

Gusio(거시오)

Digital watch

OOPT Stage 2040



Project Team. Team 2

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Activity 2041. Design real Use Cases

Use Case	4.startSW
Actor	User
Purpose	User 가 스톱워치를 시작한다
Overview	스톱워치가 정지된 상태에서 User 가 버튼을 눌러 스톱워치를 시작한다
Type	Evident
Cross Reference	Functions : R 2.1, R 2.2, R 2.3 Use cases : showSW, saveRecords, stopSW
Pre-Requisites	showSW 가 실행중에 있어야 한다.
Typical Courses of Events	(A) : Actor, (S) : System 1. (A) 유저가 시작 버튼을 누른다. 2. (S) 스톱워치를 시작하고 스톱워치 시간이 1 초씩 증가한다. (E1) 3. (S) 59 초에서 1 초 증가하면 0 초로 바꾸고, 분을 1 증가시킨다. 4. (S) 59 분에서 1 분 증가하면 분과 초를 0 으로 바꾼다.
Alternative Courses of Events	N/A
Exceptional Courses of Events	E1. 스톱워치가 실행중이면 실행되지 않는다.

Use Case	4.startSW
Actor	User
Purpose	User가 스톱워치를 시작한다
Overview	스톱워치가 정지된 상태에서 User가 버튼을 눌러 스톱워치를 시작한다
Type	Evident
Cross Reference	Functions : R 2.1, R 2.2, R 2.3, R 8.1 Use cases : showSW, saveRecords, stopSW, changeMode
Pre-Requisites	showSW가 실행중에 있어야 한다.
UI Widgets	Window-1
Typical Courses of Events	(A) : Actor, (S) : System 1. (A) 유저가 시작 버튼을 누른다. 2. (S) 스톱워치를 시작하고 스톱워치 시간이 1초씩 증가한다. (E1) 3. (S) 59초에서 1초 증가하면 0초로 바꾸고, 분을 1 증가시킨다. 4. (S) 59분에서 1분 증가하면 분과 초를 0으로 바꾼다.
Alternative Courses of Events	N/A
Exceptional Courses of Events	E1. 스톱워치가 실행중이면 실행되지 않는다.

Activity 2042. Define Reports, UI, and Storyboards

2. 시계 UI



2.1 스톱워치 모드 실행



2.2 스톱워치 시작



2.3 스톱워치 기록저장



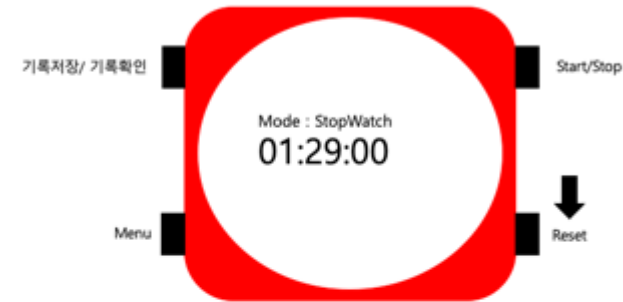
2.4 스톱워치 정지



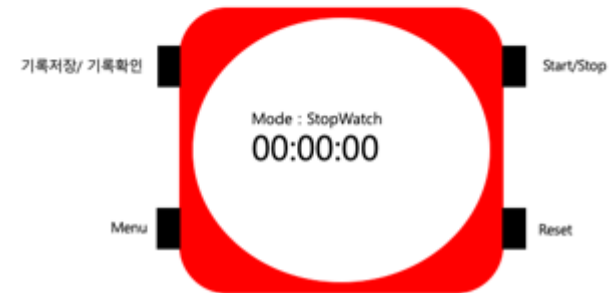
2.5 스톱워치 기록 확인



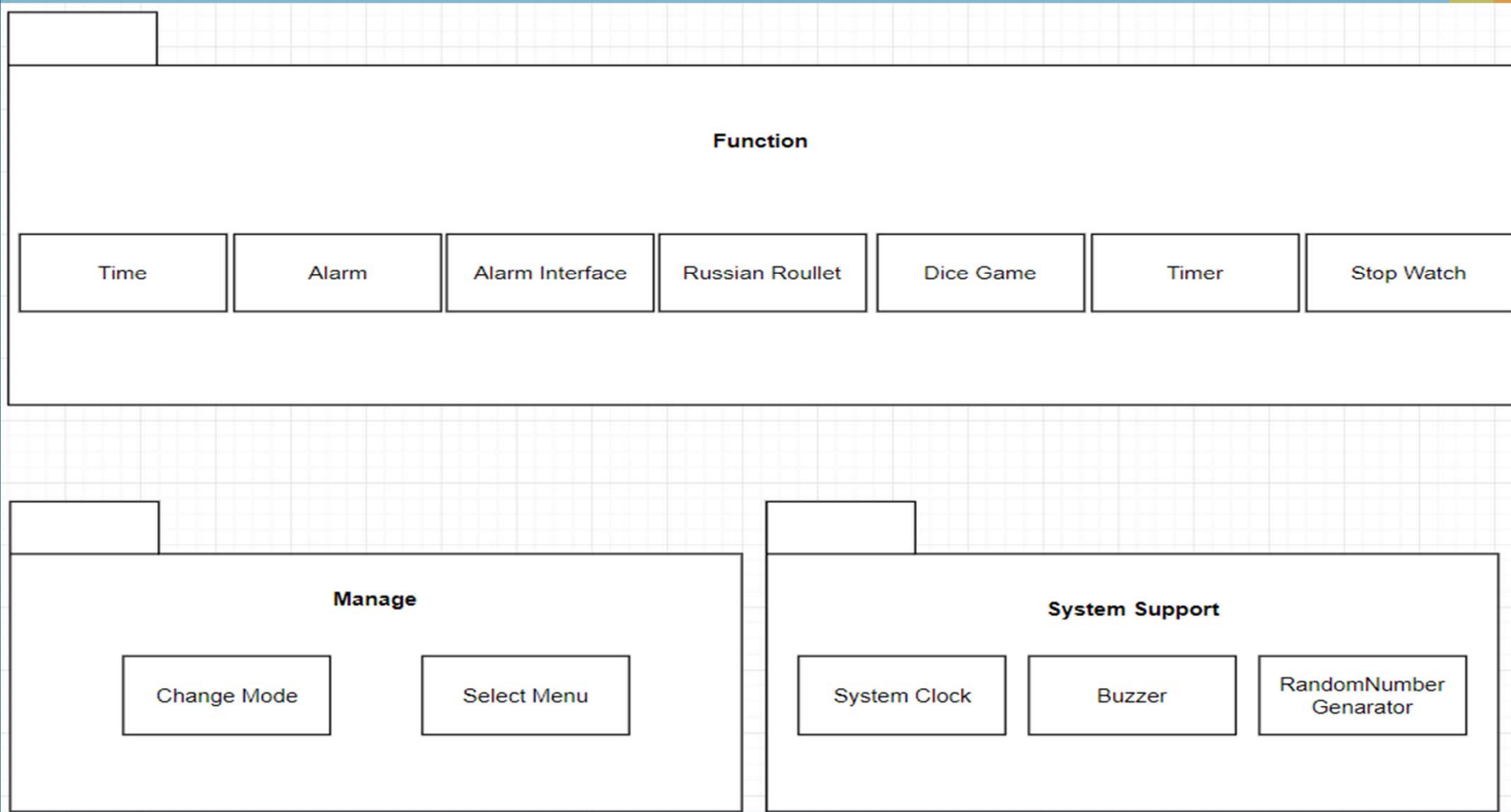
2.6 스톱워치 리셋



2.7 스톱워치 초기화 완료

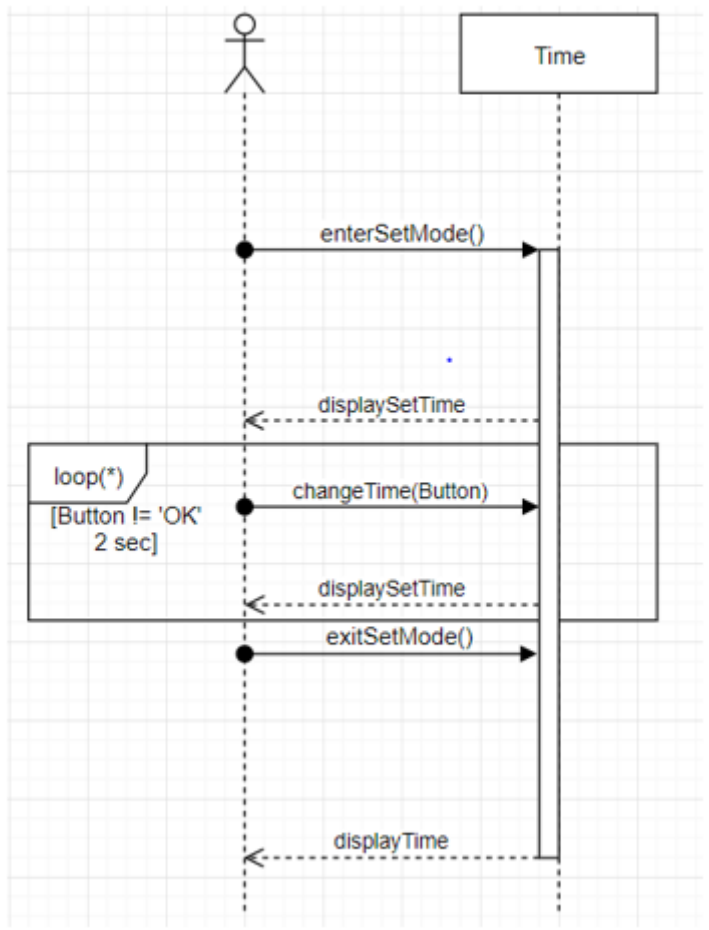


Activity 2043. Refine System Architecture

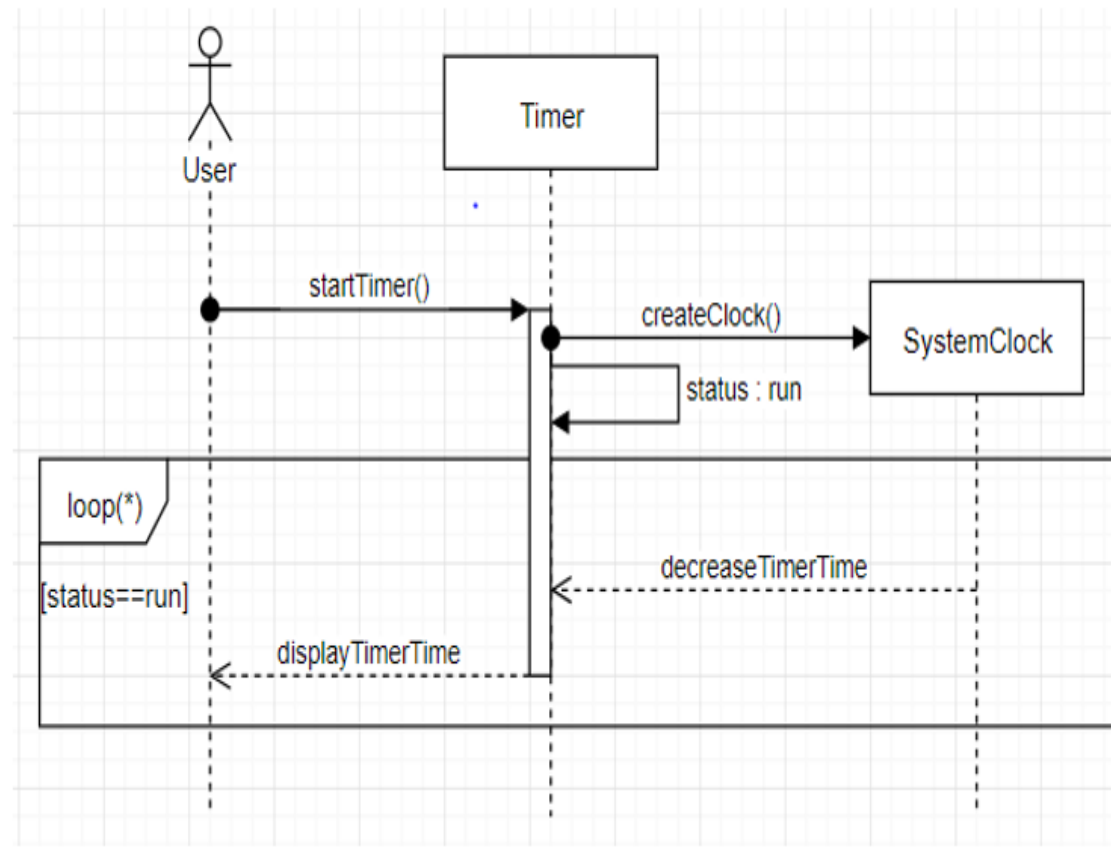


Activity 2044. Define Interaction Diagrams

1. setTime

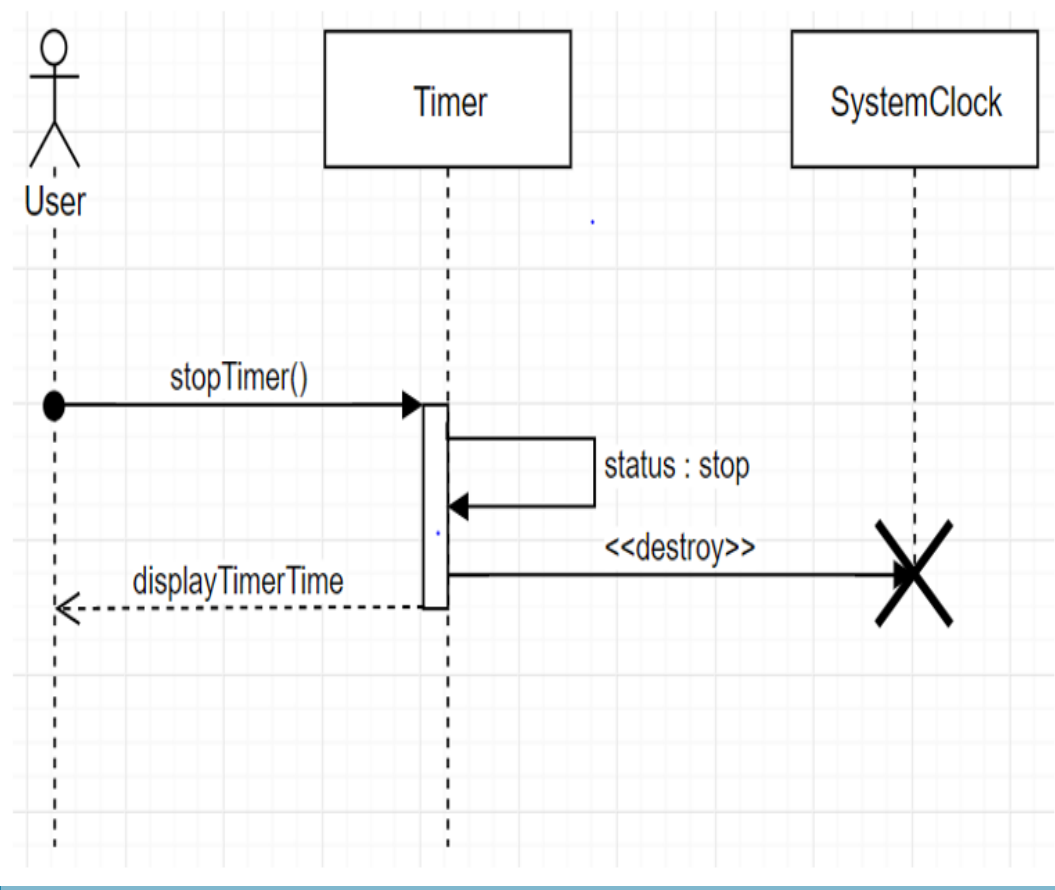


11. startTimer

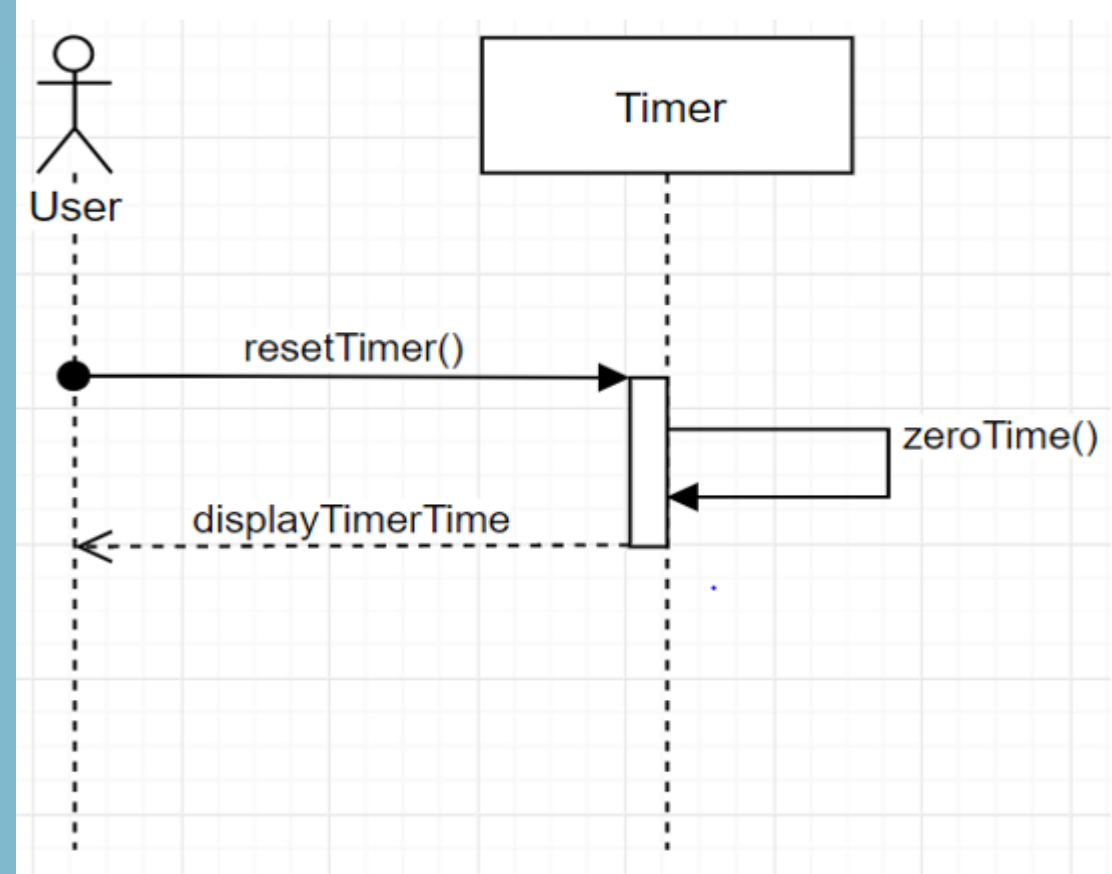


Activity 2044. Define Interaction Diagrams

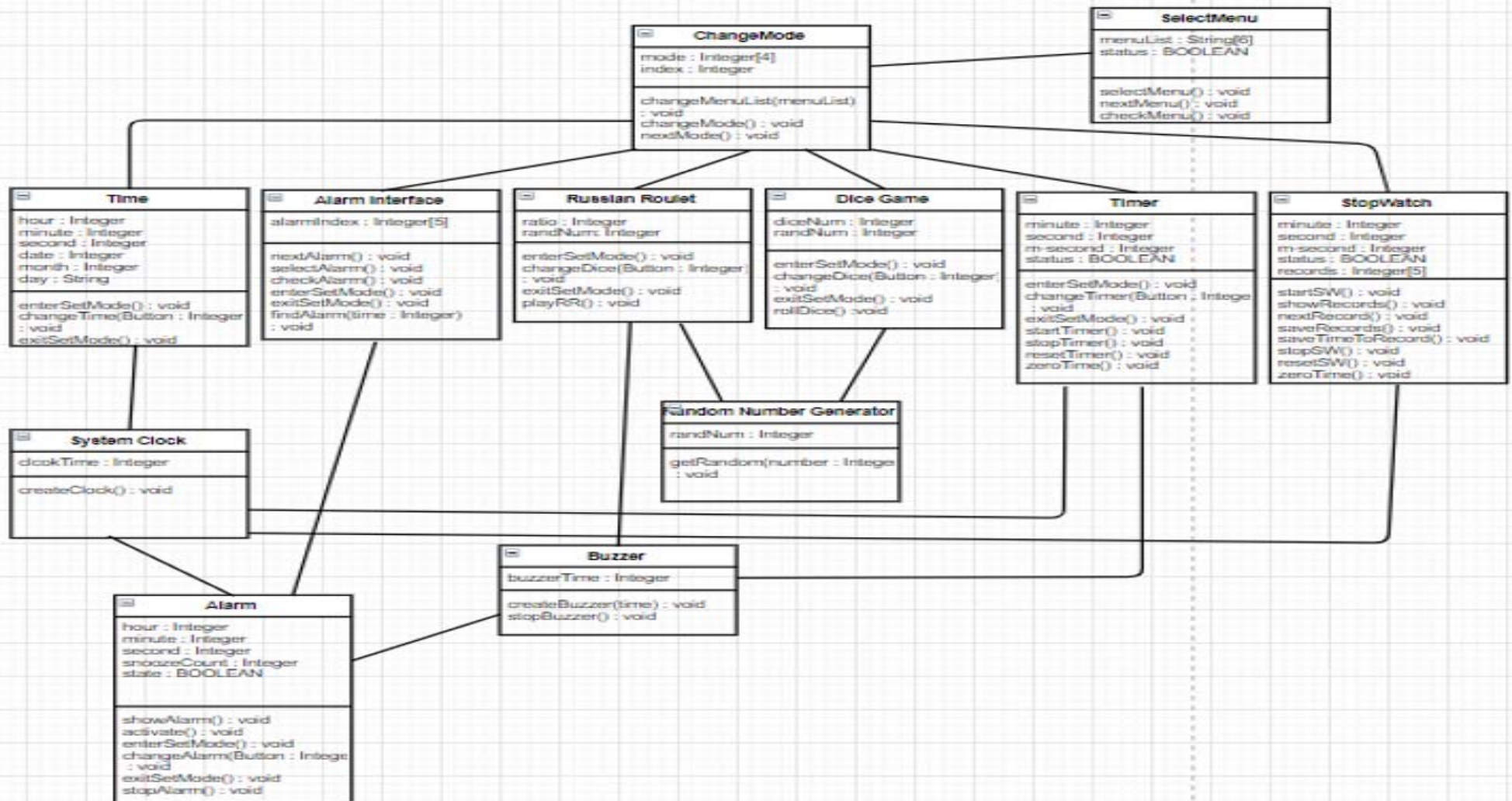
12. stopTimer



13. resetTimer



Activity 2045. Define Design Class Diagrams



Activity 2046. Design Traceability Analysis



operation in SSD	operation in interaction diagram	Method	class
1: enterSetMode - 1,18,19,28,37,42	enterSetMode()-1 :1	enterSetMode() : void :1	Time
2: exitSetMode - 3,21,22,30,39,44	changeTime(Button)-2 :2	changeTime(Button : Integer) : void :2	
3: changeTime-2	exitSetMode()-3 :3	exitSetMode() : void :3	

Activity 2046. Design Traceability Analysis



4: startSW- 4,5	startSW()-4 :4	startSW() : void :4	StopWatch
5: saveRecords- 8,9	createClock()-5 :44	showRecords() : void :5	
6: showRecords- 6,7	showRecords()-6 :5	nextRecord() : void :6	
7: stopSW- 10	nextRecord()-7 :6	saveRecords() : void :7	
8: resetSW- 11,12	saveRecords()-8 :7	saveTimeToRecord() : void :8	
9: selectAlarm- 13,14,15	saveTimeToRecord()-9 :8	stopSW() : void :9	
10: checkAlarm- 16,17	stopSW()-10 :9	resetSW() : void :10	

Activity 2046. Design Traceability Analysis



12: stopAlarm- 24,25,26,27	zeroTime()-12 :11	nextAlarm() : void : 12	Alarm Interface
13: changeTimer- 29,31	selectAlarm()-13 :13	selectAlarm() : void: 13	
14: startTimer- 32,33	nextAlarm()-14 :12	checkAlarm() : void :14	
15: stopTimer- 34	showAlarm()-15 :32	enterSetMode() : void :15	
16: resetTimer- 35,36	checkAlarm()-16 :14	exitSetMode() : void :16	
17: changeDice- 38	activate()-17 :33	findAlarm(time : Integer) : void :17	

Q & A
감사합니다.

