



COFFEE MACHINE SYSTEM
Team Presentation 1
Team 3

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* # State Of Purpose

* # System Context Diagram

* # DFD Level 0

* Level 1

* Level 2

* Level 3

* Level 4

* # over DFD

* # State Transition Diagram



State of Purpose

user characteristic

사용자는 커피를 추출할 수 있다.

사용자는 커피의 재료를 보충할 수 있다.

사용자는 커피메이커에 청소 명령을 내릴 수 있다.

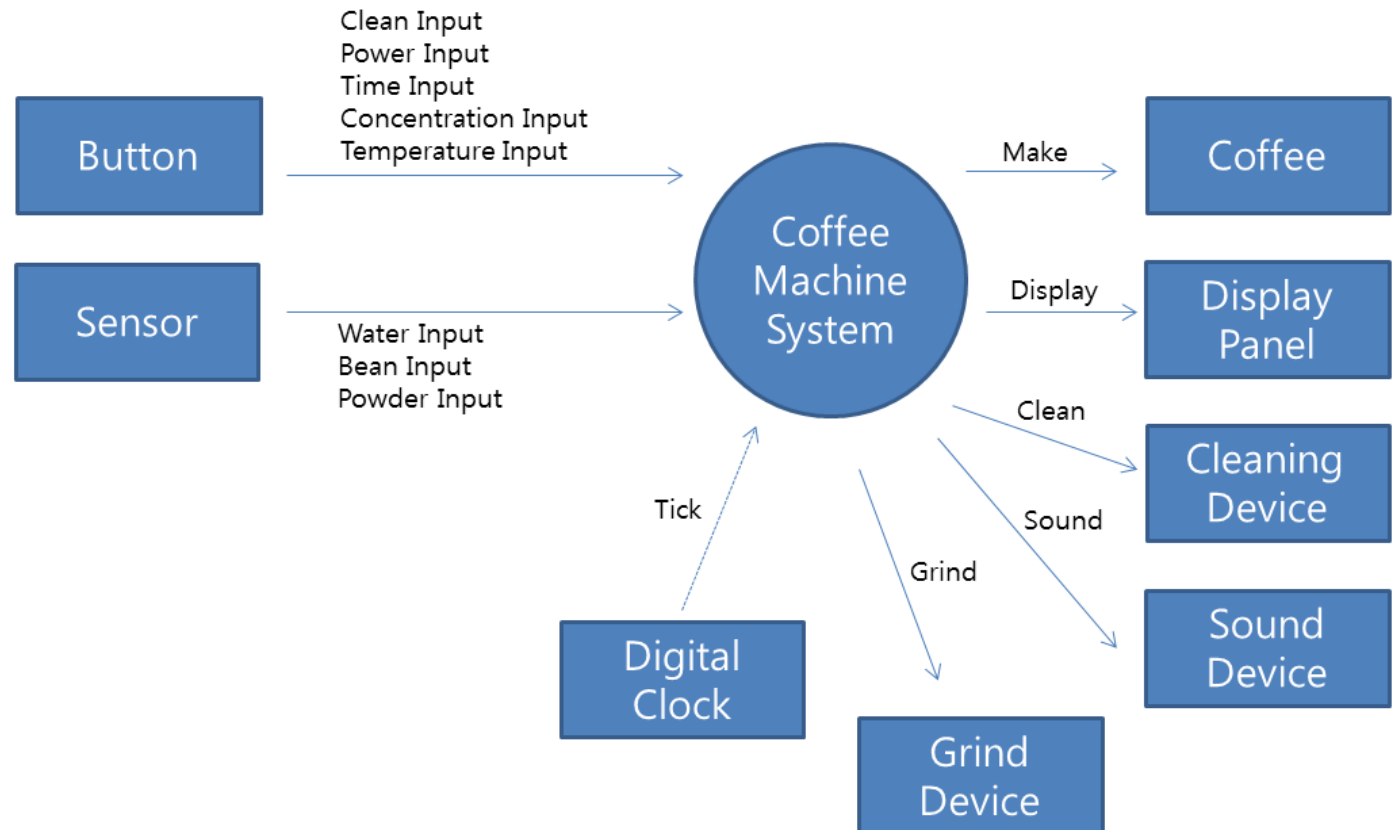
제약 및 가정사항

커피메이커의 재료 분배 및 잔량에는 오차가 없는 것으로 가정한다.

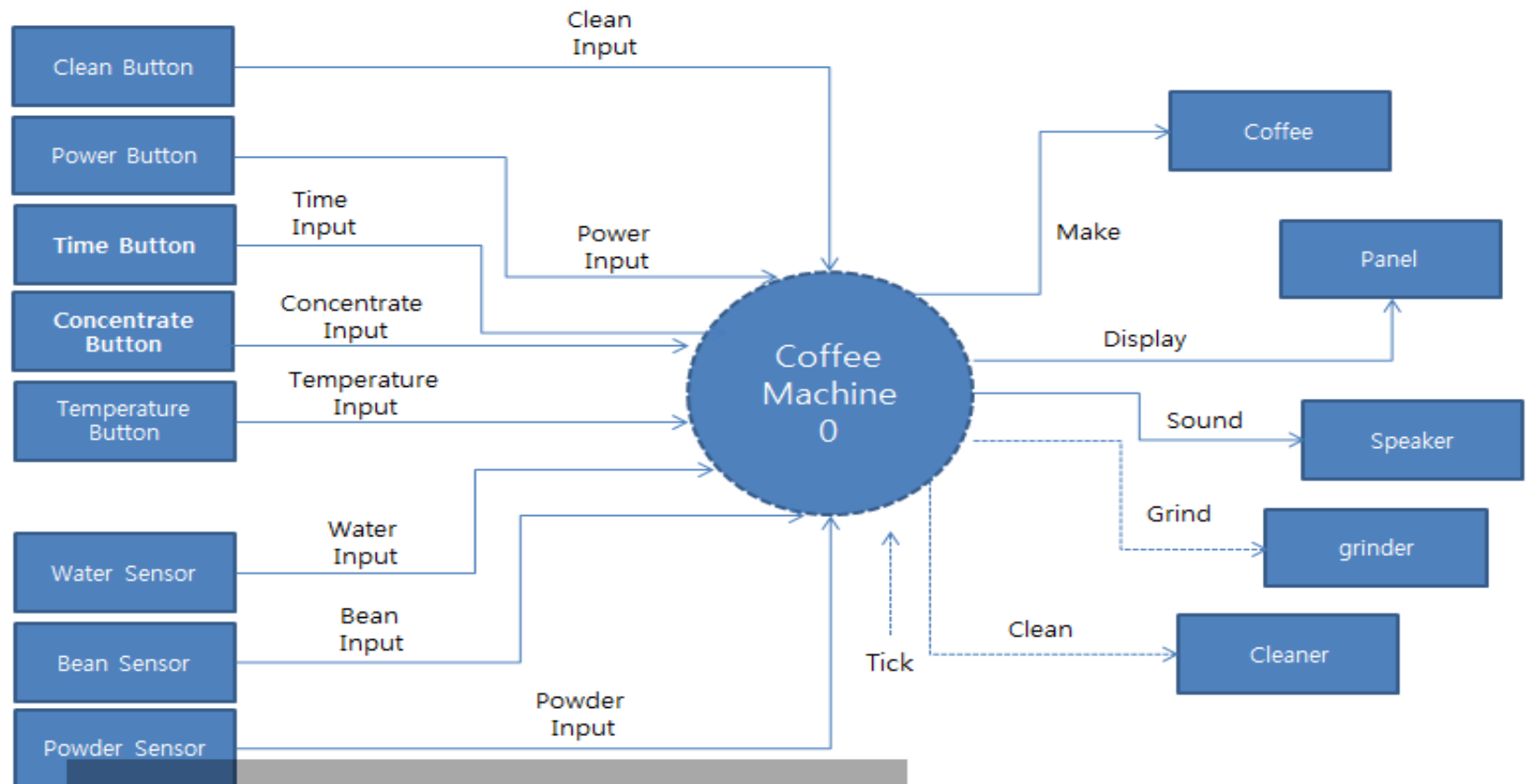
커피메이커의 청소 후 생기는 커피가루는 사람이 직접 치우는 것으로 가정한다.

#System Context Diagram

Coffee Machine
(Basic) System Context Diagram

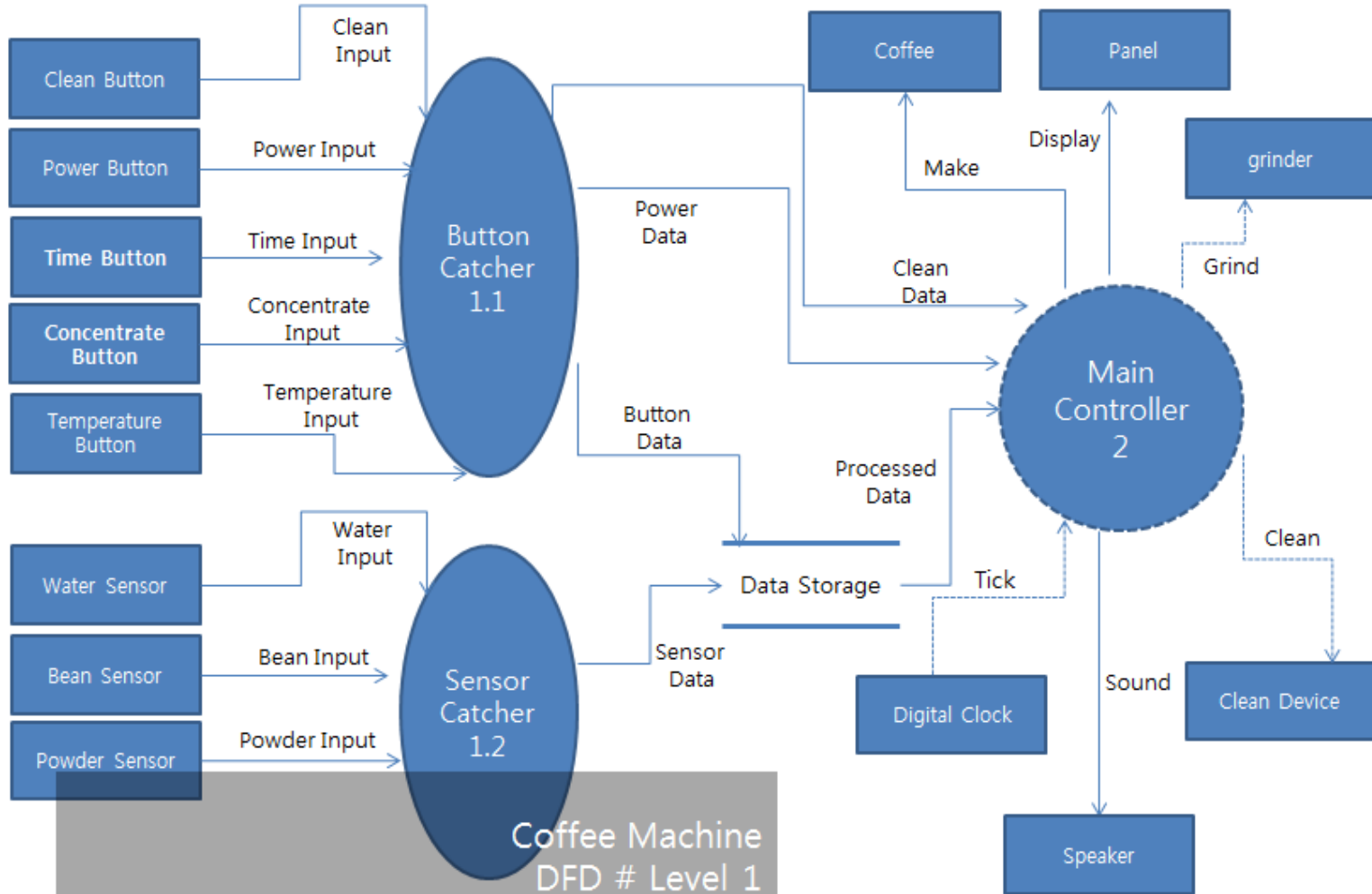


#DFD Level 0



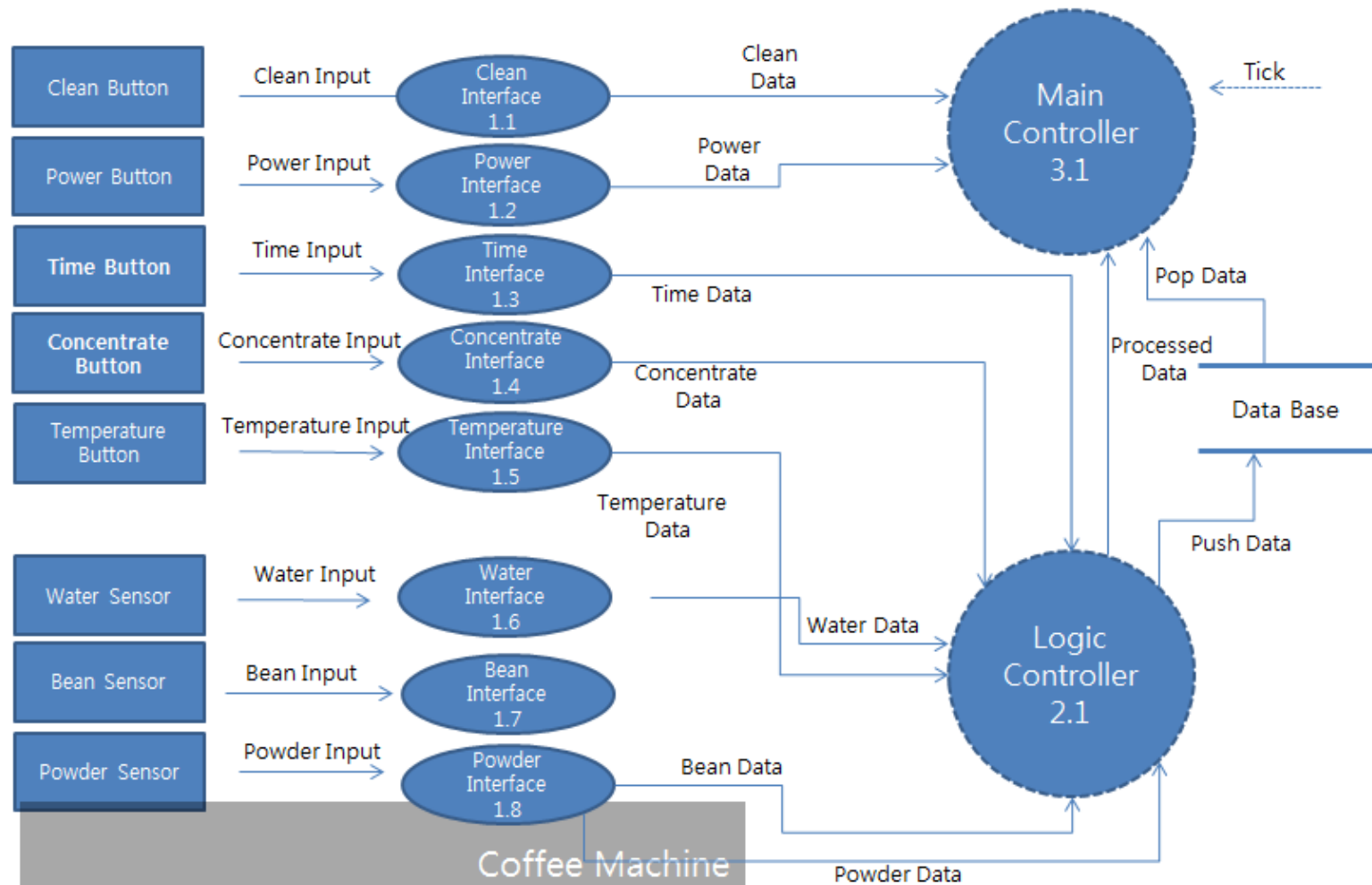
Coffee Machine
DFD # Level 0
Team 3 of Class A

#DFD Level 1



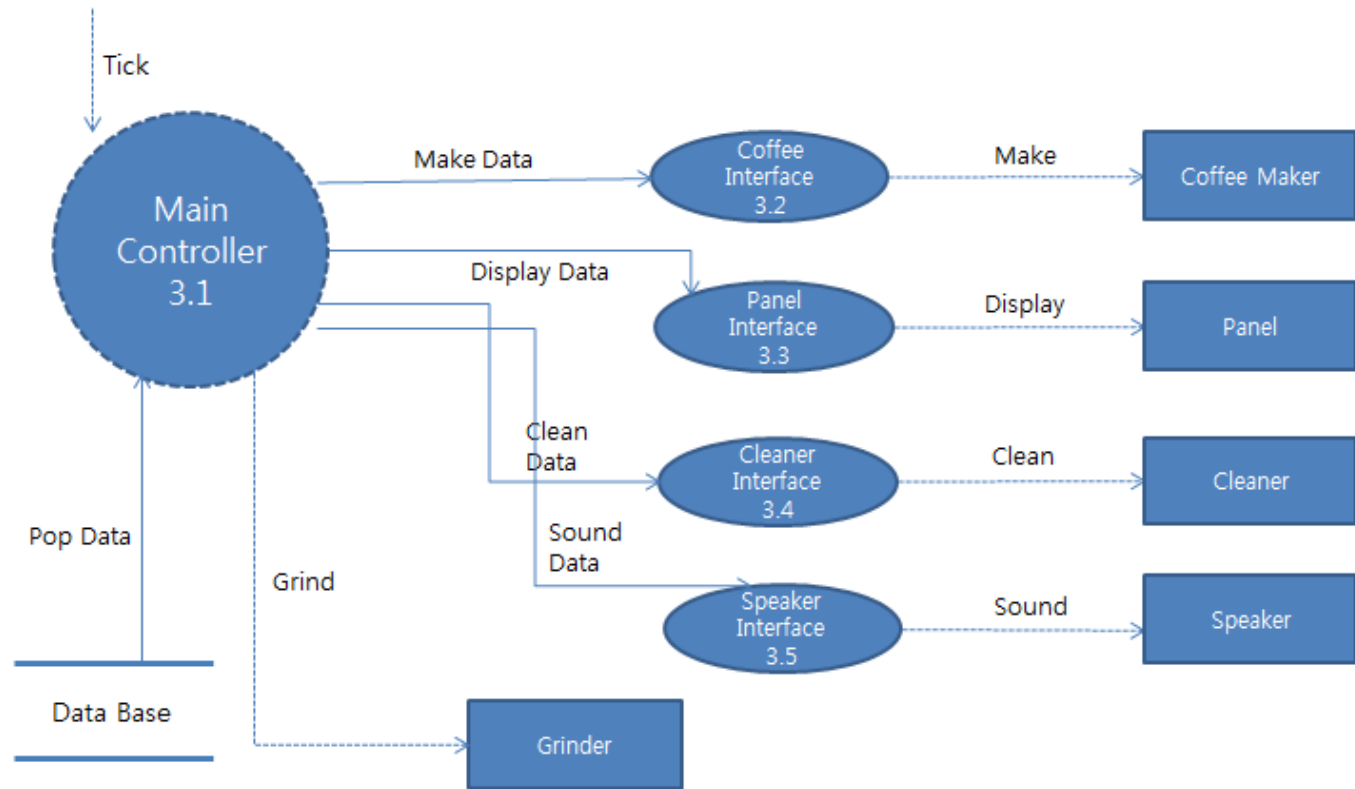
Coffee Machine
DFD # Level 1
Team 3 of Class A

#DFD Level 2-1



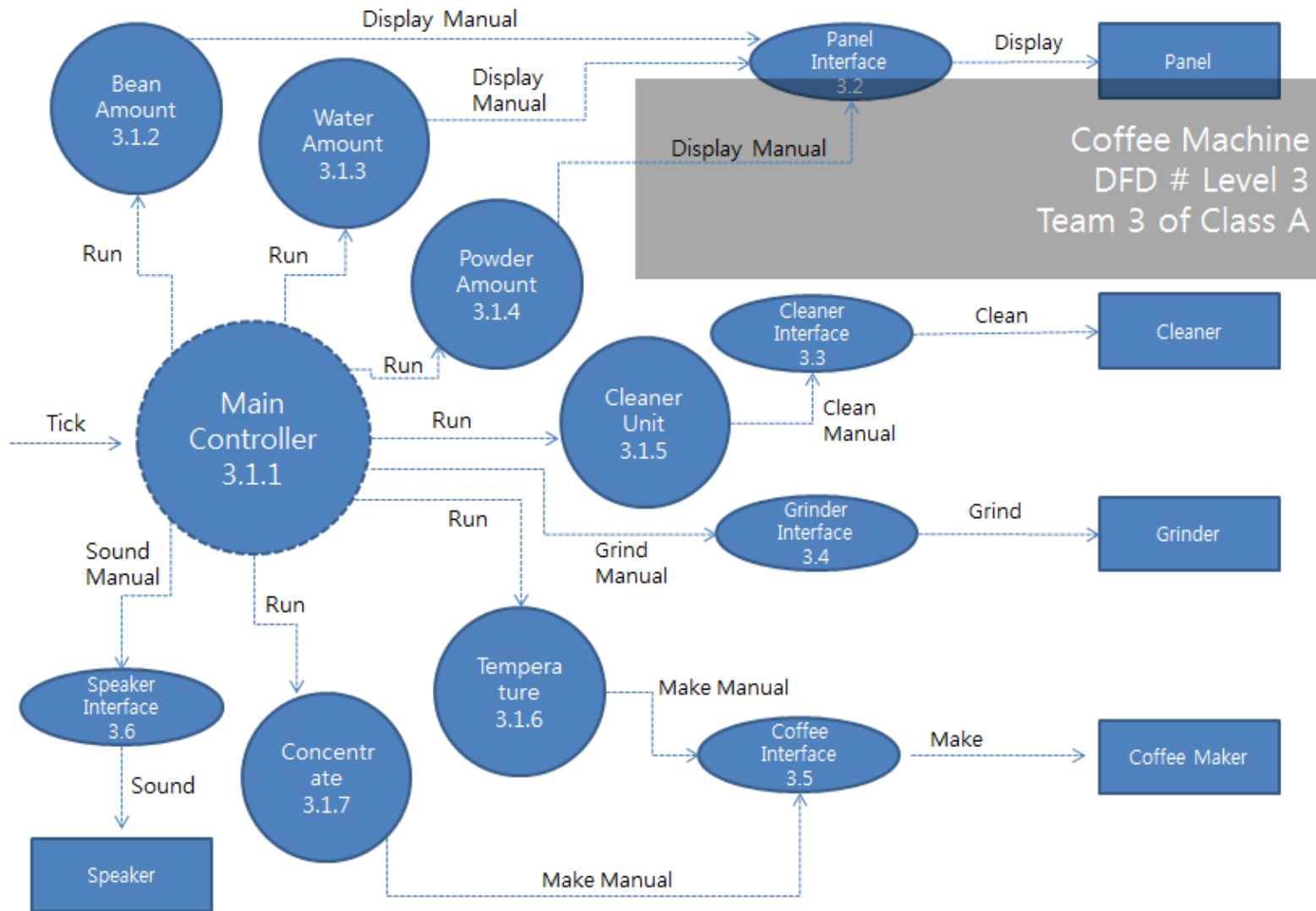
Coffee Machine
DFD # Level 2-1
Team 3 of Class A

#DFD Level 2-2

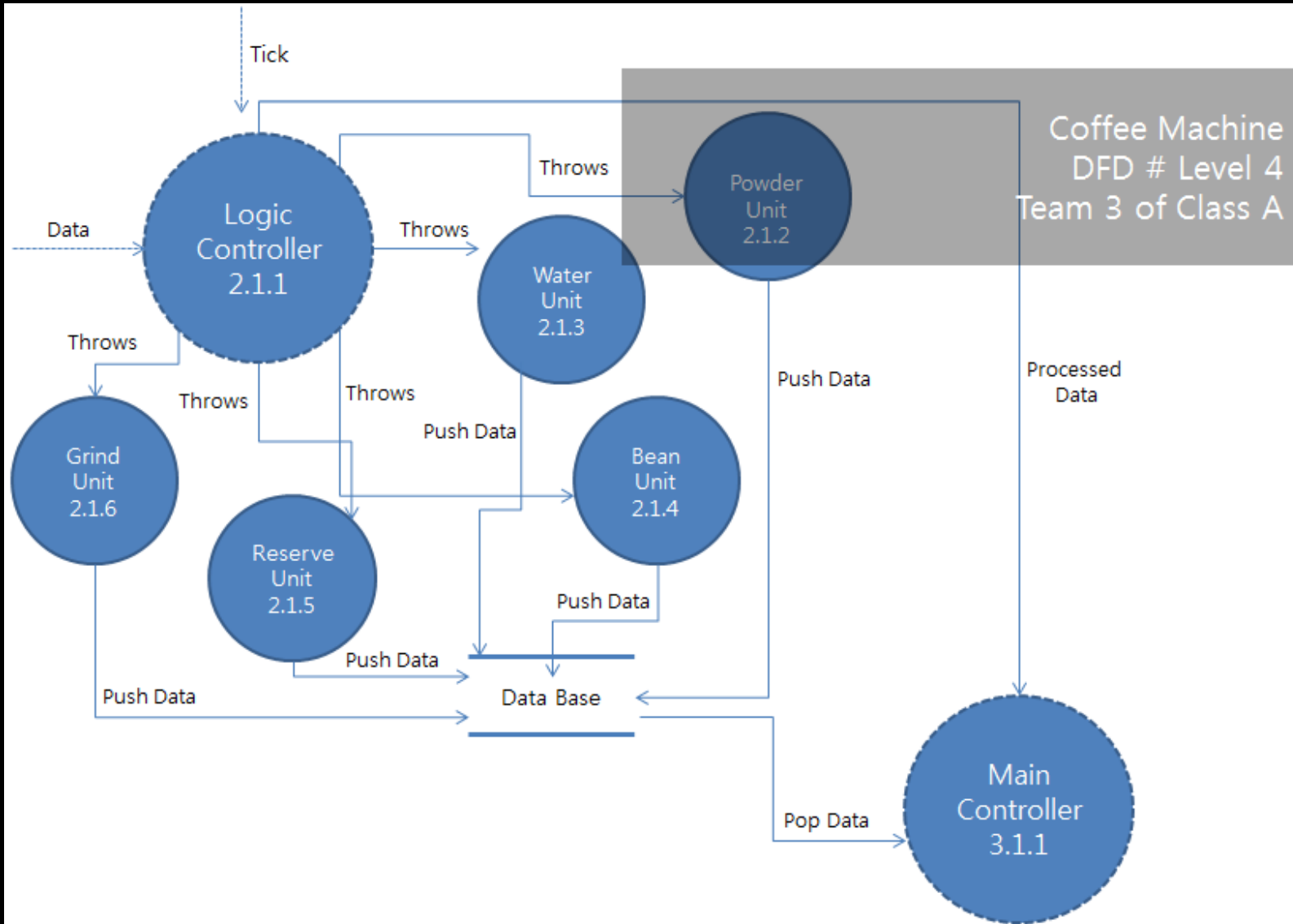


Coffee Machine
DFD # Level 2-2
Team 3 of Class A

#DFD Level 3

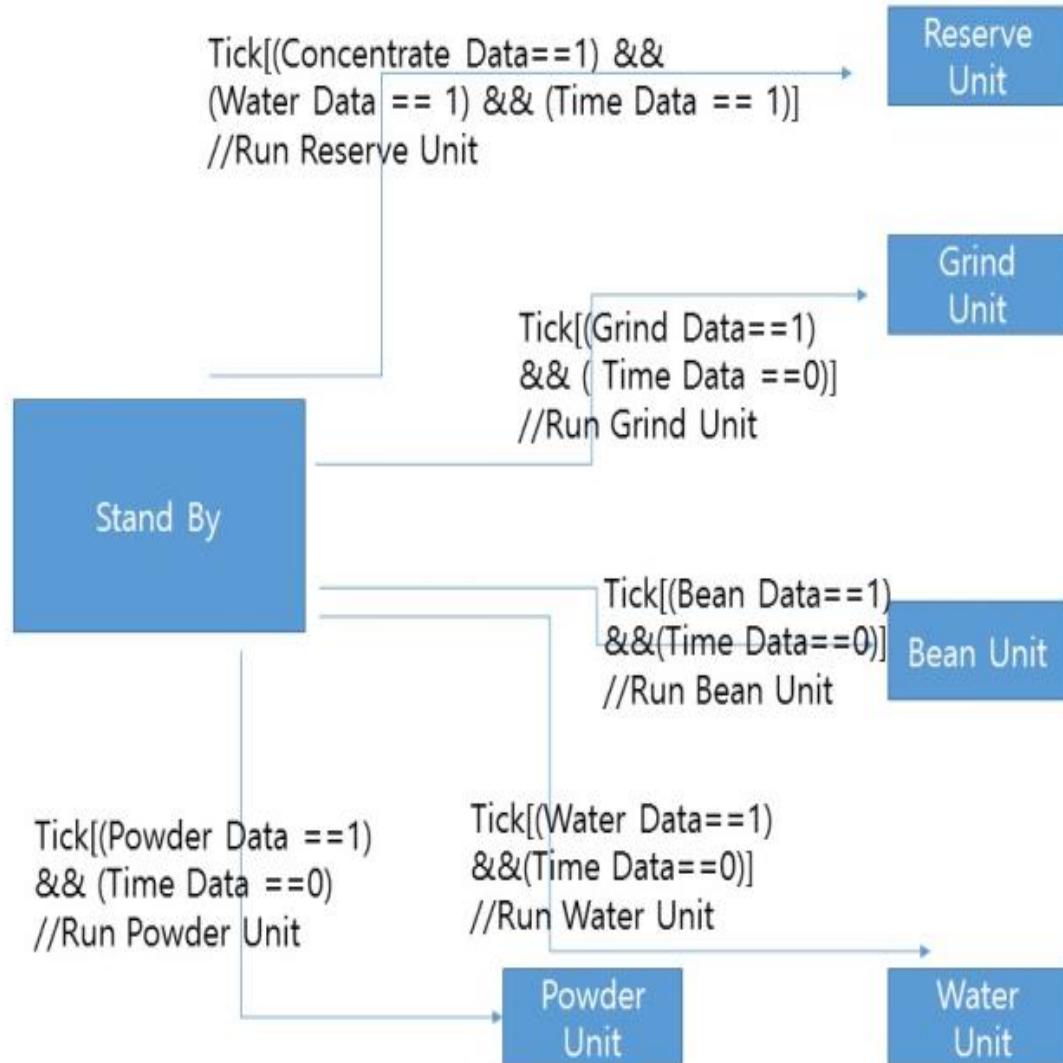


#DFD Level 4



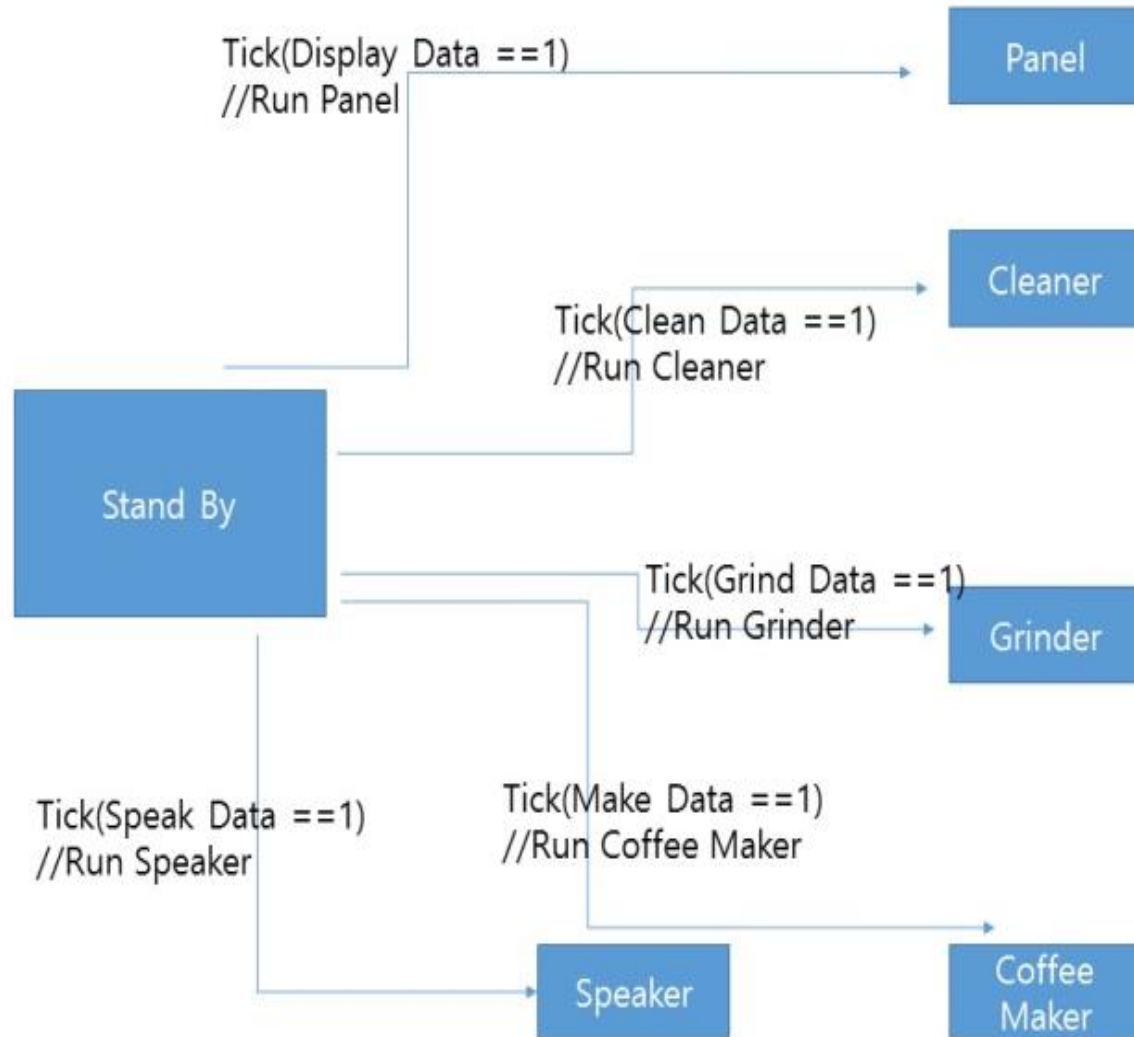
#State Transition Diagram 1

STD for Logic Controller



#State Transition Diagram 2

STD for Main Controller



Q&A