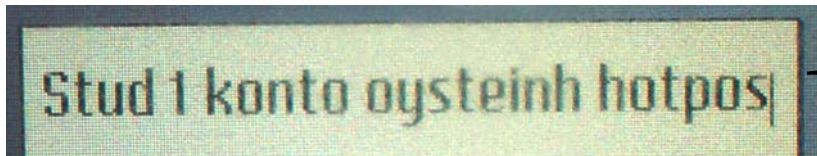




# More than one service

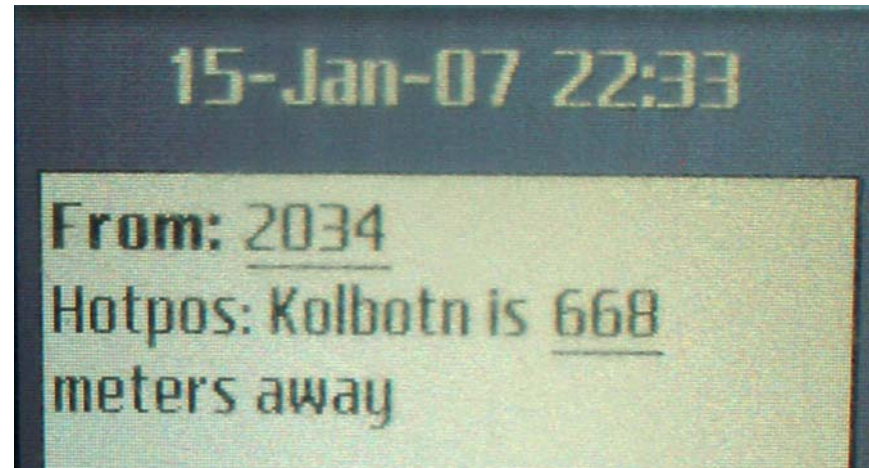
Version 091016  
ICU 2-4

# Hotpos: finding out where you are



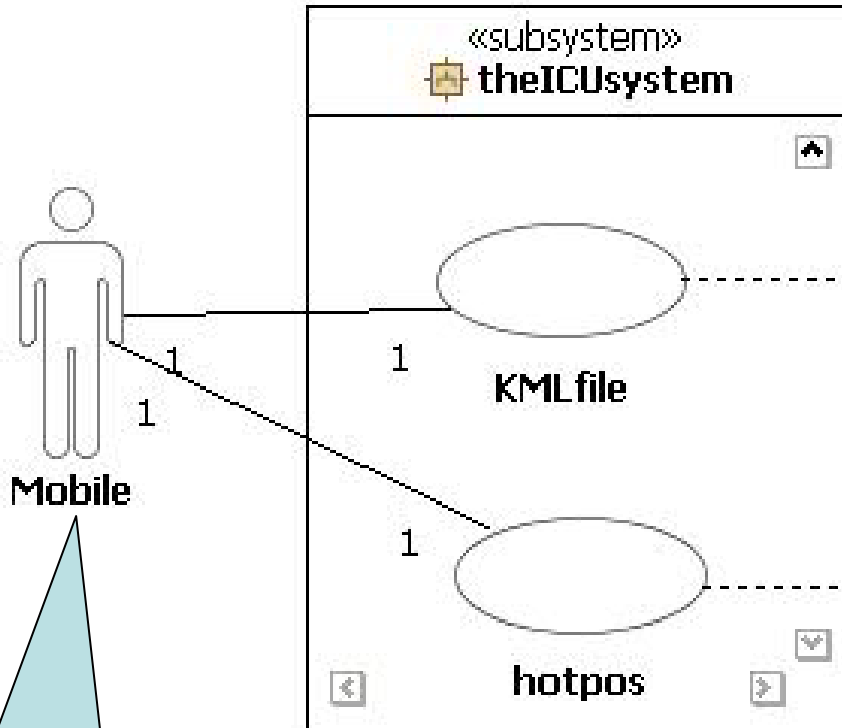
Stud 1 konto oystein h hotpos

to 2034  
(Telenor!!!)



15-Jan-07 22:33  
From: 2034  
Hotpos: Kolbotn is 668  
meters away

# Adding a new service

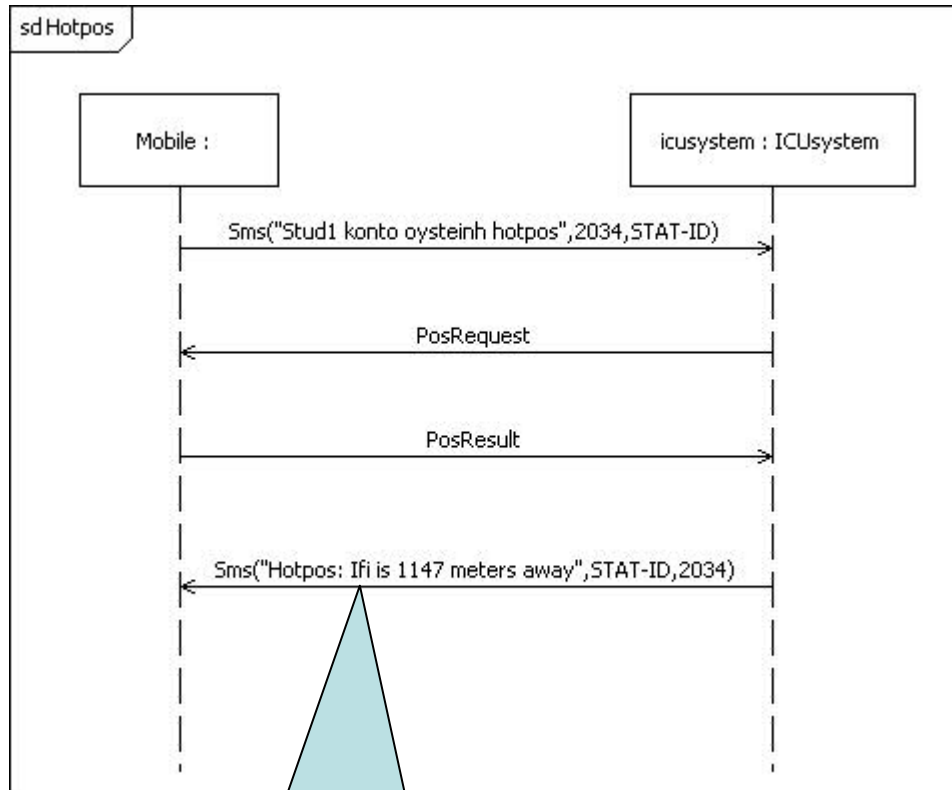


Stud1 konto oystein h KML  
Write out a .kml file to be  
read by GoogleEarth to  
place Mobile on the map

Stud1 konto oystein h hotpos  
Send back an SMS with info  
on where the user is relative  
to some hotspots.

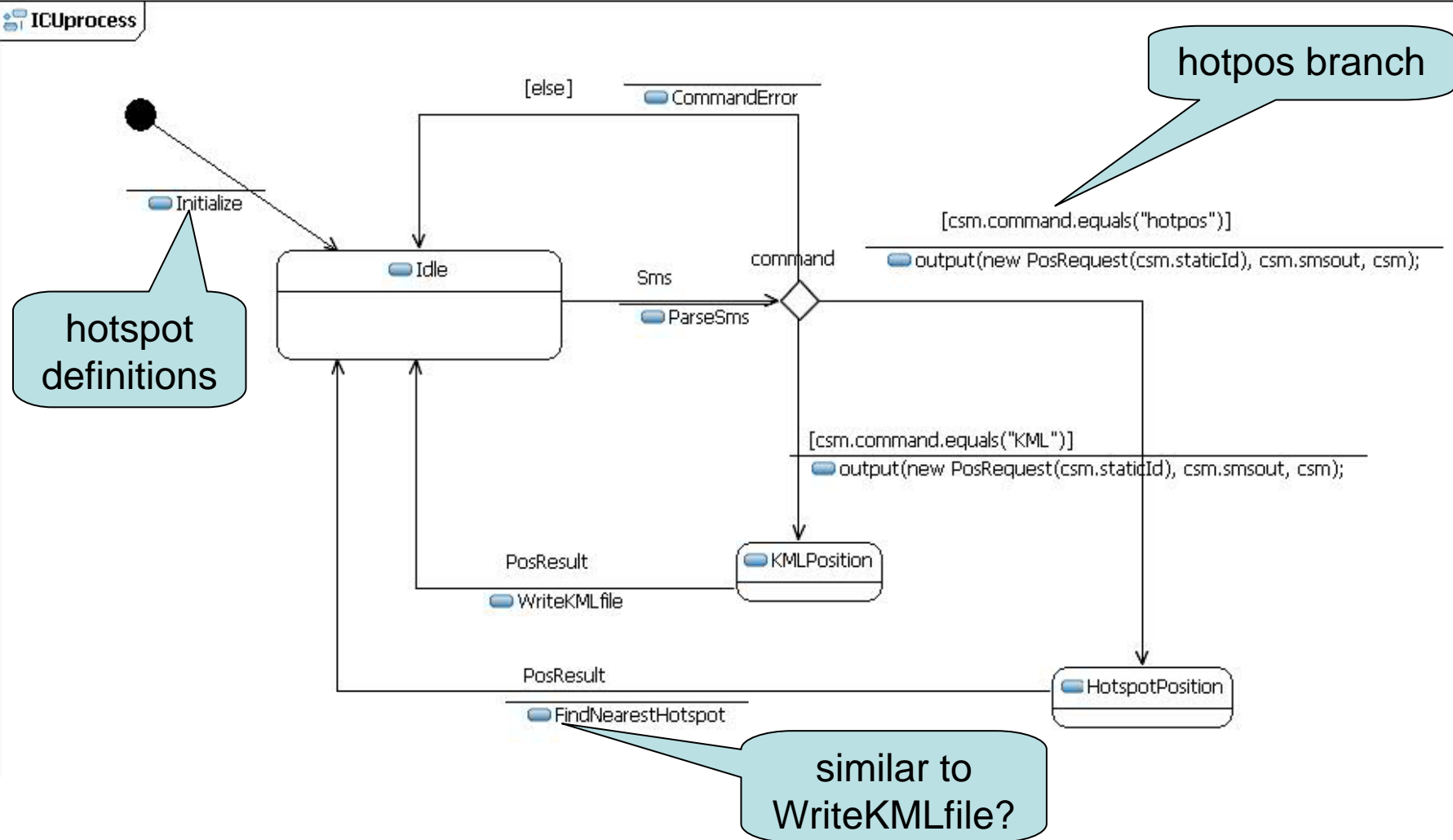
only one user at a time

# Hotpos described by a sequence diagram



need to know where Ifi is

# The modified ICUprocess





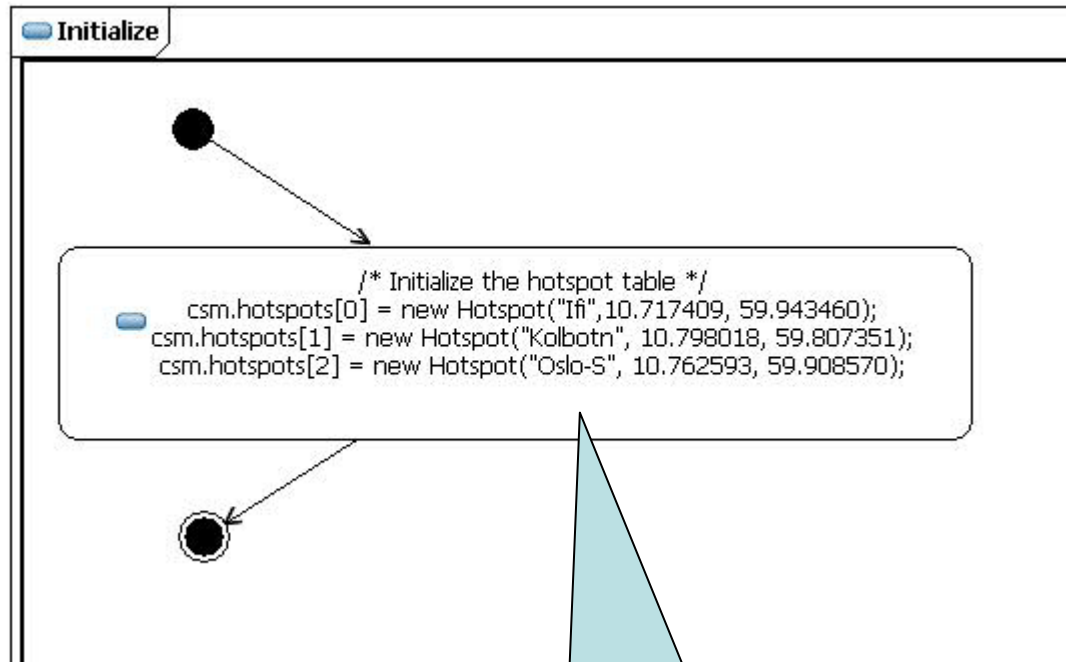
## Buzz 1: Why limiting to one user?

- Make up pairs with one person just beside you
- Discuss for 3 minutes why we have restricted the system to consider only one user at the time

# Hardcoding the hotspots

Initialize

```
/* Initialize the hotspot table */  
csm.hotspots[0] = new Hotspot("Ifi", 10.717409, 59.943460);  
csm.hotspots[1] = new Hotspot("Kolbotn", 10.798018, 59.807351);  
csm.hotspots[2] = new Hotspot("Oslo-S", 10.762593, 59.908570);
```



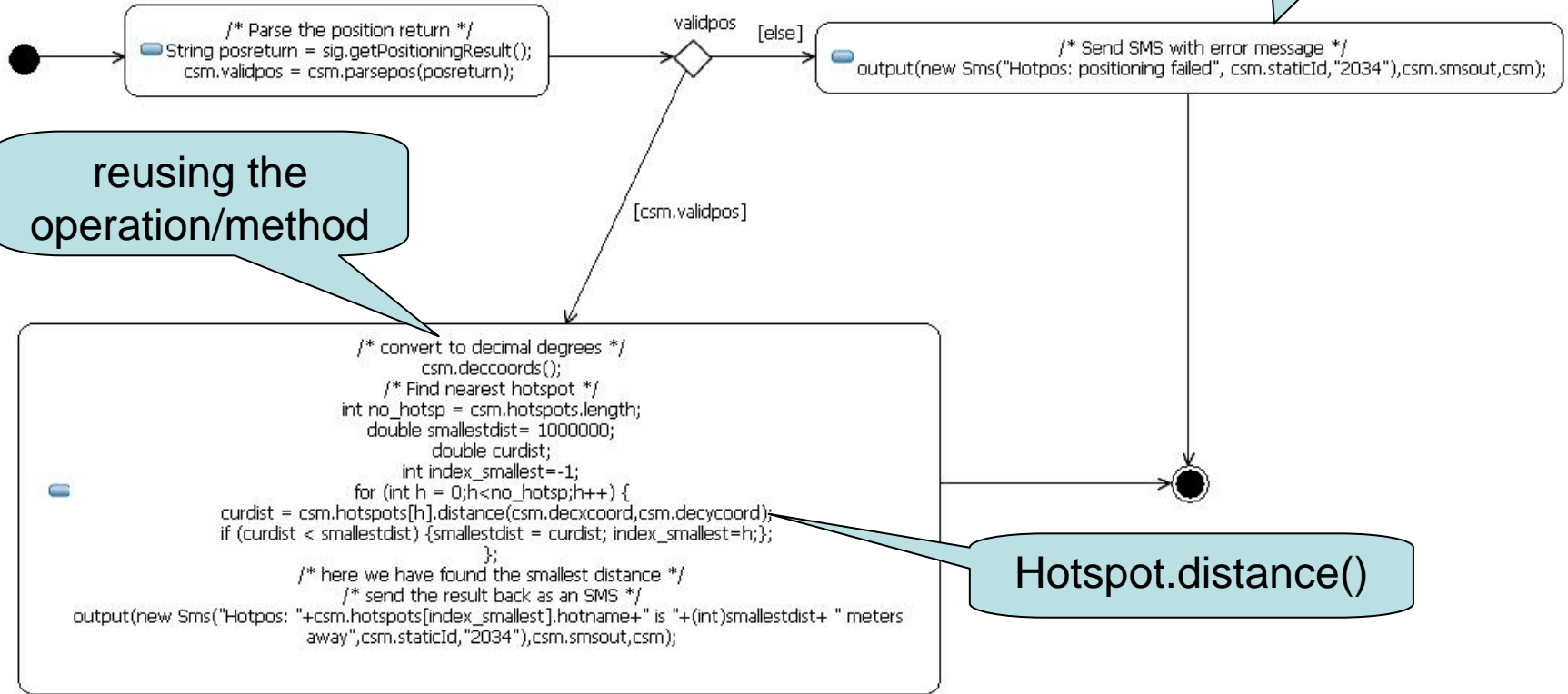
Feel free to add your own hotspots. Remember to change the size of the array

# FindNearestHotspot

a little robustness,  
but it does not  
cover no return

FindNearestHotspot

FindNearestHotspot

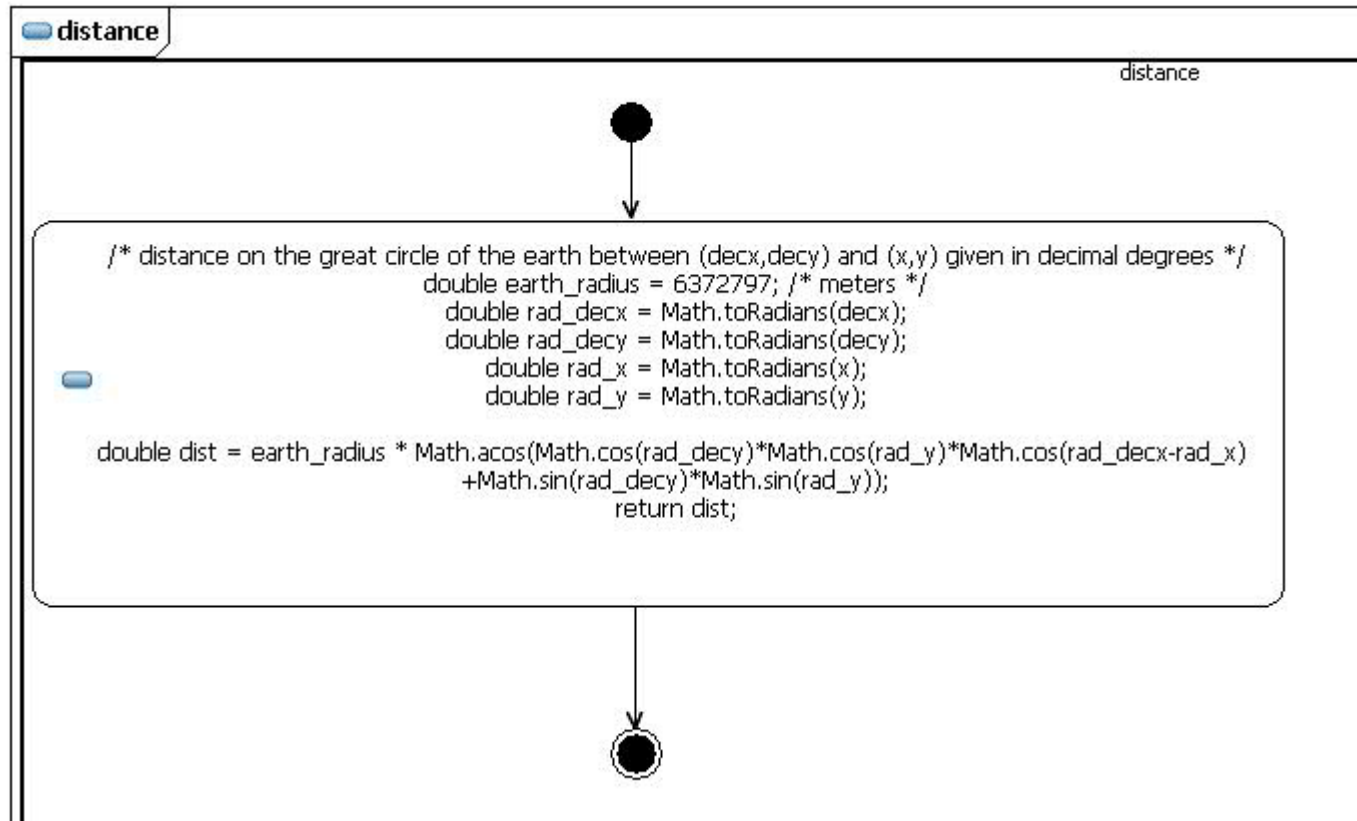


reusing the  
operation/method

Hotspot.distance()



# Hotspot.distance()

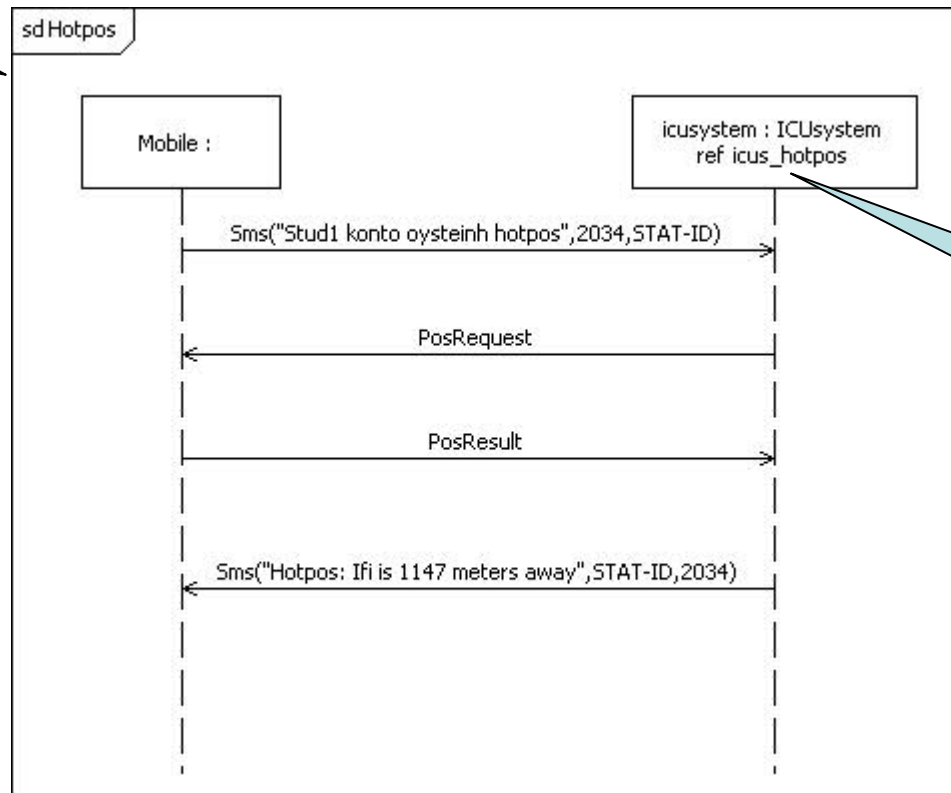


## Separation of concerns

- We want to separate different concerns of the ICU system through using separate state machines that communicate
- The architecture of the ICUSystem will evolve
- One process controls
  - the handling of SMSes
  - and the production of the KML file
- One process controls the handling of the data
  - which are still going to be hard coded (for now)
- These processes communicate with signals that we define ourselves

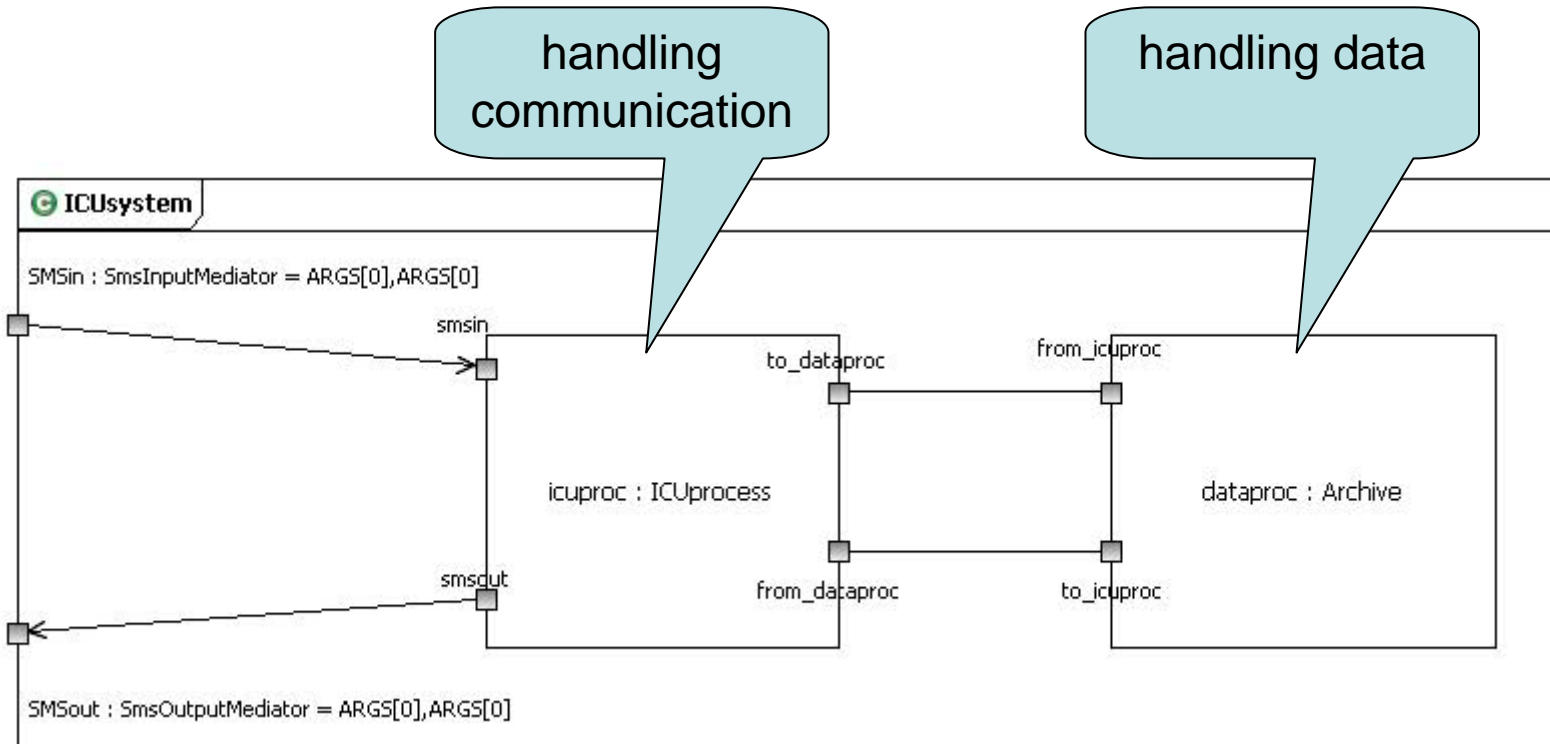
# Hotpos service – as seen from the context

very similar  
to ICU2!



what is this?

# Inside the ICUsystem



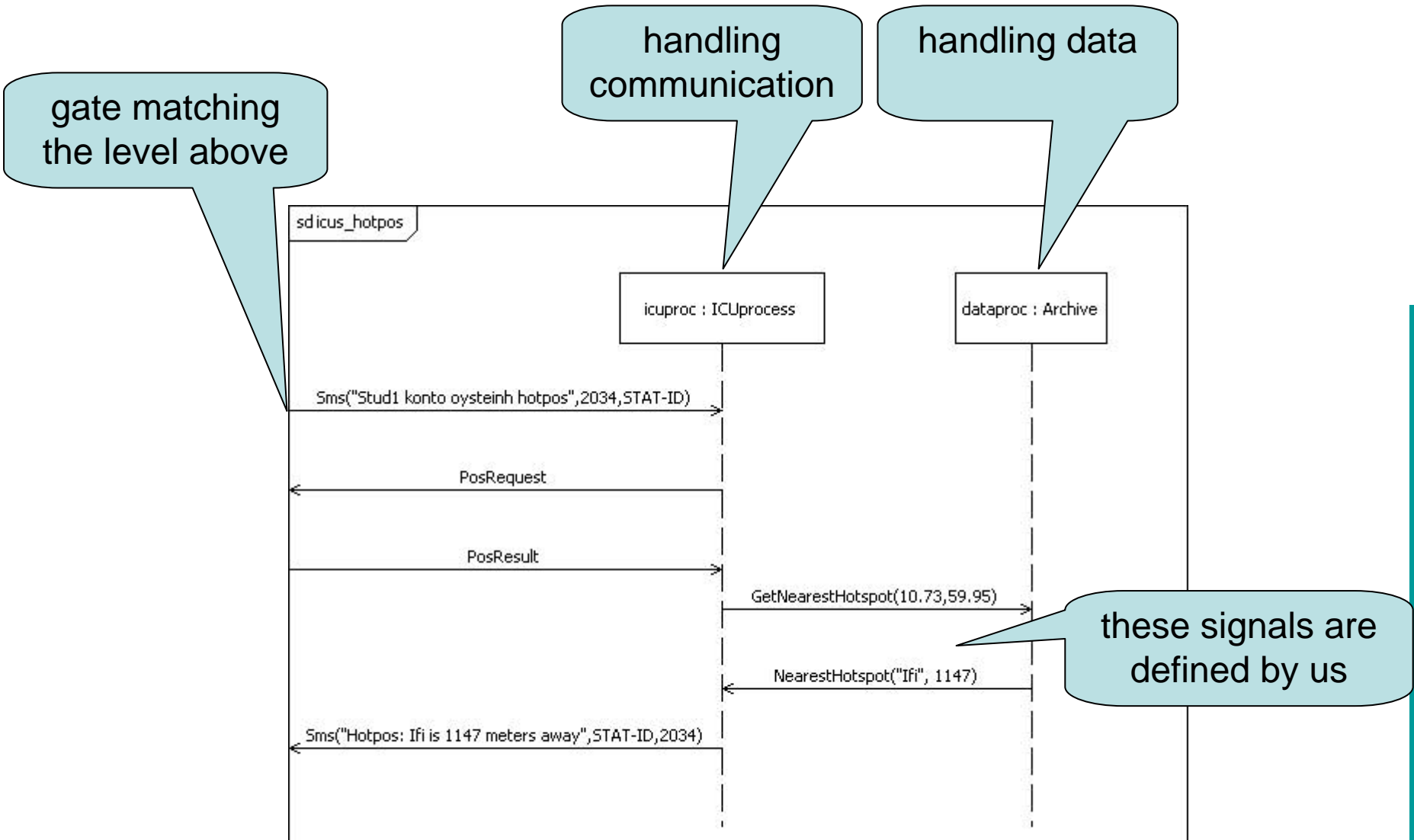
# Decomposing the ICUsystem

The screenshot shows a software development environment with the following components:

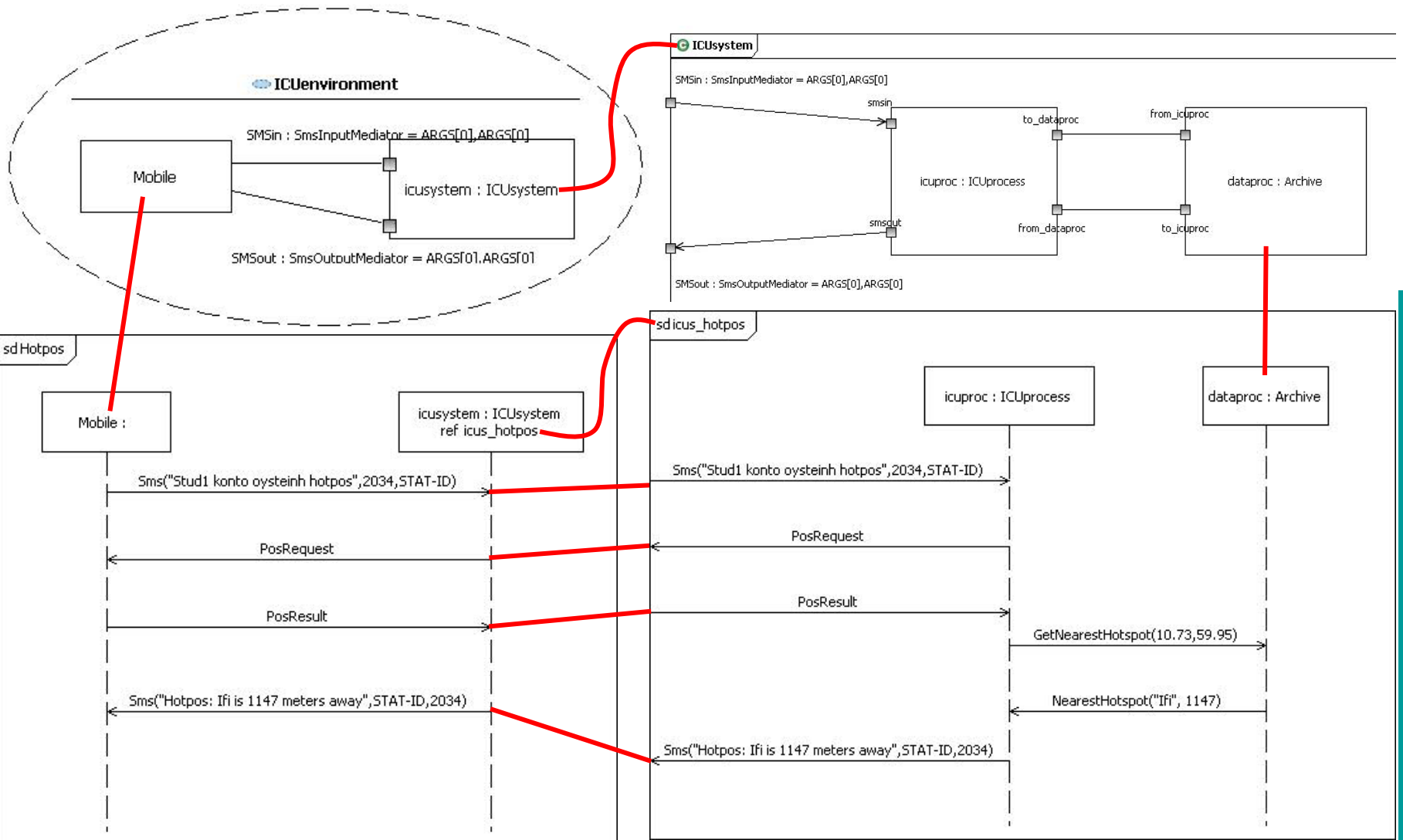
- Project Explorer:** A tree view of the project structure. The 'Hotpos' class is highlighted in red.
- Class Browser:** A list of classes and methods for the 'Hotpos' class, including 'Selection', 'Group', 'Comment', 'Interaction', 'Lifeline', 'Interaction Use', 'Execution Specification', 'State Invariant', 'Combined Fragment', 'Separator', 'Guard', 'Continuation', and 'Messages'.
- Sequence Diagram:** A diagram titled 'sd Hotpos' showing interactions between 'Mobile :' and 'icuisystem : ICUsystem ref icus\_hotpos'. The interactions are:
  - 'Sms("Stud1 konto oystein h hotpos",2034,STAT-ID)' (outgoing)
  - 'PosRequest' (incoming)
  - 'PosResult' (outgoing)
  - 'Sms("Hotpos: Ifi is 1147 meters away",STAT-ID,2034)' (incoming)

A red line connects the 'Hotpos' class in the Project Explorer to the 'sd Hotpos' diagram. A callout bubble points to the 'icuisystem : ICUsystem' object in the diagram with the text 'part decomposition'.

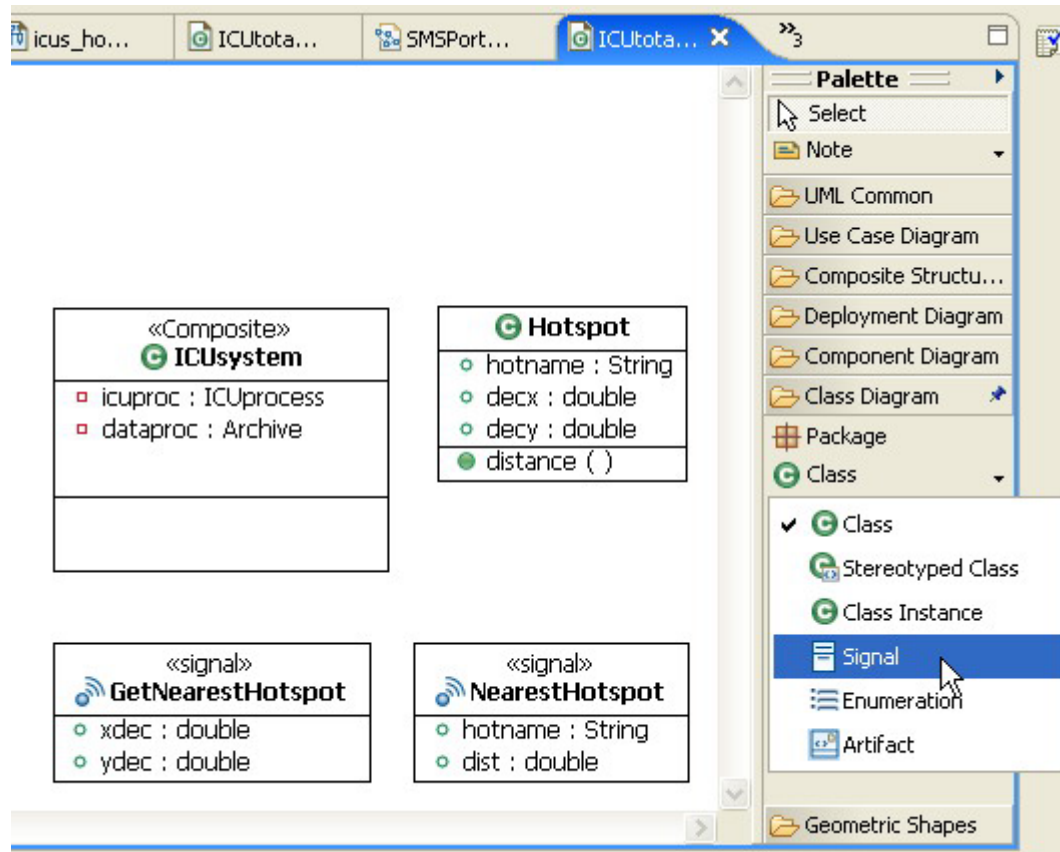
# The behavior inside ICUsystem



# The essence of decomposition

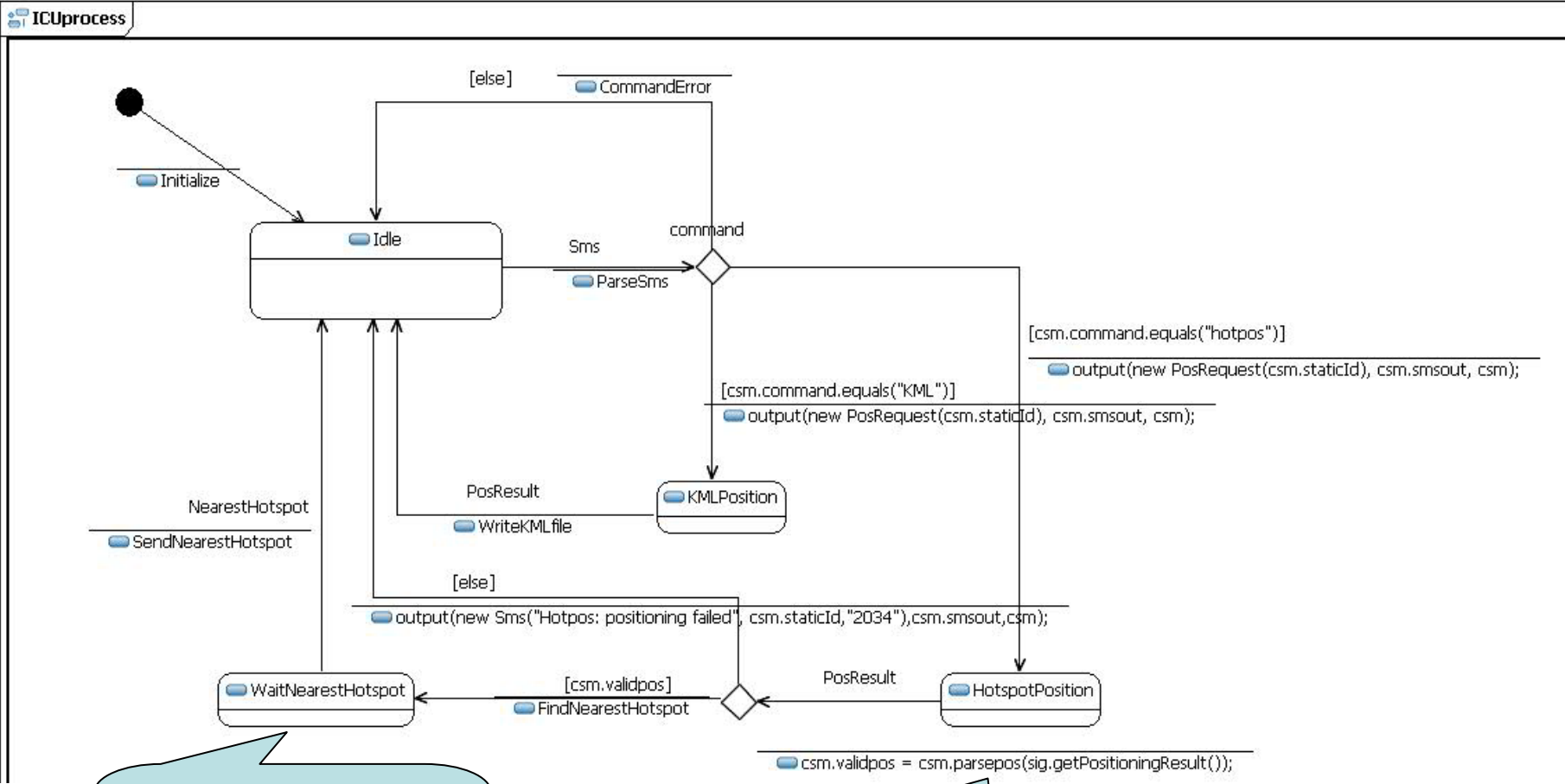


# The classes and signals





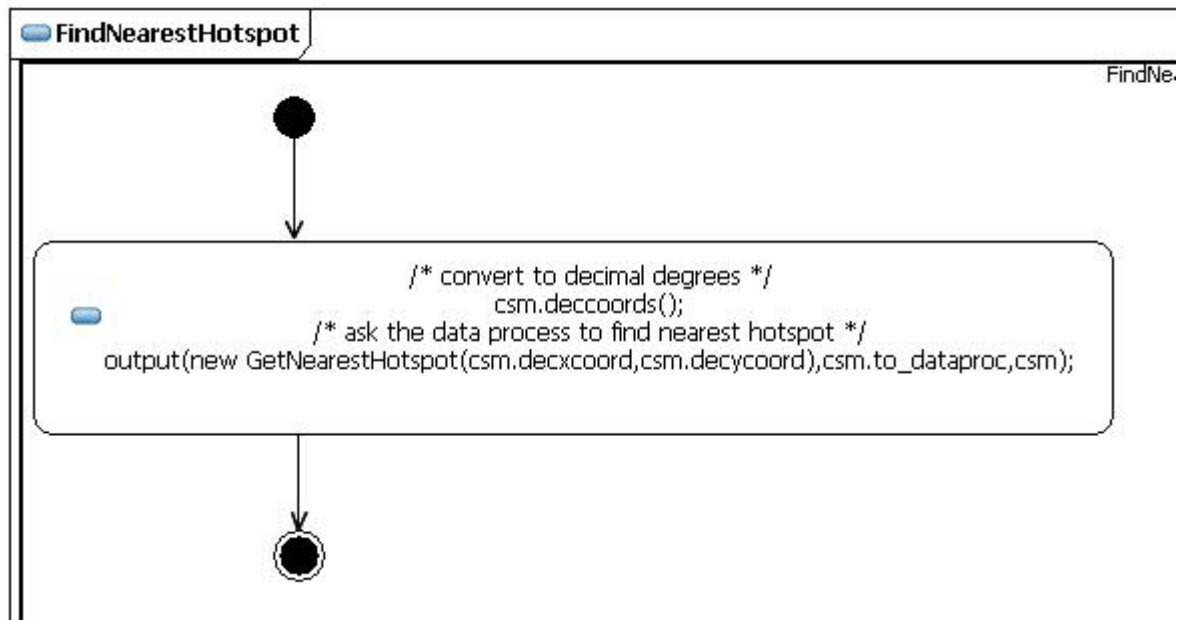
# ICUprocess revisited (when intro Archive)



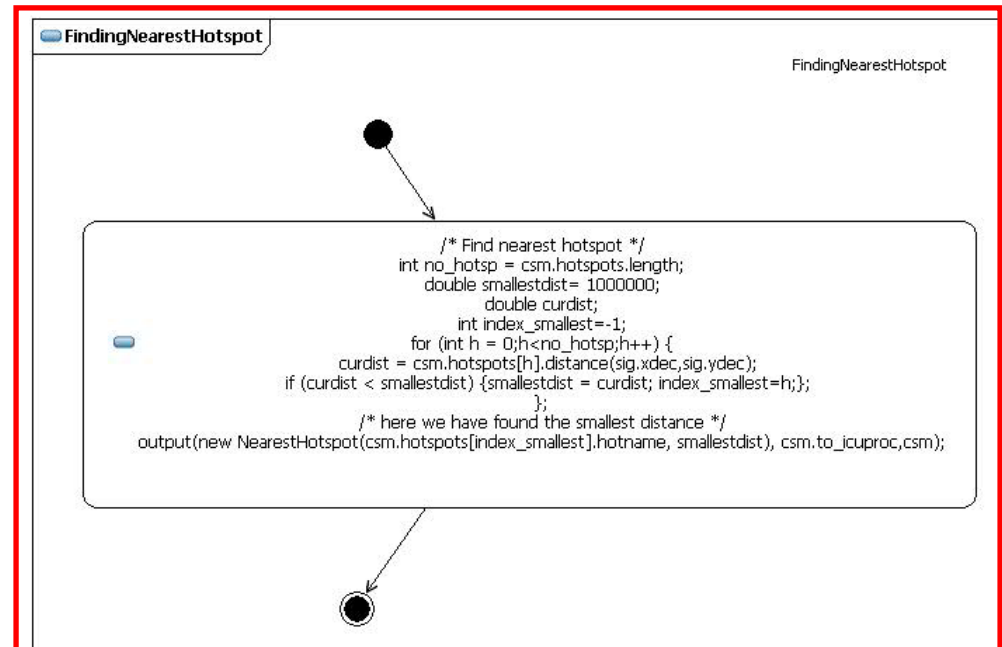
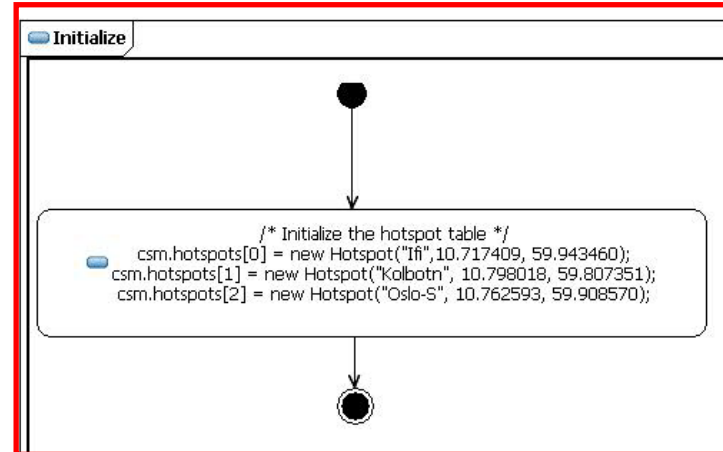
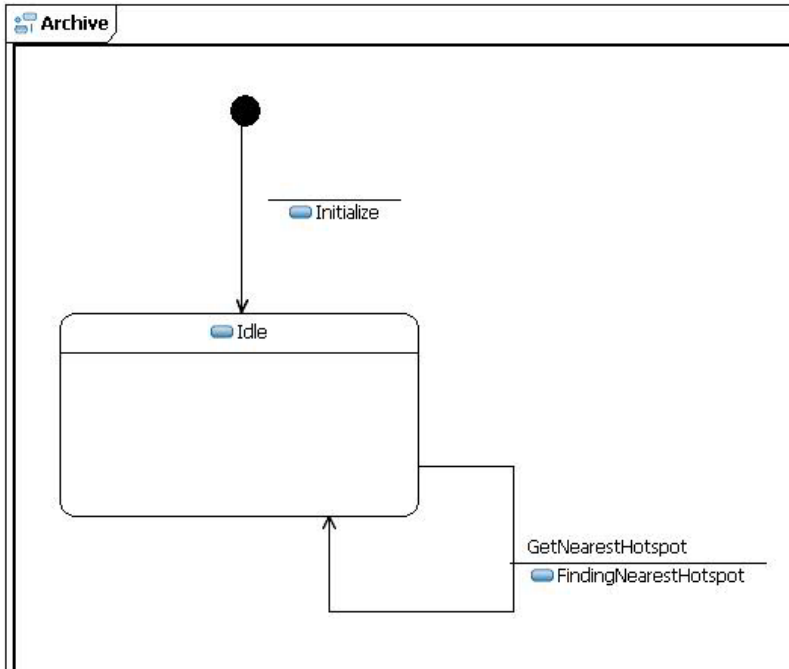
Here the data process does the calculations

FindNearestHotspot has been split up

# FindNearestHotspot has become pure sending



# Archive – the data process





## Buzz 2: Why the Archive process?

- Pair up with another student
- Discuss 3 minutes what benefits there are with introducing the Archive process

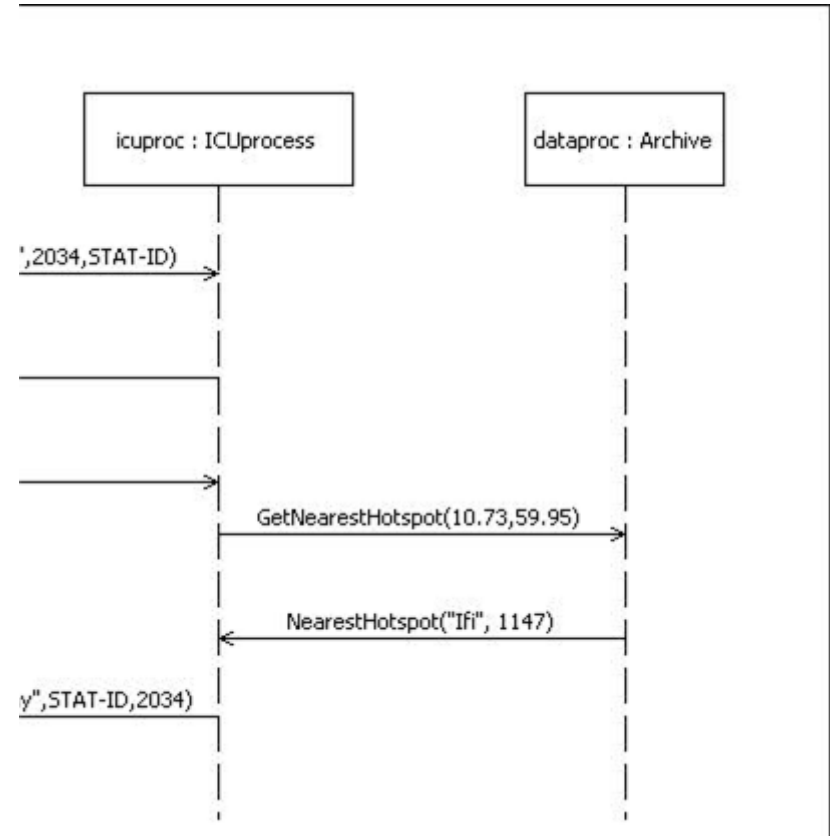


## Why the separate data process?

- Isolate the work on the (semi-)persistent data
  - we shall later show how the handling of data can change without changing its interfaces
- Provide a simple critical region
  - this will be clearer later when we interface to a database system that works concurrently with our system
- The Archive process and the ICUprocess can be designed by different persons

# How to make the protocol with the Archive?

- Signals close to the application
  - this is what we have chosen
  - we want to branch on signals rather than on data
- Signals close to data
  - such as e.g. SQL
  - most important information will be in the parameters and branching will be on decision-nodes
- Do not worry about having too many signal types!

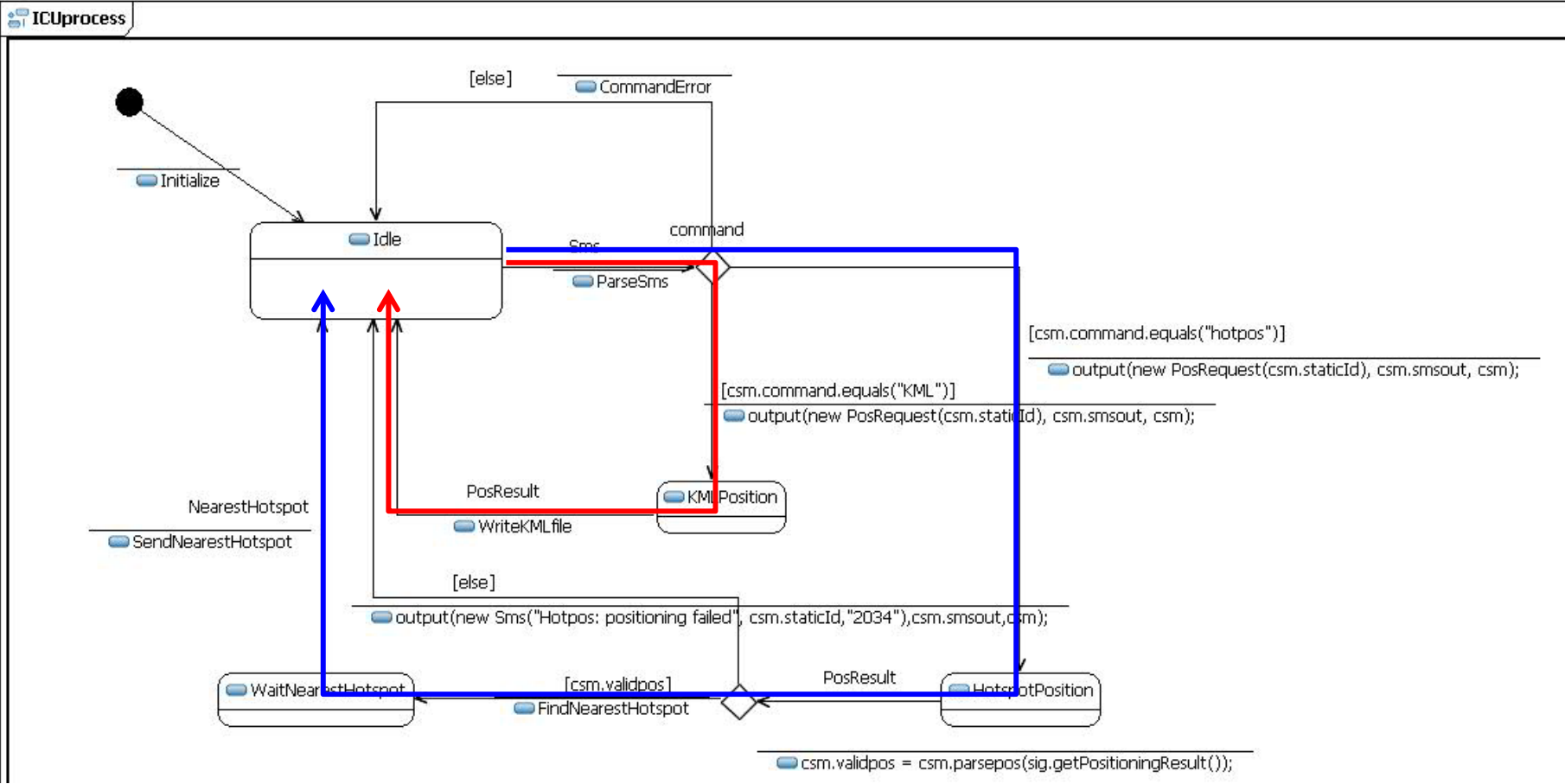




## Services as Submachine States

... but we have only one sequential process

# ICUprocess serving 2 services

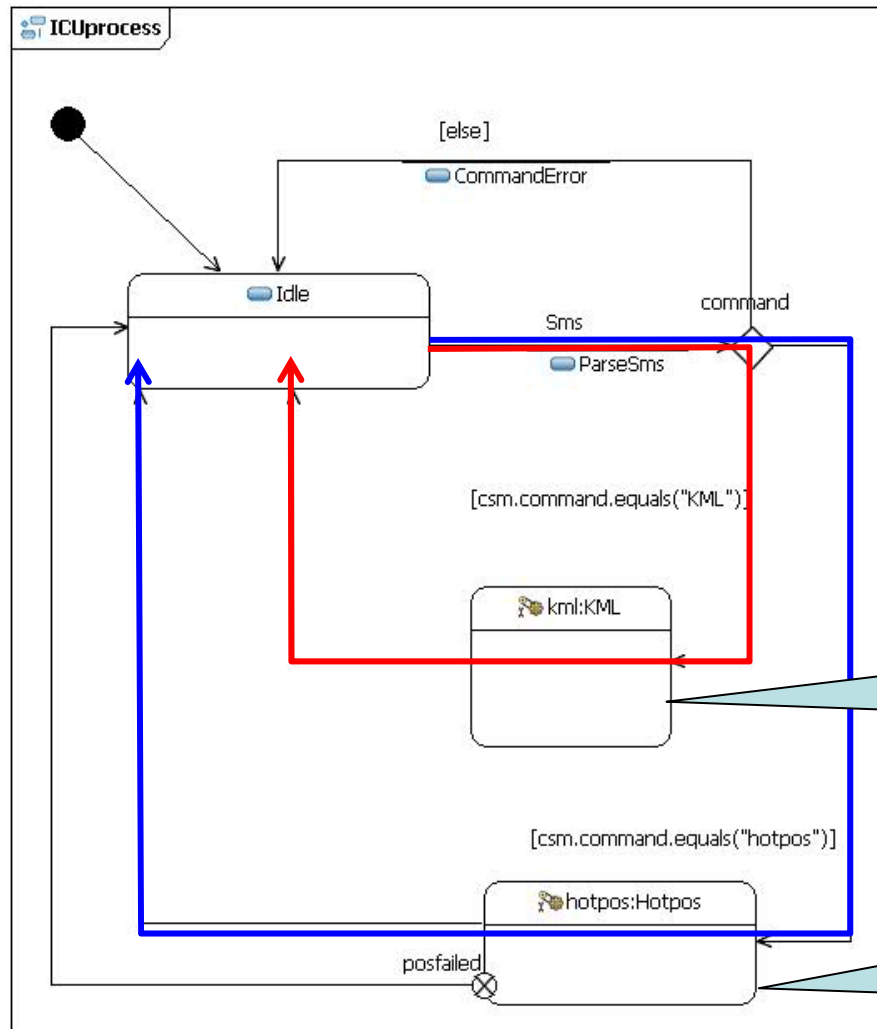




# Separation of Concerns

- Isolate reusable functions
  - through operation/method: *parsepos* and *deccoords*
- Separate independent concurrent tasks
  - through parts in composite structures: *icuproc* and *dataproc*
- Separate different alternating services
  - through submachinestates of internal state machines
  - *KML* and *Hotpos*
  - We have introduced the following invariant:
    - One user (defined by one mobile telephone) can only be involved in one (top level) service at one instant

# ICUprocess with 2 submachine states



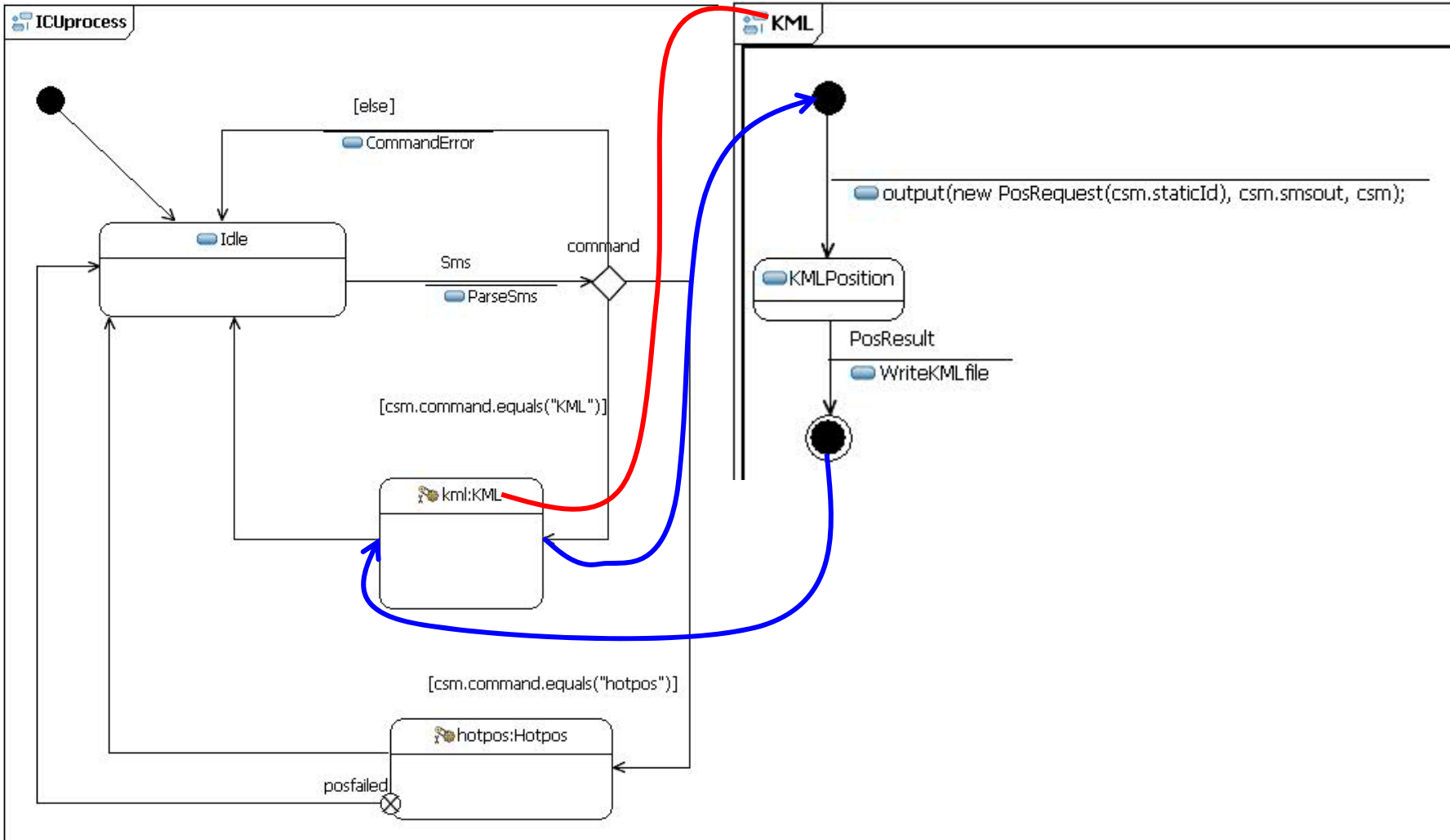
These state machines are not concurrent!

Each submachine state refers to a state machine

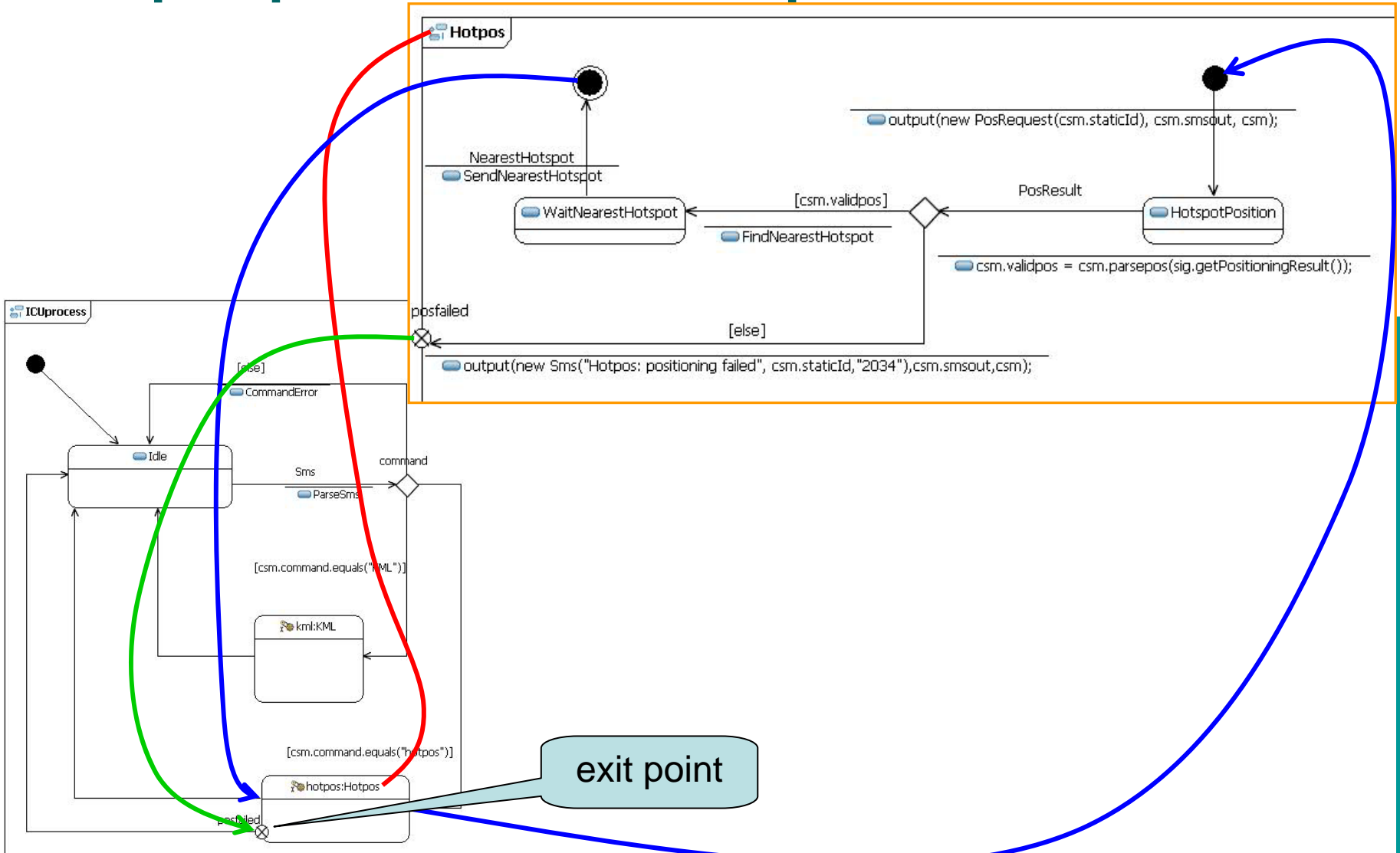
# Submachine states

- Submachine states are states
- Submachine states have a state machine definition
  - but at the level of the submachine state, they are perceived only as states
- Submachine states are compiled into JavaFrame composite states
  - which must not be confused with composite structures!!!
  - UML also has something called "composite states" but they are not as powerful as submachine states. The JavaFrame compiler does not recognize UML composite states.

# KML process inside ICUprocess

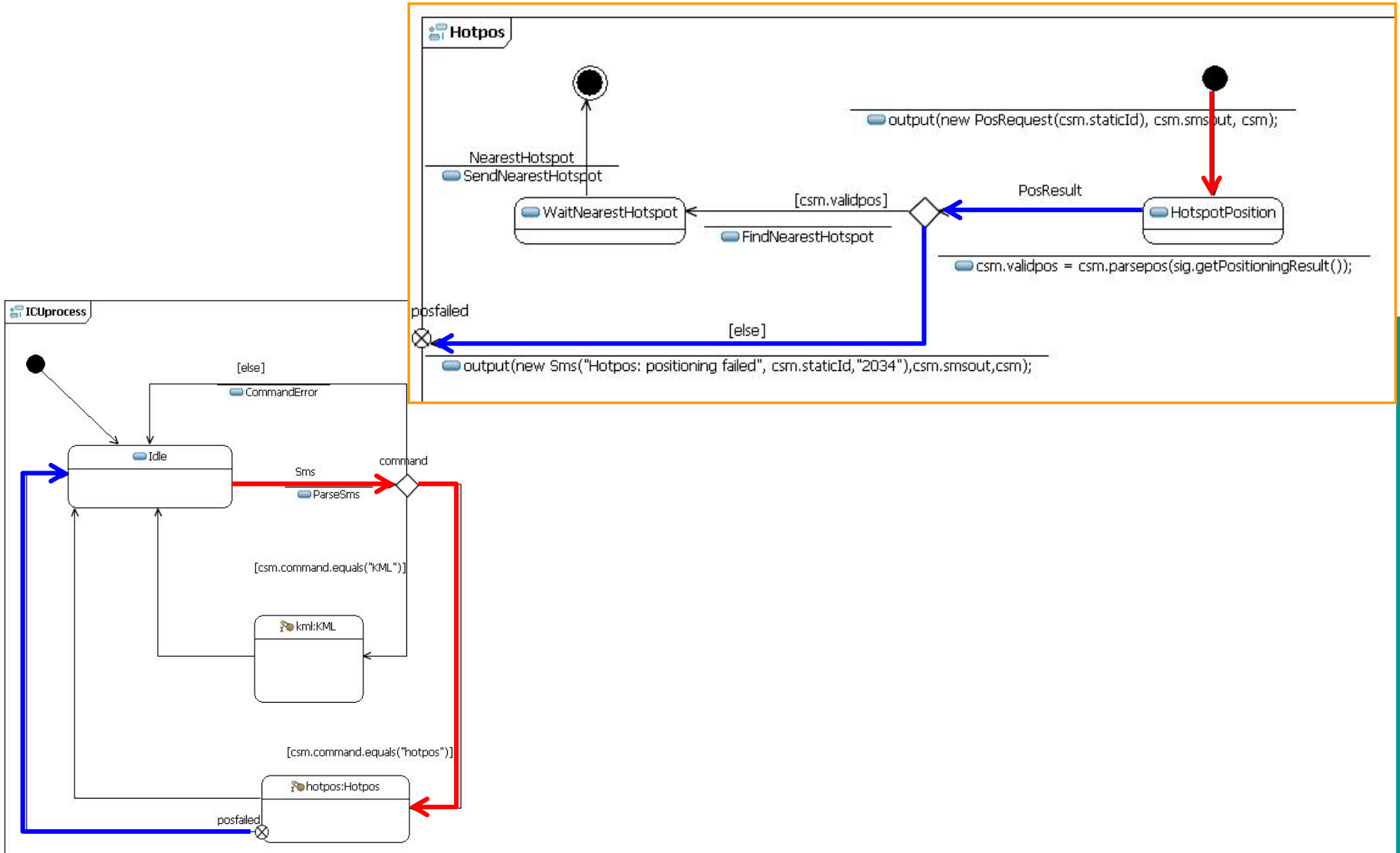


# Hotpos process inside ICUprocess



exit point

# Two assembled transitions



# Execution as seen from JFTrace/JFDebug

Filtered Trace from /127.0.0.1:54321 at 2007-02-18 14:19:21.497

2 processes

Stack of states

Time	State Machine	Current State	Input	Transition Behaviour	State
0	New ICUsystem_ICUprocess@3f3aac99				
0	New ICUsystem_Archive@3226ac99				
1803	ICUsystem_ICUprocess@3f3aac99	null	StartMessage@3e27ec99		Idle
1803	ICUsystem_Archive@3226ac99	null	StartMessage@325bac99		Idle
45065	ICUsystem_ICUprocess@3f3aac99	Idle	Sms@55062c99 (Stud1 konto oystein h hotpos, 2034, A-HAUGEN)	Output PosRequest@6c19ec99	HotspotPosition^hotpos
47508	ICUsystem_ICUprocess@3f3aac99	HotspotPosition^hotpos	PosResult@57836c99	Output GetNearestHotspot@11c06c99 (10.744166666666667, 59.93138888888889)	WaitNearestHotspot^hotpos
47759	ICUsystem_Archive@3226ac99	Idle	GetNearestHotspot@11c06c99 (10.744166666666667, 59.93138888888889)	Output NearestHotspot@2b6eac99 (lfi, 2006.3401083482877)	Idle
47809	ICUsystem_ICUprocess@3f3aac99	WaitNearestHotspot^hotpos	NearestHotspot@2b6eac99 (lfi, 2006.3401083482877)	Output Sms@2e5a6c99 (Hotpos: lfi is 2006 meters away, A-HAUGEN, 2034)	Idle

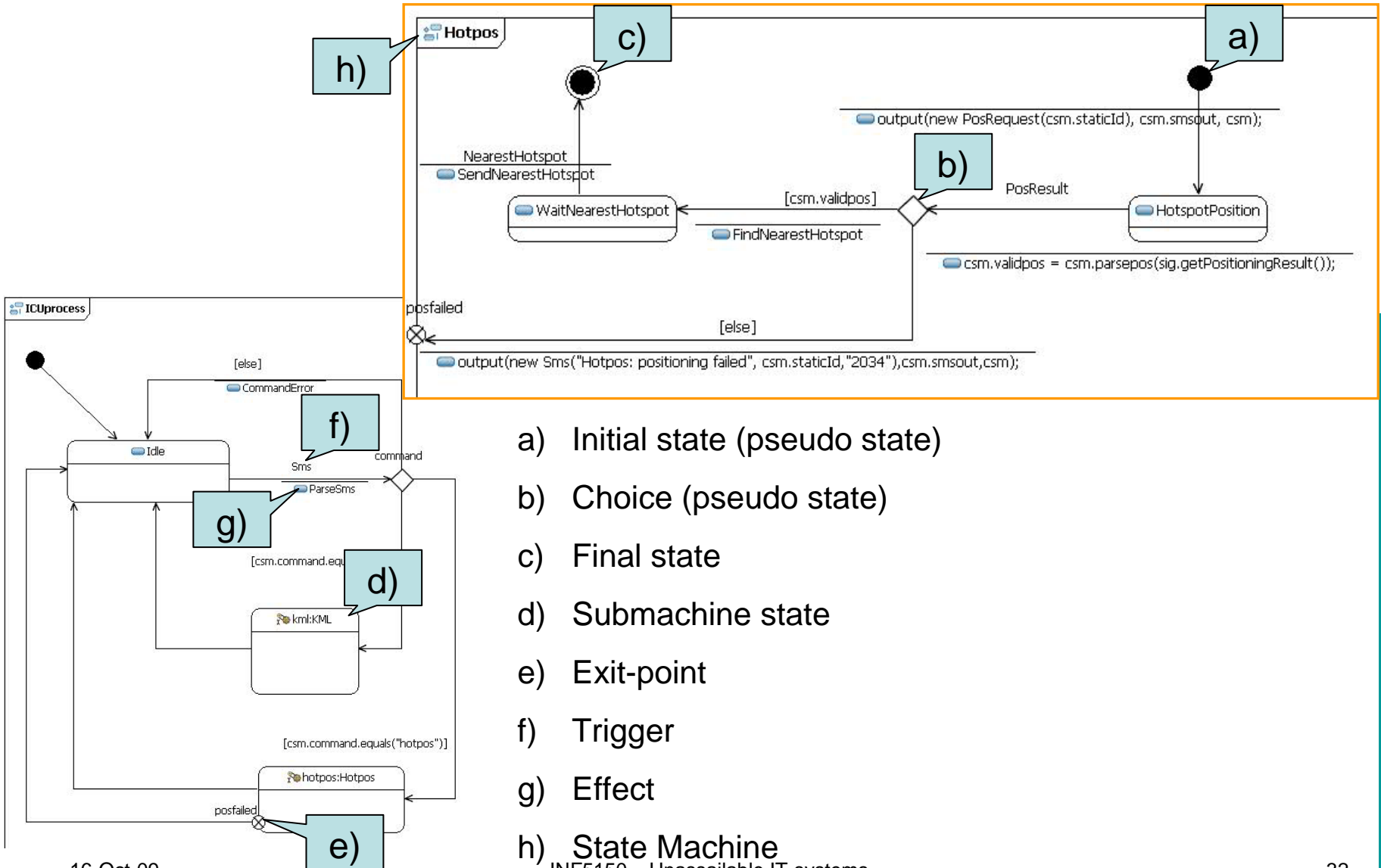
JFDebug

Port: 12345

void	main	statemachines	trace	
event id	statemachine	signal	beforestate	afterstate
0	ICUsystem_ICUprocess(0)	StartMessage()	(initial state)	Idle
1	ICUsystem_Archive(1)	StartMessage()	(initial state)	Idle
2	ICUsystem_ICUprocess(0)	* Sms(stud1 konto oystein h hotpos, 2034, 91390914)	Idle	HotspotPosition
3	ICUsystem_ICUprocess(0)	* PosResult()	HotspotPosition	WaitNearestHotspot
4	ICUsystem_Archive(1)	* GetNearestHotspot(10.771111111111111, 59.93527777777778)	Idle	Idle
5	ICUsystem_ICUprocess(0)	* NearestHotspot(Oslo-S. 3008.3177963050434)	WaitNearestHotspot	Idle

INF 5150

# Write down the names of these elements



- a) Initial state (pseudo state)
- b) Choice (pseudo state)
- c) Final state
- d) Submachine state
- e) Exit-point
- f) Trigger
- g) Effect
- h) State Machine