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# Project

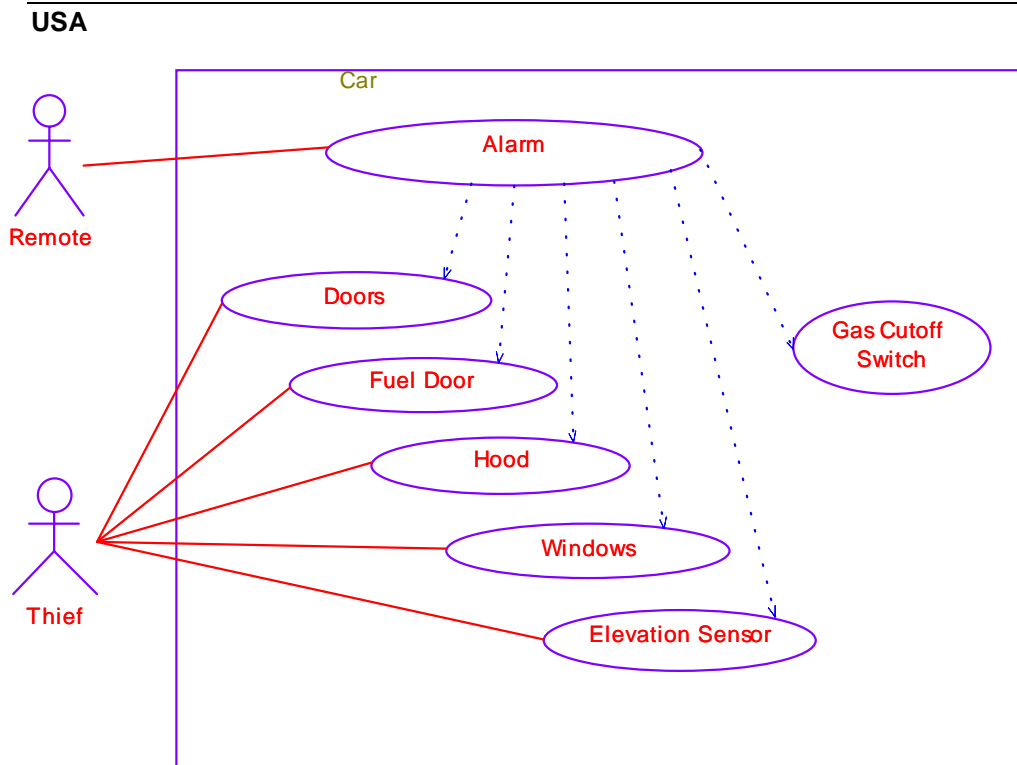
## Report on Configuration DefaultConfig

This is OK, however you need some comments on your attributes.

# PACKAGES

## Default

### USE CASE DIAGRAMS:



### GLOBALS:

#### Relations:

##### **itAlarmClass**

Composition of AlarmClass, Multiplicity of 1, Uni-directional

##### **itsHorn**

Composition of Horn, Multiplicity of 1, Uni-directional

##### **itsGasCutoffSwitch**

Composition of GasCutoffSwitch, Multiplicity of 1, Uni-directional

#### Instantiated Relations:

##### **itsHorn**

of itAlarmClass with itsHorn

##### **itsGasCutoffSwitch**

of itsHorn with itsGasCutoffSwitch

## CLASSES:

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### AlarmClass

*If any of the attributes are set to one through the keyboard, then the alarm will be triggered.*

Relations:

**itsHorn**

**AlarmTriggered**

Association with Horn, Multiplicity of 1, Uni-directional

Operations:

**Message\_1**

Primitive-operation , Public, Return type is void

Attributes:

**DoorTrigger**

Type of int, Public

**ElevationSensorTrigger**

Type of int, Public

**FuelDoorTrigger**

Type of int, Public

**HoodTrigger**

Type of int, Public

**WindowsTrigger**

Type of int, Public

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### GasCutoffSwitch

*When the alarm is set off then the gas line is disconnected to the engine.*

Attributes:

**NoSupply**

Type of int, Public

**Supplied**

Type of int, Public

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### Horn

*Default state is the alarm silent. Any of the attributes in the Alarm class being set to one will cause the alarm to sound.*

Relations:

**itsGasCutoffSwitch**

**HornTriggered**

Association with GasCutoffSwitch, Multiplicity of 1, Uni-directional

Attributes:

**AlarmSilent**

Type of int, Public

**AlarmSound**

Type of int, Public

## ACTORS:

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### Remote

*The remote locks/unlocks the door and simultaneously enables the alarm.*

Relations:

**itsAlarm**

Association with Alarm, Multiplicity of 1, Bi-directional

**itsAlarm\_1**

Association with Alarm, Multiplicity of 1, Bi-directional

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## Thief

*An external entity that tries to gain access to the car.*

### Relations:

#### **itsDoors**

Association with Doors, Multiplicity of 1, Bi-directional

#### **itsFuel Door**

Association with Fuel Door, Multiplicity of 1, Bi-directional

#### **itsHood**

Association with Hood, Multiplicity of 1, Bi-directional

#### **itsWindows**

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Association with Windows, Multiplicity of 1, Bi-directional

#### **itsElevation Sensor**

Association with Elevation Sensor, Multiplicity of 1, Bi-directional

## USE CASES:

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### Alarm

*The alarm is engaged once the doors are shut and the windows are rolled up, the hood is shut, the fuel door is shut, and the engine is off.*

### Relations:

#### **itsRemote**

#### **itsRemote\_1**

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### Doors

*The door sensor keeps check if the door is locked, unlocked or being broken into.*

*If the door is tampered with, the alarm will sound.*

*The sensor in the door will send a signal to the alarm every time it is open or closed.*

### Relations:

#### **itsThief**

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### Elevation Sensor

*If the alarm is enabled and the car is attempted to be elevated the alarm will sound.*

*Elevation occurs it the car is being towed, or a tire is being changed and thus raising the car with a jack.*

*The elevation sensor in the door will send a signal to the alarm every time it is open or closed.*

### Relations:

#### **itsThief**

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### Fuel Door

*The fuel sensor keeps track that if the fuel door is open or close or being tampered with.*

*If the fuel door is tampered with, the alarm will sound.*

*The sensor in the fuel door will send a signal to the alarm every time it is open or closed.*

### Relations:

#### **itsThief**

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### Gas Cutoff Switch

*When the alarm sounds, the cutoff switch is simultaneously engaged.*

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**Hood**

*If the hood is tampered with, the alarm will go off.*

*The sensor in the hood will send a signal to the alarm every time it is open or closed.*

Relations:

**itsThief**

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**Windows**

*If any of the windows are tampered with, the alarm will sound.*

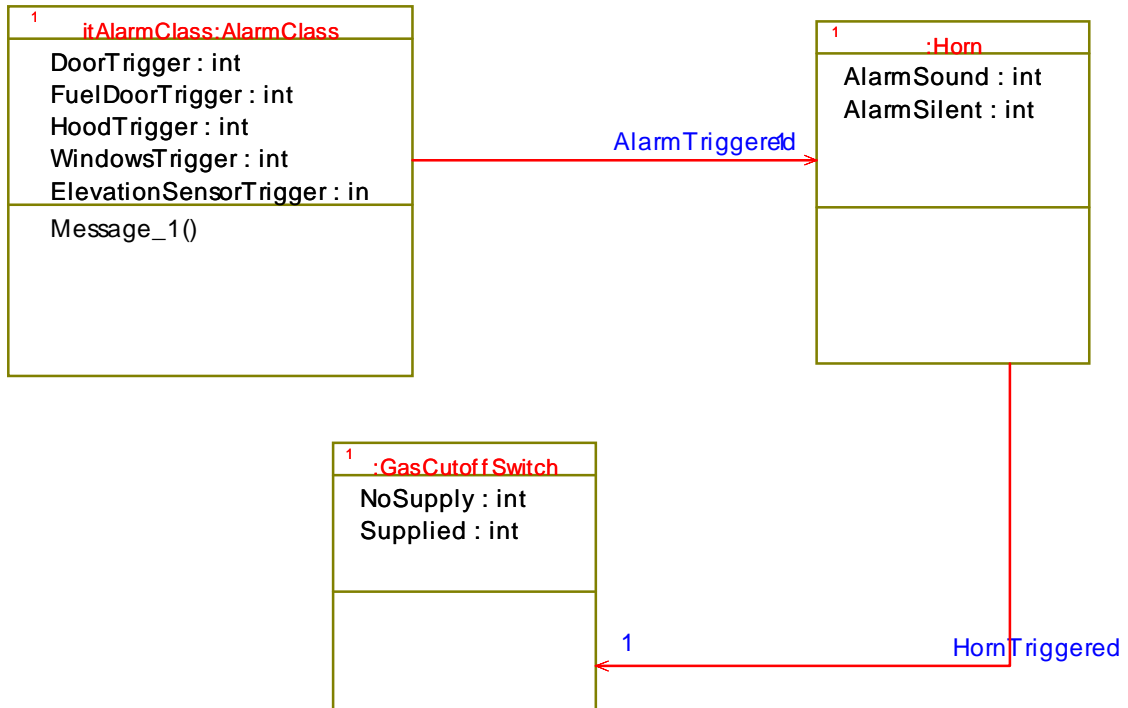
*The sensor in the windows will send a signal to the alarm every time it is open or closed.*

Relations:

**itsThief**

# OBJECT MODEL DIAGRAMS

USA



# COMPONENTS

## DefaultComponent

### 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: