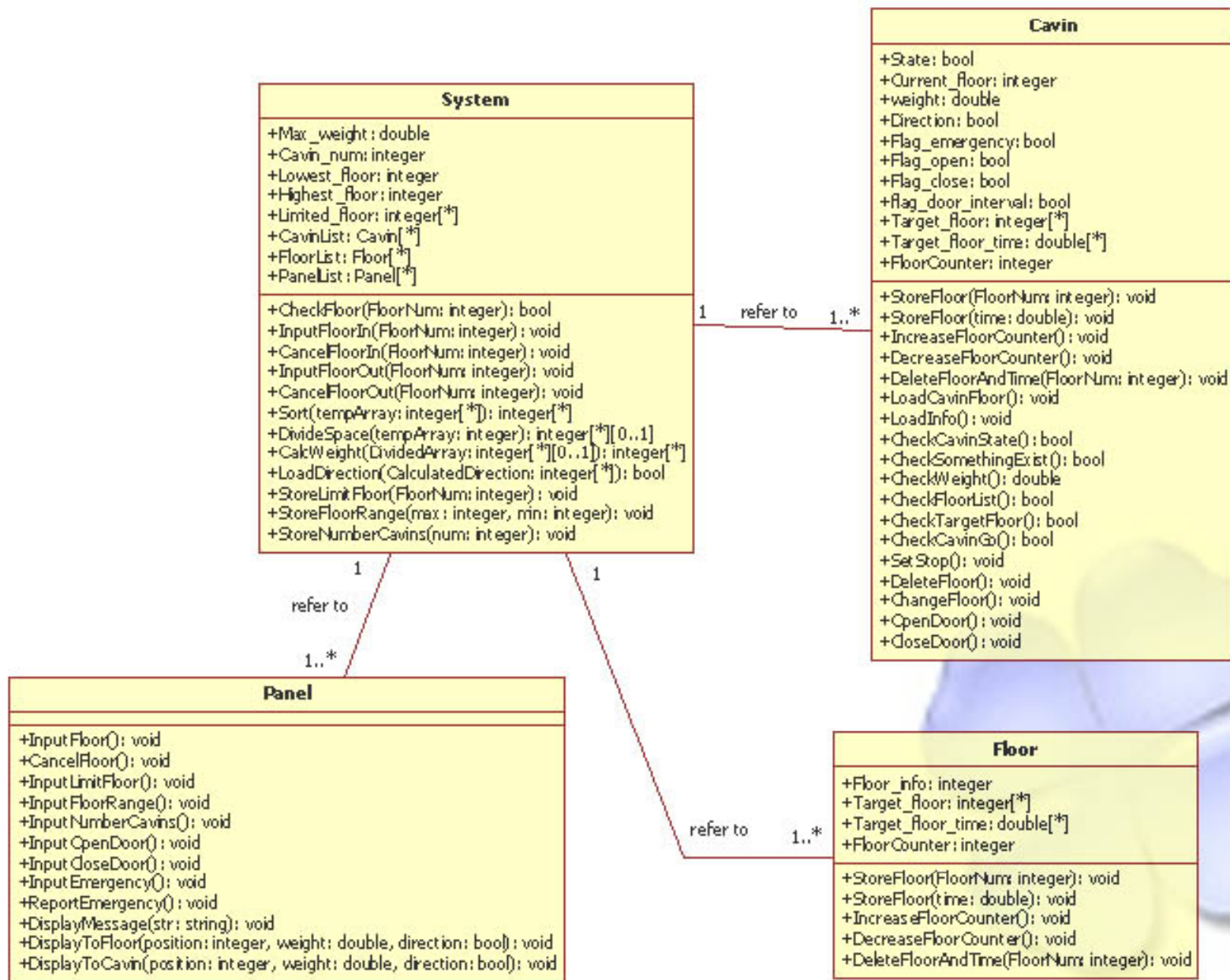


Activity 2044 Define interaction diagrams

23. Cavin go

























Activity 2045 Define design class diagram



Summary

THANK YOU

								20
								19
								18
								17
								16
								15
								14

NEXT

AUTO