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# Chair

**Report on Configuration  
DefaultConfig**

# PACKAGES

## Chair

The massage chair is a chair that utilizes many features, all accessible to the user through the User Interface. The User Interface connects to all of the features through its menus, and through these menus the user can dictate what he/she wants to make the chair exactly do.

### Overridden Properties

Subjects:

CG

Metaclasses:

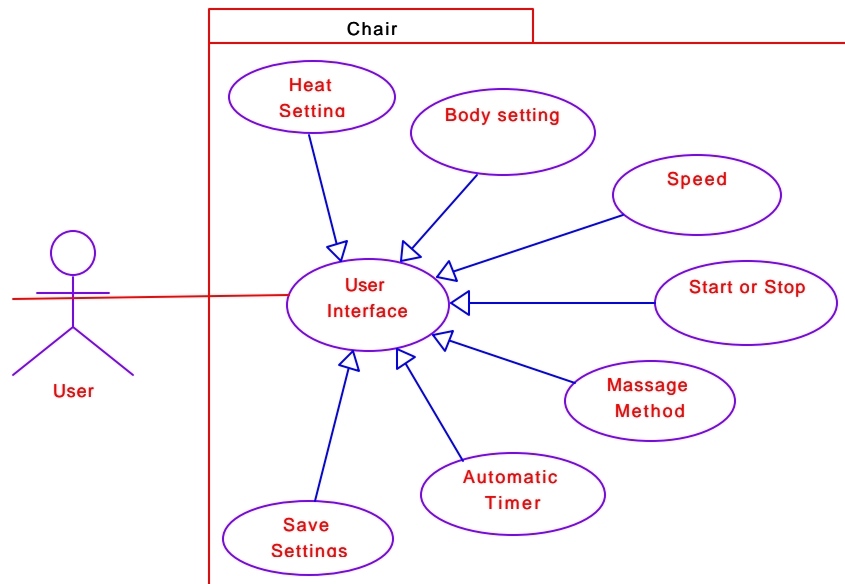
**Package**

Properties:

GenerateWithAggregates: True

## USE CASE DIAGRAMS:

usecasediagram\_0



## GLOBALS:

## ACTORS:

### User

The User will be the person who sits in the chair and presses the buttons presented by the User Interface in order to use the chair. The only component of the chair directly accessible to the user is the User Interface.

Relations:

**itsUser Interface**

Association with User Interface, Multiplicity of 1, Bi-directional

## USE CASES:

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### Automatic Timer

*This automatic timer can be programmed to turn the chair off after a set amount of time to prevent overuse and burnout. The options are:*

1. 05 Minutes (default)
2. 10 Minutes
3. 15 Minutes

SuperUseCases:

User Interface

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### Body setting

*This feature allows a particular concentration of the massaging on one area of the body as well as the whole body:*

1. Whole Body (default)
2. Lower Body
3. Upper Body
4. Footrest

SuperUseCases:

User Interface

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### Heat Setting

*This option toggles the Heat setting between: Any degree settings?*

1. Off (default)
2. On

SuperUseCases:

User Interface

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### Massage Method

*Three different massage methods may be chosen, available at any body location:*

1. Kneading (default)
2. Rolling
3. Tapping

SuperUseCases:

User Interface

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### Save Settings

*Pushing this button saves the current settings on the chair, enabling the user to leave and come back with all of the same settings left.*

SuperUseCases:

User Interface

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### Speed

*This option gives the option to change the speed setting between:*

1. Low (default)
2. Medium
3. High

SuperUseCases:

User Interface

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## Start or Stop

*Pushing this button when the chair is not running will start the massaging process. Pushing the button while the chair is running will stop the massaging process.*

### SuperUseCases:

User Interface

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## User Interface

*The User Interface is the only component of the chair that is directly accessible to the user. It is a small screen with a set of buttons that are each assigned to a certain option corresponding to the screen. The screen presents a main menu of options, allowing the user to configure the chair in a number of different areas. They are:*

1. Start/Stop
2. Speed
3. Body Setting
4. Massage Method
5. Heat Setting
6. Automatic Timer
7. Save Settings

*The screen changes to a sub-menu when the user chooses one of the options from the main menu, excluding "Start/Stop". Each sub-menu gives its own set of options, thus changing the role of the buttons on the interface to correspond with these new options. A "default" option is provided in each of these sub-menus, and will be used after "Start" is selected if the user does not enter that particular sub-menu.*

### Relations:

**itsUser**

### SubUseCases:

Start or Stop  
Save Settings  
Heat Setting  
Speed  
Massage Method  
Automatic Timer  
Body setting

Good job, go for it.



# COMPONENTS

## Chair

### COMPONENT SETTINGS:

Build type: Executable

### CONFIGURATIONS:

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#### **DefaultConfig**

Scope type: Explicit

Instrumentation type: None

Time-model type: Real-time

Statechart generation type: Flat

### FILES AND FOLDERS:

#### Explicit scope:

Package: Chair