

Manufacturing/Printing System Simulator - a Design Fest proposal -

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Team Members:

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Overview

We've provided four diagrams to describe our manufacturing system simulator: a diagram to describe the messages sent between the controller and the simulator, the class diagram for our system, and two sequence diagrams showing how a widget is injected into our system and how a widget transitions from a travel route through a waypoint (and hence how widgets move through our system.)

Assumptions

- Simulator runs in separate process or on separate computer from controller, communicating over stream sockets
- Waypoints operate autonomously, without constant direction from controller
- Controller can change behavior of waypoint at any time by sending a configuration message
- Scenario definition is read-in at runtime, describing waypoint and travel route topology and properties, sensor locations, and rate of simulation

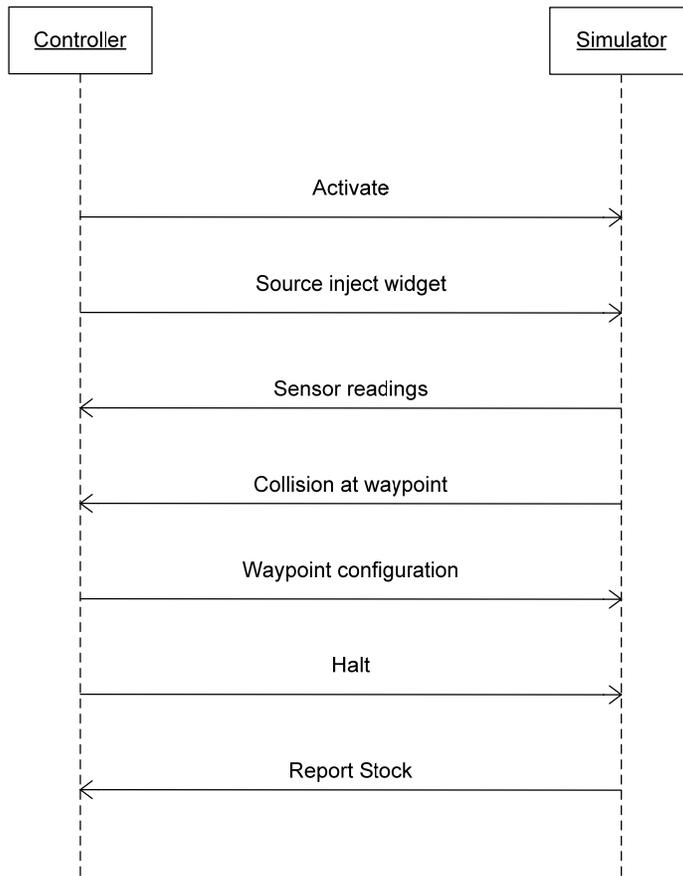


Figure 1. System-Level Communication.

Note- this is a catalog of the messages between the controller and the simulator, **not** a sequence diagram.

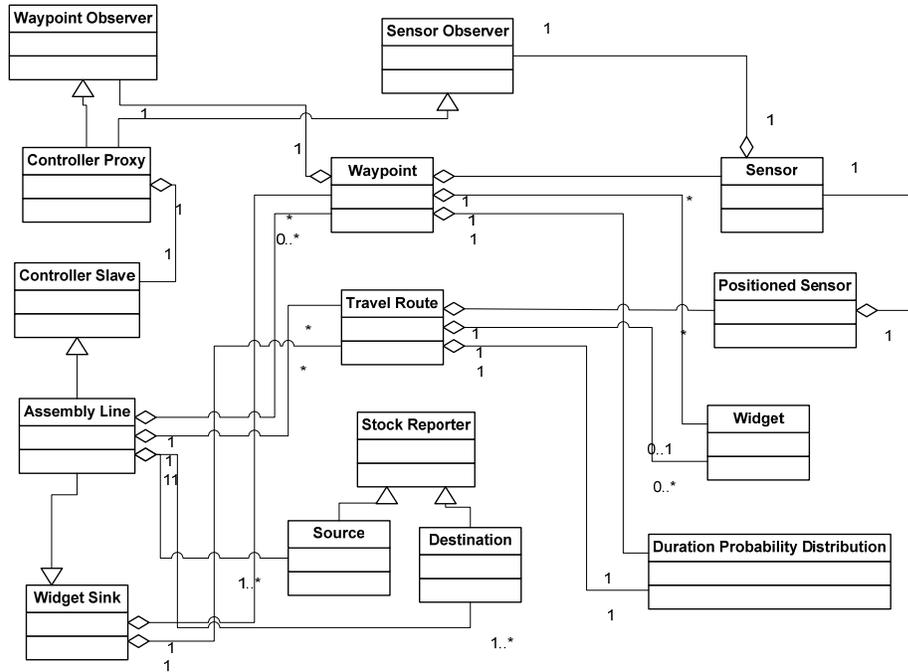


Figure 2. Manufacturing System Simulator Class Diagram

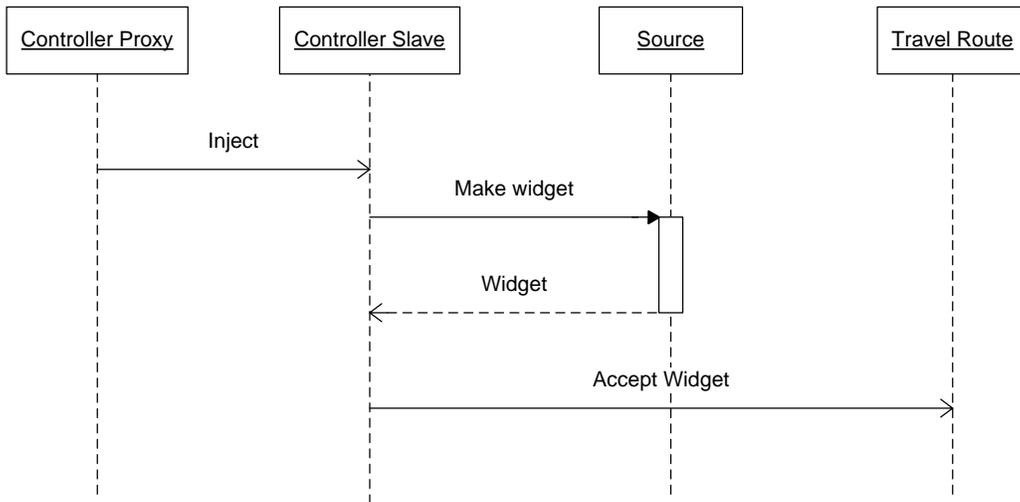


Figure 3. Source inject widget

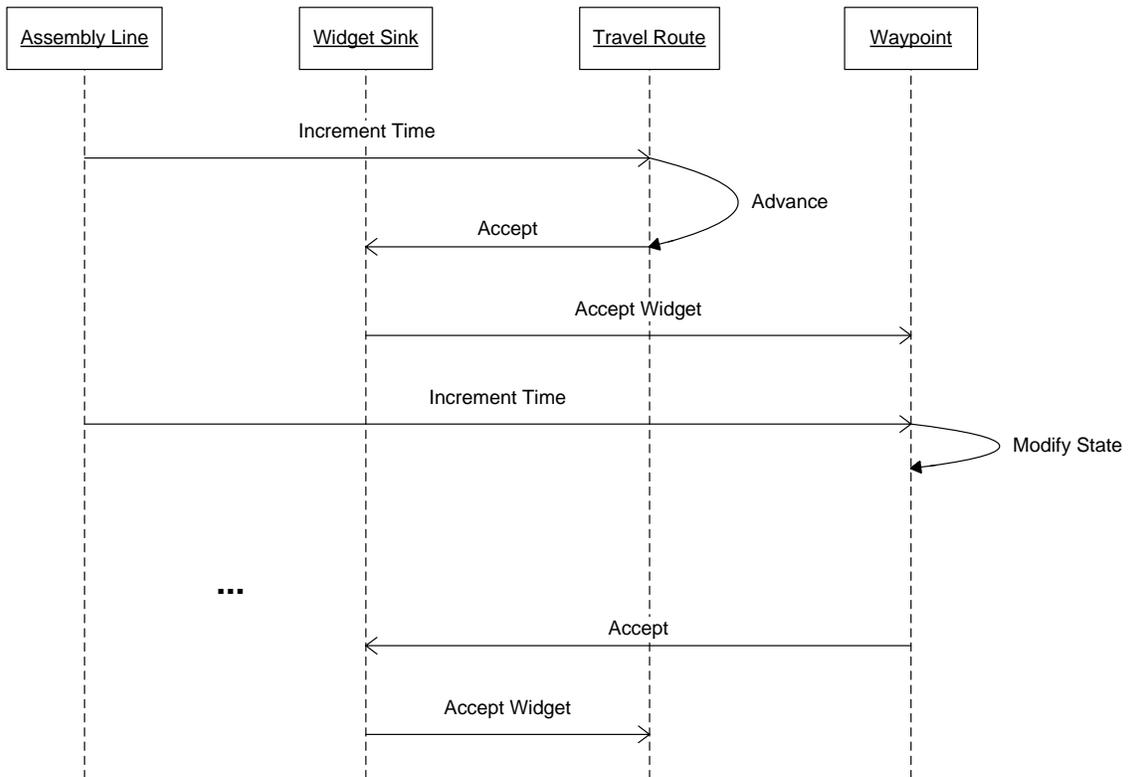


Figure 4. Widget transition from Travel Route through Waypoint

Lessons Learned

- At the beginning it's difficult to "flow" when you don't know your team members
- The role of the moderator is quite important to assure the achievement of the objectives, especially at the beginning.
- You must speak very clearly when working with people from different technical backgrounds
- When everybody seems to not understand what you are saying, think about clarifying your idea, maybe you don't really understand it in the first place.
- When the time is limited, don't hesitate to call the domain expert, he could save you a lot of work and time.
- Someone from the DesignFest team should give you a brief introduction of the work to be done. Many ideas could be clarified from the beginning.