LUCRARE 5

OBIECTIVE:

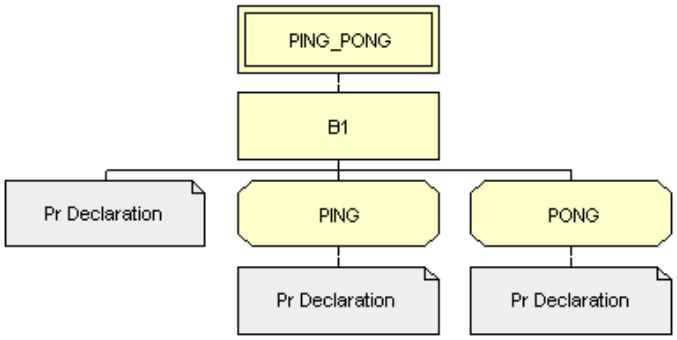
- Prezentarea mediului GEODE
- CREAREA UNUI PRODUS LDS (FISIER DIN CLASA SPGLDS) PRIN LANSARE GEODE DIN MEDIUL INTEGRAT BENCHCOM
- NOTIUNEA SISTEM, BLOC, PROCES, PROCEDURA
- SEMNALE (MESAJE), VARIABILE
- REALIZAREA UNEI CONECTARII INTRE UN SISTEM, BLOC, PROCES, MEDIU INCONJURATOR PRIN SIGNALROUTE SI CHANNEL (REALIZARE EFECTIVA)
- ELEMENTE DE BAZA ALE LIMBAJULUI LDS
- EXEMPLIFICARE PE UN CAZ CONCRET. DESCRIERE EXEMPLU

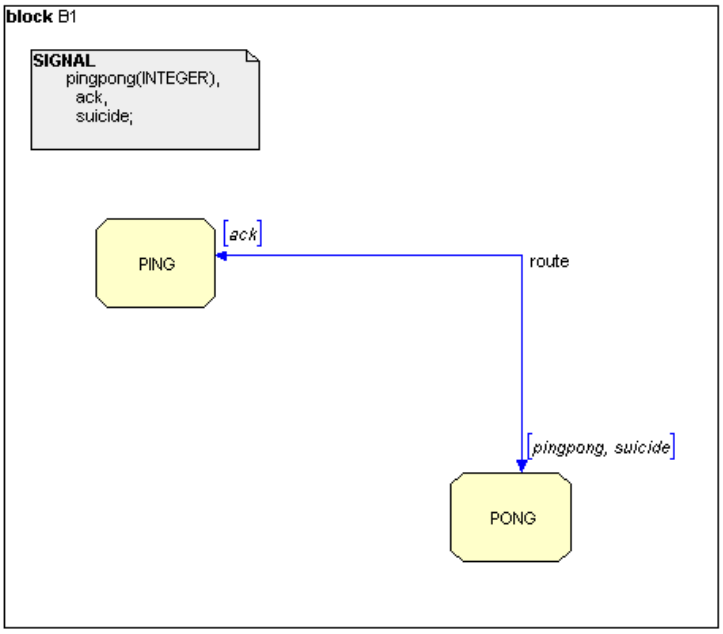
Exemplu: Sistem “Intrerupator” cu doua stari on/off (bistabil)

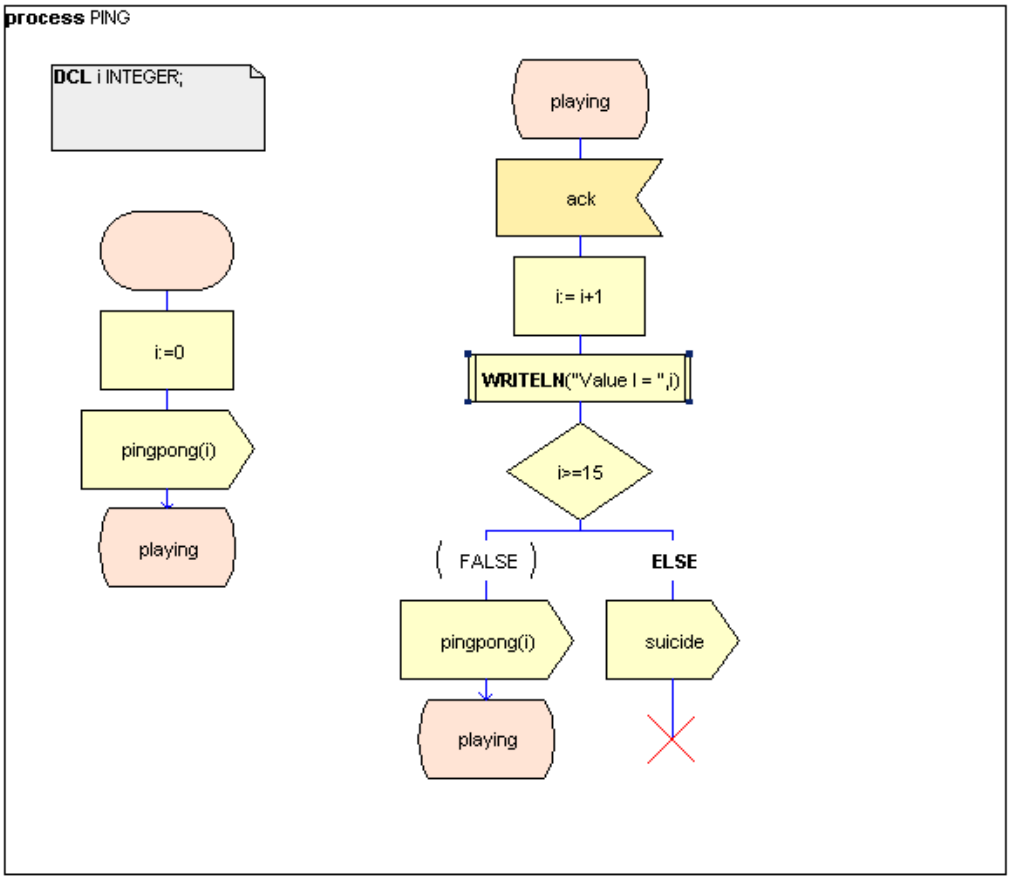
- UN SISTEM
- UN BLOC
- 2 PROCESE

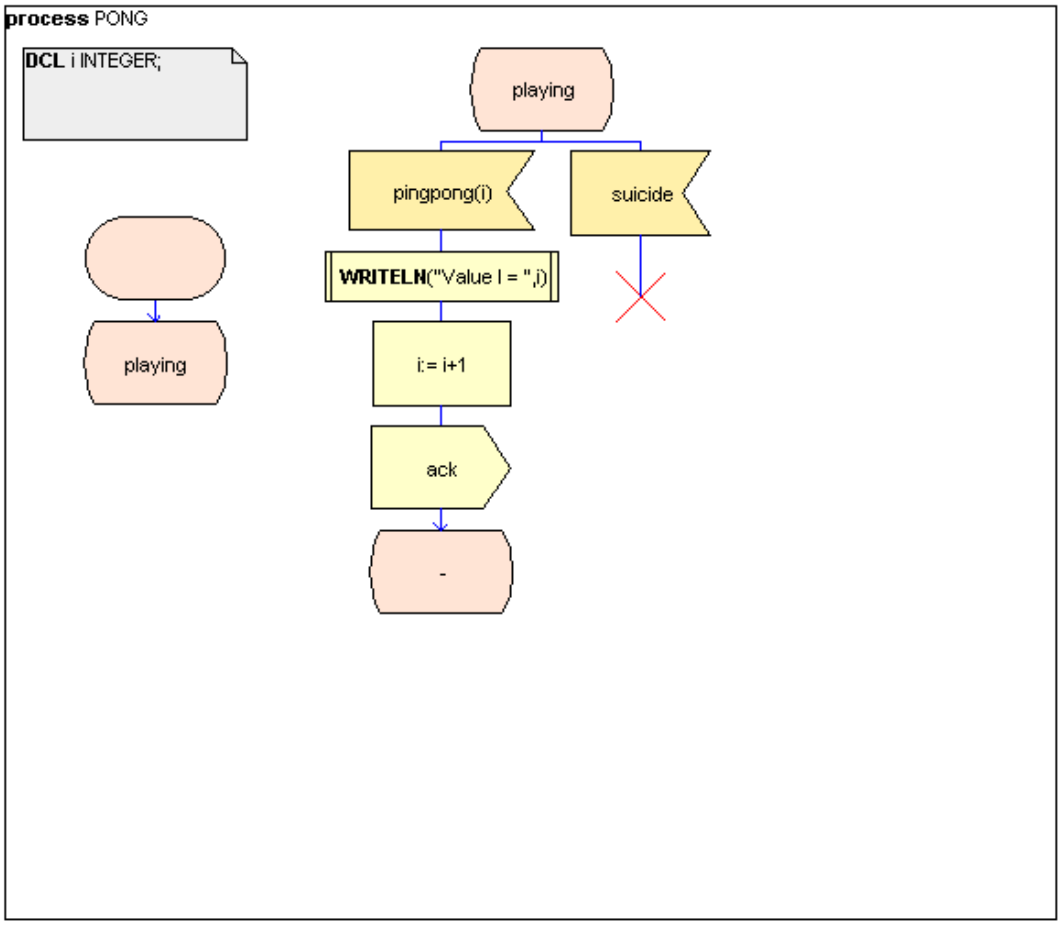
Observatie: exercitiul 6 (Manuel du participant, Alcatel CASE Language LDS)

- Descriere sistem, blocuri, proceduri, canale, semnale
- Declaratii semnale, variabile






process PING
DCL i INTEGER;
i:=0
pingpong(i)
playing
playing
ack
i:= i+1
WRITELN("Value I = ",i)
i>=15
FALSE
ELSE
pingpong(i)
suicide
playing


process PONG
DCL i INTEGER;
playing
playing
pingpong(i)
suicide
WRITELN("Value I = ",i)
i:= i+1
ack
-

LUCRARE 6

TEMATICA:

Sa se scrie o procedura (inglobata intr-un proces) care sa reprezinte in limbaj LDS un proces de ‘coacere’:

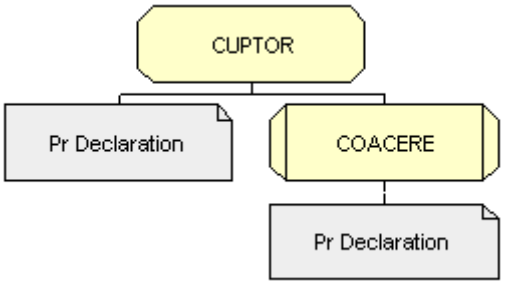
- pornind dintr-o stare initiala, se armeaza o temporizare necesara coacerii;
- se considera verificari posibile ale starii de “copt” atit inainte, cit si dupa expirarea temporizarii (in functie de rezultatul verificarii, se ia decizia “copt” sau “necopt”). Pentru “copt” se incheie procesul, deci starile corespunzatoare vor fi: stare NECOPT si stare TERMINARE PROCES (pentru ”copt”)[(si evident starea initiala).]

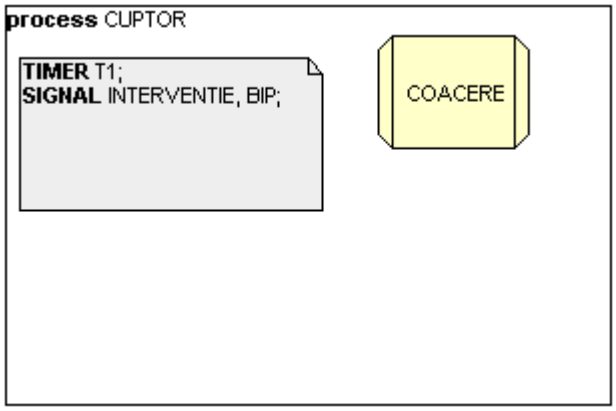
Se vor prevedea declaratiile de variabile, semnale etc. corespunzatoare.

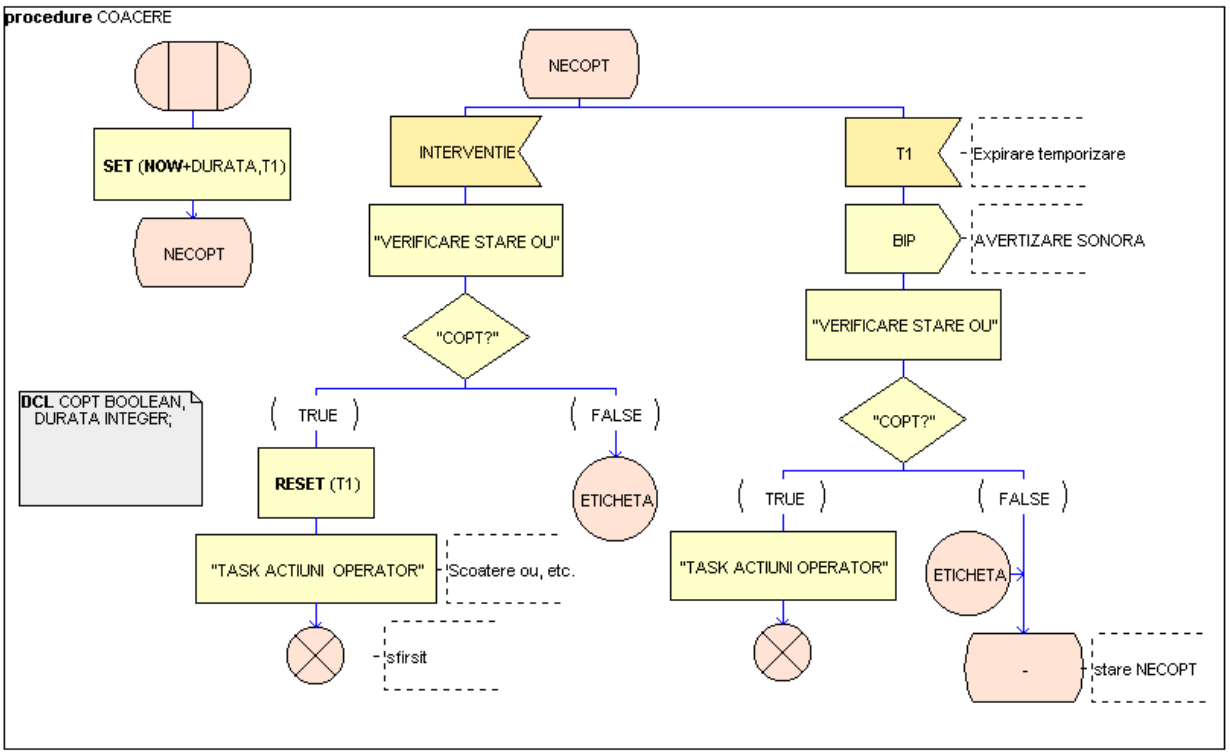
OBIECTIVE:

- studierea operatiei de armare/desarmare temporizare
- declaratii in cadrul unui proces, repectiv procedura

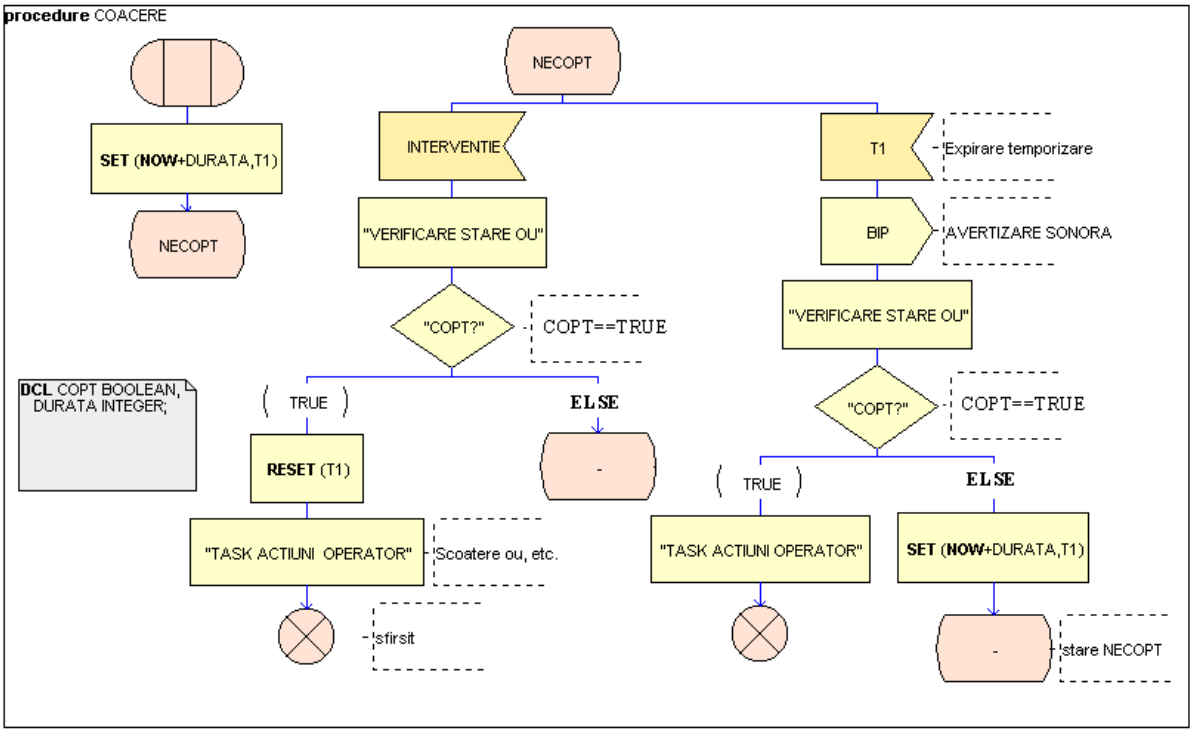
Observatie: exercitiul 7 (Manuel du participant, Alcatel CASE Language LDS)







Caz 1 (Problematici: salt la eticheta, o eroare logica, discutare bloc conditional)



Caz 1 (cu rezolvarea problematicilor)

TEME:

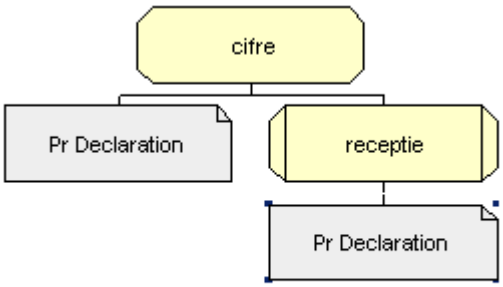
- Sa se modifice procedura, astfel incit, dupa mesajul “INTERVENTIE” (pe ramura COPT=FALSE), sa se armeze o

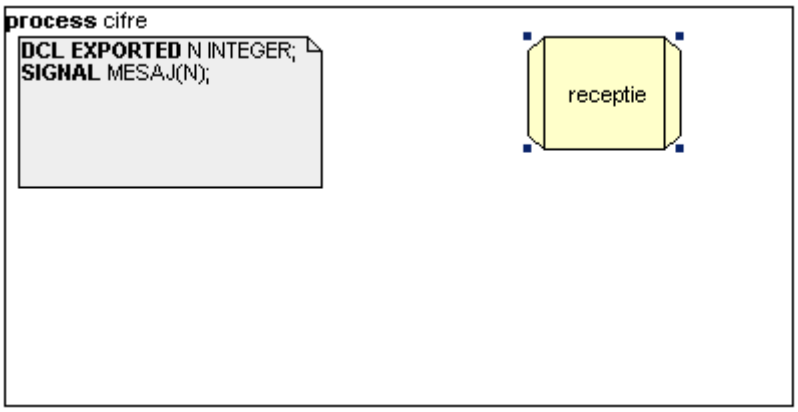
noua temporizare de alta durata. Discutie asupra necesitatii dezarmarii sau nu, a temporizarii anterioare.

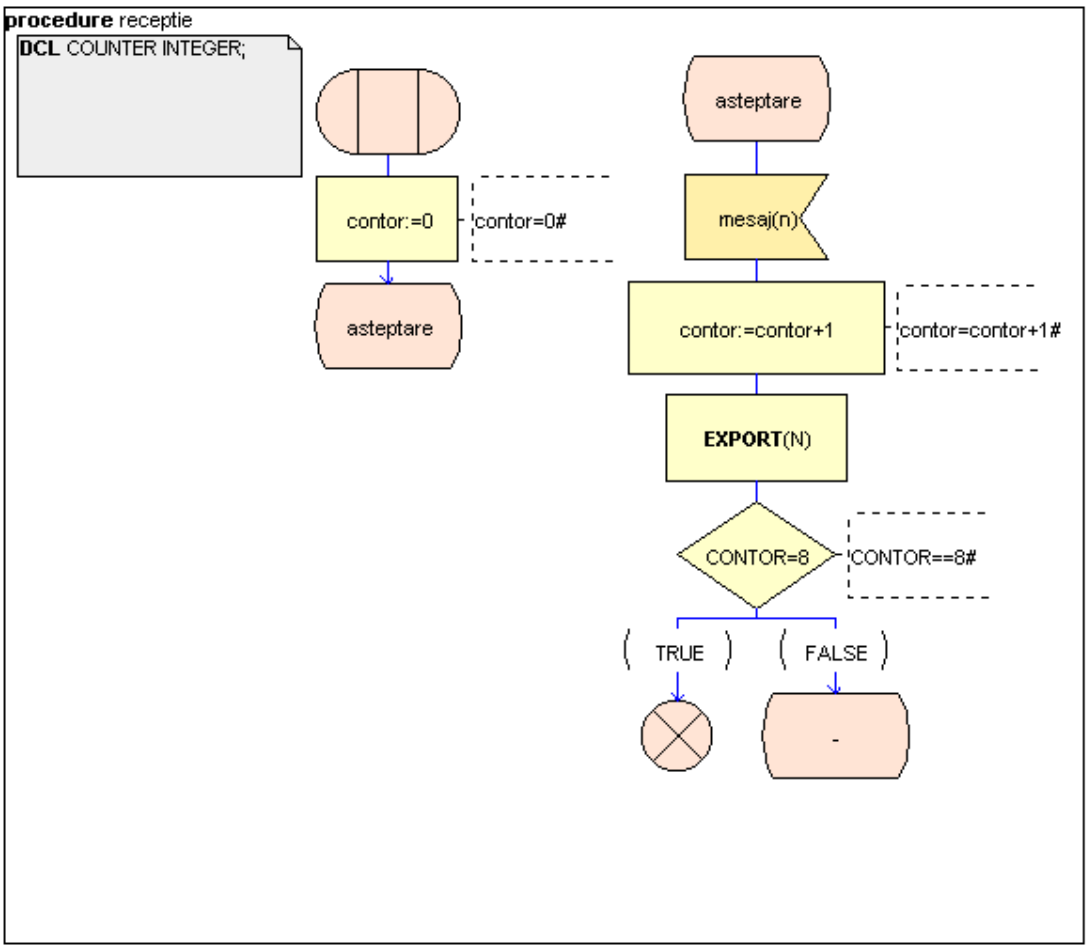
- Sa se rescrie un automat LDS pentru acelasi proces de coacere, considerind o ierarhie completa: SYSTEM, BLOCK, PROCESS, PROCEDURE (procedura fiind aceeeasi). Se vor prevedea canale de comunicatie bidirectionale (pe care circula semnalele INTERVENTIE si BIP) intre BLOCK ←→ mediu inconjurator, si respectiv intre BLOCK ←→ PROCESS.

EXEMPLU 2

Sa se scrie un automat LDS care sa permita receptia unui numar telefonic format din 8 cifre.

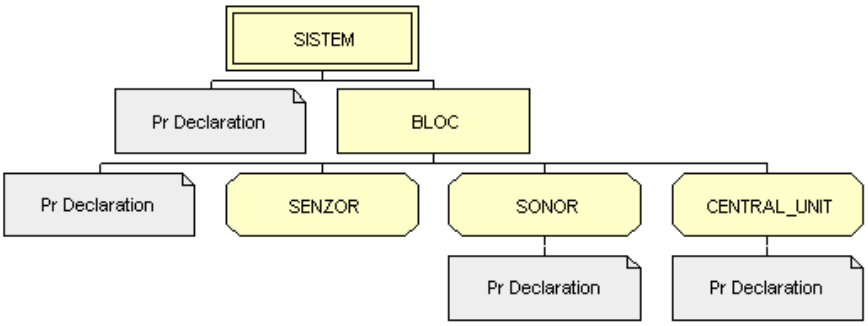


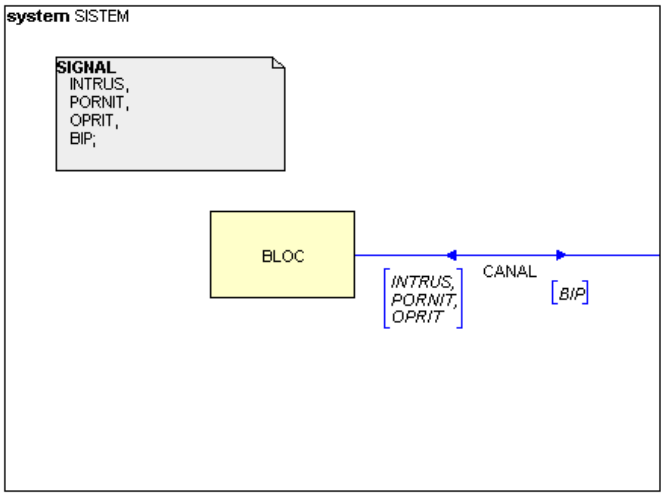


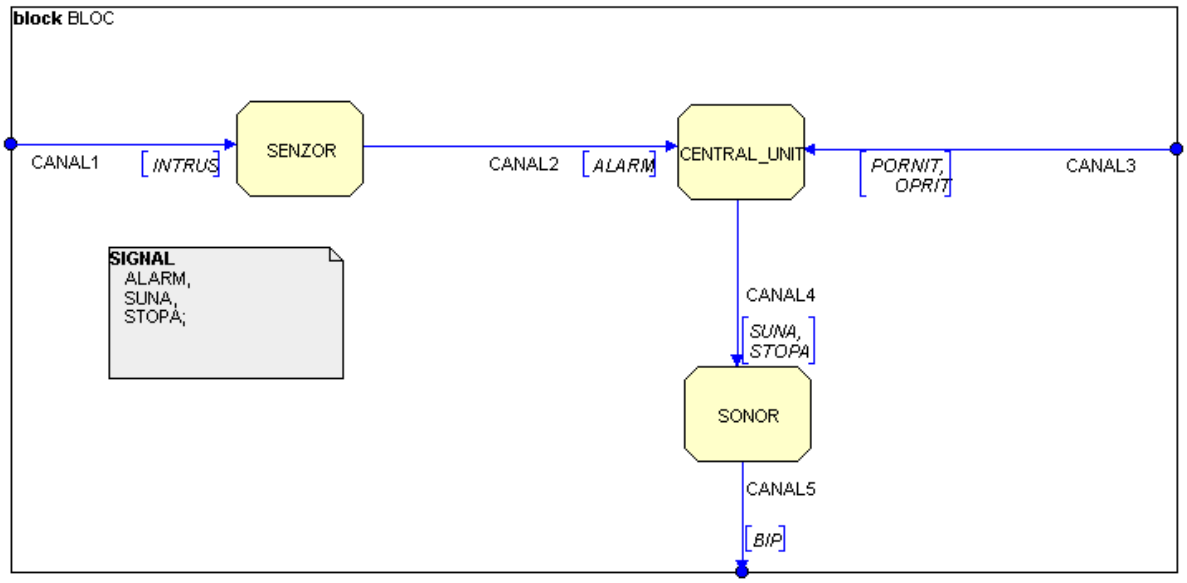

procedure receptie
DCL COUNTER INTEGER;
contor:=0
contor=0#
asteptare
asteptare
mesaj(n)
contor:=contor+1
contor=contor+1#
EXPORT(N)
CONTOR=8
CONTOR==8#
TRUE
FALSE
-

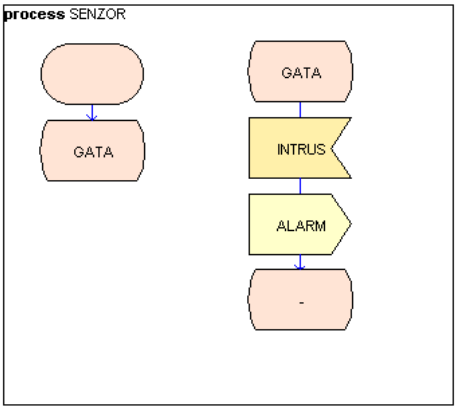
LUCRARE 7

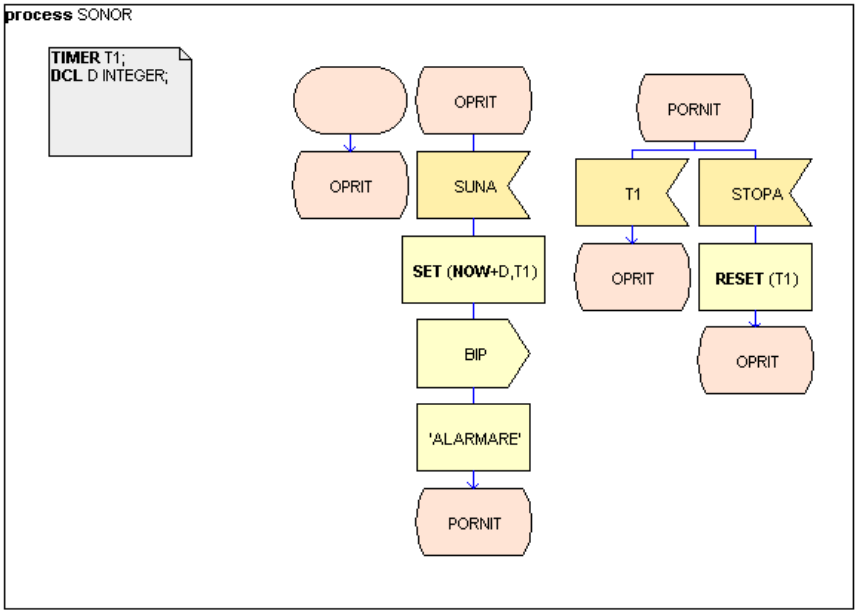
SA SE SCRIE UN AUTOMAT LDS CARE SA MODELEZE UN DISPOZITIV DE ALARMA montat in **interiorul** unei INCINTE (cladire, camera etc.).

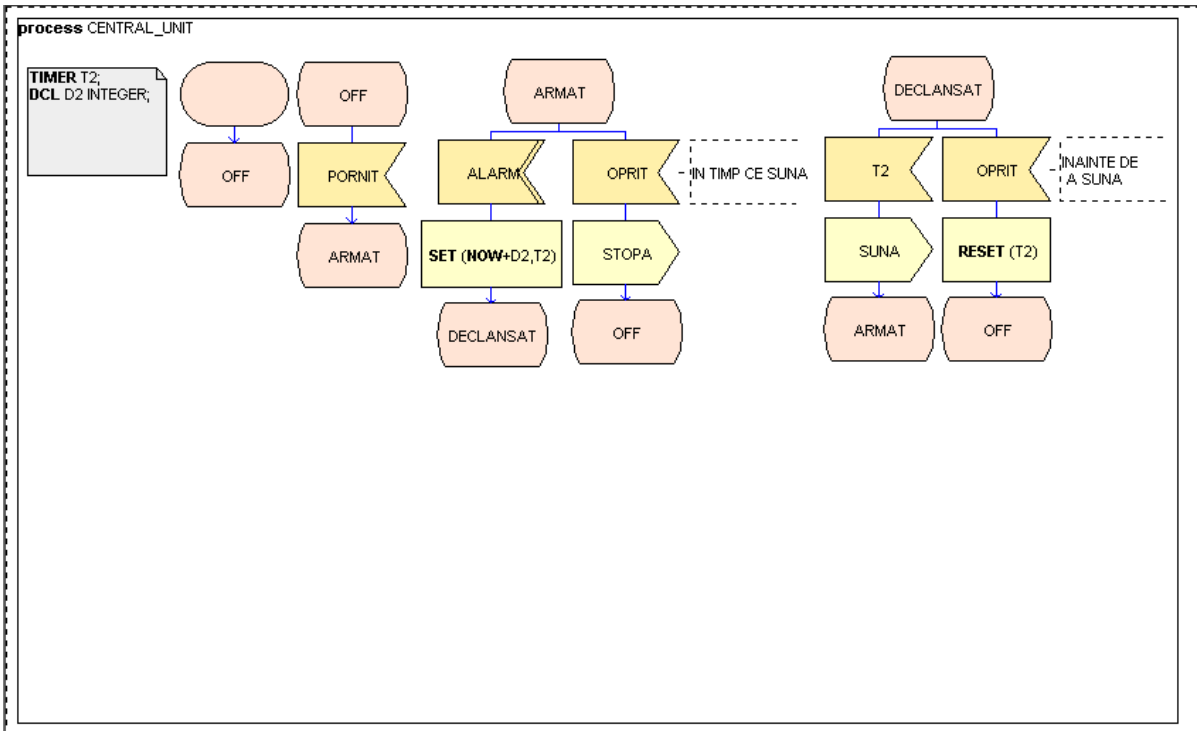












Numele mai bune ale starilor ar fi:**OFF**, **IN_ARMARE** (in care se sta un interval –permitand iesirea), **ARMAT** (in care se sta un interval - permitand intrarea si oprirea alarmei). Deci sunt necesare 2 temporizari!

Tema 2:
Cazul alarmei auto:

- functia inteligenta a sonarului este inclusa in central_unit (aceasta controlind cit timp suna alarma daca nu este oprita din exterior);
- central_unit –ul nu mai are nevoie de o temporizare la pornire, deoarece cuplarea/decuplarea alarmei se face din **exteriorul** “incintei” auto