
MDPlayer

Report on Configuration DefaultConfig

This looks good so far, keep up the good work.
Neil

PACKAGES

Default

GLOBALS:

CLASSES:

Button

this is the base button class - it stores the current state of the button and generates the appropriate event when the button is pressed

Subclasses:

RevButton
FwdButton
RecordButton
VolDnButton
VolUpButton
StopButton
PlayButton
PowerButton

Operations:

GenEvent

Primitive-operation , Public, Return type is void

Attributes:

buttonState

this defines the state of the button:

true - pressed

false - released

Type of OMBoolean, Public

Display

this class displays the current state of the player. it shows:

track number

track time

volume

battery life

Relations:

itsMDPlayer

itsDisplay

Association with MDPlayer, Multiplicity of 1, Bi-directional

FwdButton

this is the fastforward button

Relations:

itsMDPlayer

itsFwdButton

Association with MDPlayer, Multiplicity of 1, Bi-directional

Superclasses:

Button

MDPlayer

*this is the actual minidisc player, it stores the current state of the player and it's various attributes so that the display class can display these attributes.
the attributes are changed by events generated by the various buttons.*

Relations:

itsPlayButton

itsPlayButton

Association with PlayButton, Multiplicity of 1, Bi-directional

itsStopButton

itsStopButton

Association with StopButton, Multiplicity of 1, Bi-directional

itsVolUpButton

itsVolUpButton

Association with VolUpButton, Multiplicity of 1, Bi-directional

itsVolDnButton

itsVolDnButton

Association with VolDnButton, Multiplicity of 1, Bi-directional

itsRecordButton

itsRecButton

Association with RecordButton, Multiplicity of 1, Bi-directional

itsFwdButton

itsFwdButton

Association with FwdButton, Multiplicity of 1, Bi-directional

itsRevButton

itsRevButton

Association with RevButton, Multiplicity of 1, Bi-directional

itsDisplay

itsDisplay

Association with Display, Multiplicity of 1, Bi-directional

itsPowerButton

itsPowerButton

Association with PowerButton, Multiplicity of 1, Bi-directional

Attributes:

batteryLife

shows the current battery level from 0 (drained) to 10 (fully charged)

Type of int, Public

currentFunction

this stores what the player is doing at the moment:

0 - off

1 - playing

2 - stopped

3 - recording

4 - skipping forward

5 - skipping backward

Type of int, Public

currentTrack

Stores the current track number

Type of int, Public

trackLength

track length in seconds

Type of int, Public

trackTitle

stores the track name/title

Type of char*, Public

volumeLevel

stores the current volume level from 0 - 10

Type of int, Public

PlayButton

this is the play button

Relations:

itsMDPlayer

itsPlayButton

Association with MDPlayer, Multiplicity of 1, Bi-directional

Superclasses:

Button

PowerButton

this is the power button

Relations:

itsMDPlayer

itsPowerButton

Association with MDPlayer, Multiplicity of 1, Bi-directional

Superclasses:

Button

RecordButton

this is the record button

Relations:

itsMDPlayer

itsRecButton

Association with MDPlayer, Multiplicity of 1, Bi-directional

Superclasses:

Button

RevButton

this is the rewind button

Relations:

itsMDPlayer

itsRevButton

Association with MDPlayer, Multiplicity of 1, Bi-directional

Superclasses:

Button

StopButton

this is the stop button

Relations:

itsMDPlayer

itsStopButton

Association with MDPlayer, Multiplicity of 1, Bi-directional

Superclasses:

Button

VolDnButton

this is the volume down button

Relations:

itsMDPlayer

itsVolDnButton

Association with MDPlayer, Multiplicity of 1, Bi-directional

Superclasses:

Button

VolUpButton

this is the volume up button

Relations:

itsMDPlayer

itsVolUpButton

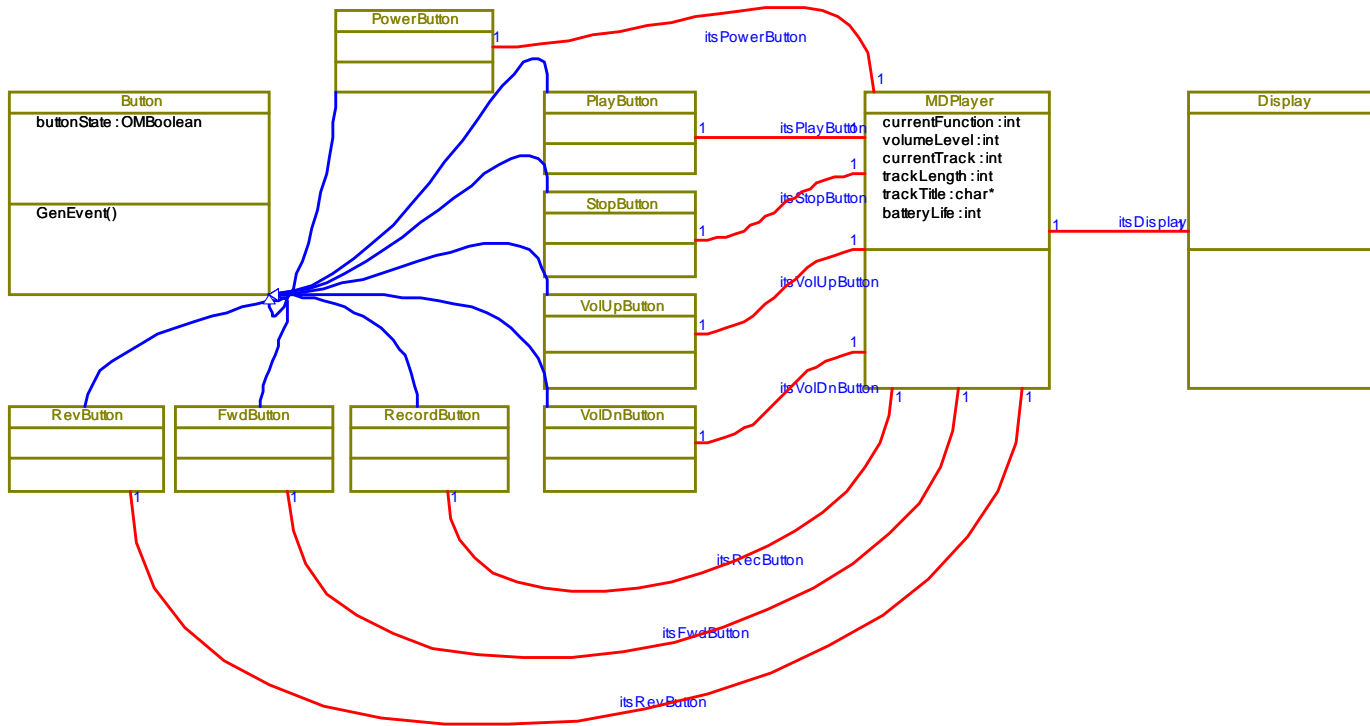
Association with MDPlayer, Multiplicity of 1, Bi-directional

Superclasses:

Button

OBJECT MODEL DIAGRAMS

MDPlayer



COMPONENTS

DefaultComponent

COMPONENT SETTINGS:

Build type: Executable

CONFIGURATIONS:

DefaultConfig

Scope type: Explicit

Instrumentation type: None

Time-model type: Real-time

Statechart generation type: Flat

FILES AND FOLDERS: