

CS 2310 – Multimedia Software Engineering
Exercise 2

(a)

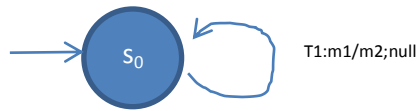
Messages:

m1: "I need help."
m2: "Patient Smith needs help."
m3: "Call Patient Smith."
m4: "Visit Patient Smith."
m5: "No response from phone."

Actions:

a1: Calls the patient.
a2: Drives to patient.

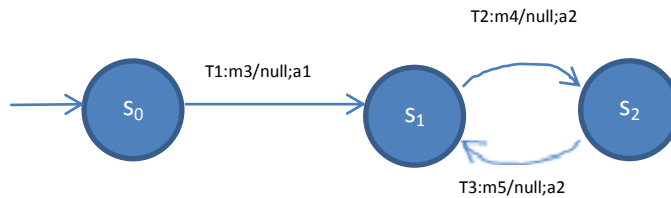
Gesture Recognition Index Cell



Emergency Manager Index Cell



Homecare Staff Index Cell



(b) $ic = (X, Y, S, s_0, A, t_{max}, f, g)$

Gesture Recognition Index Cell (ic1)

$X = \{m1\}$
 $Y = \{m2\}$
 $S = \{s_0\}$
 $s_0 = s_0$

$A = \{\}$
 $t_{max} = \infty$
 $f: f(m1, s_0) = 1$
 $g: g(m1, s_0) = (ic2, m2, s_0, null)$

Emergency Manager Index Cell (ic2)

$X = \{m2\}$
 $Y = \{m3, m4\}$
 $S = \{s_0, s_1\}$

$s_0 = s_0$
 $A = \{\}$
 $T_{max} = \infty$

f: $f(m2, s_0) = 1$
 $f(m2, s_1) = 1$

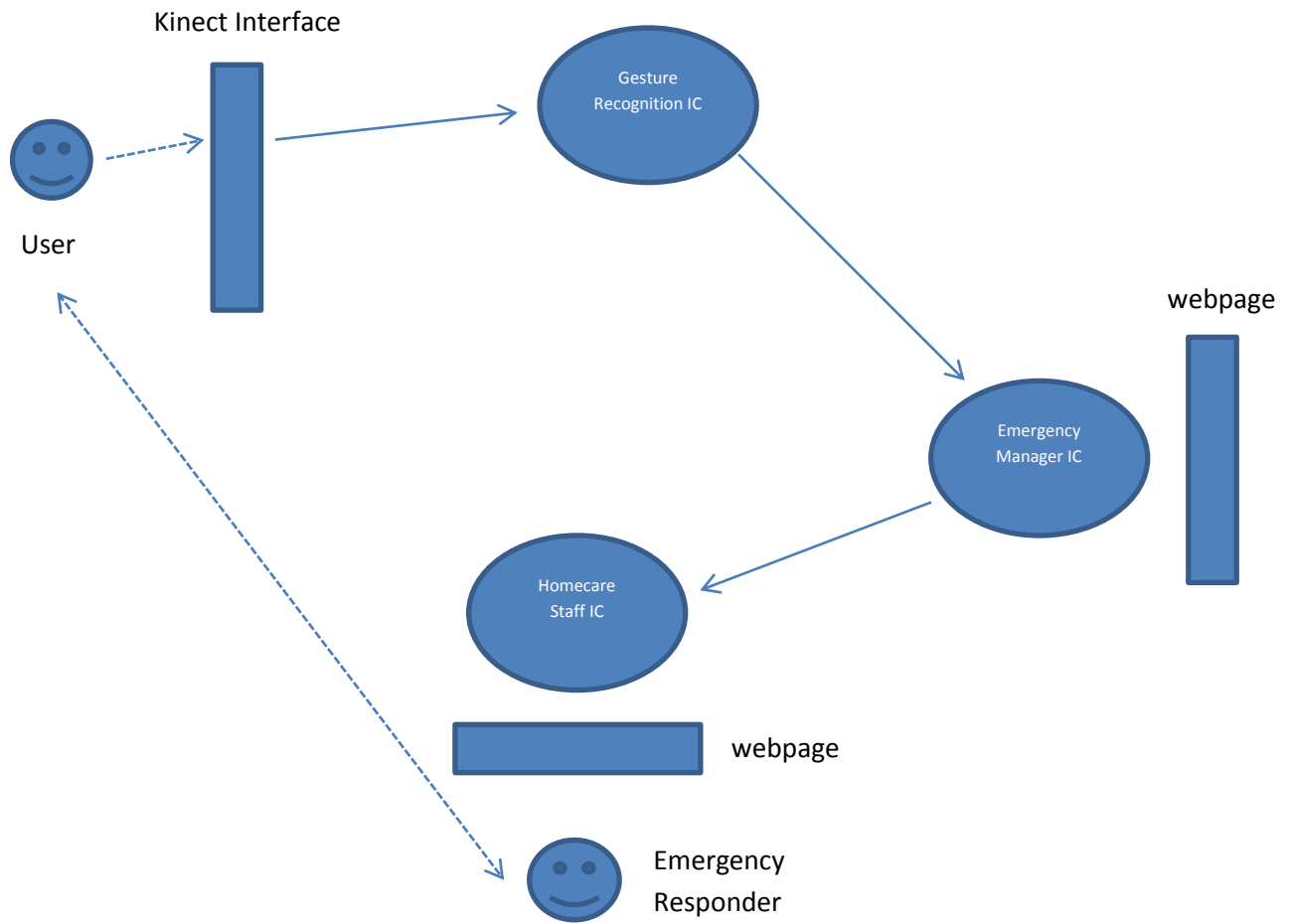
g: $g(m2, s_0) = (ic3, m3, s_1, null)$
 $g(m2, s_1) = (ic3, m4, s_1, null)$

Homecare Staff Index Cell (ic3)

$X = \{m3, m4, m5\}$
 $Y = \{\}$
 $S = \{s_0, s_1, s_2\}$
 $S_0 = s_0$
 $A = \{a1, a2\}$
 $t_{max} = \infty$
f: $f(m3, s_0) = 1$
 $f(m4, s_0) = 0$
 $f(m5, s_0) = 0$

$f(m3, s_1) = 0$
 $f(m4, s_1) = 1$
 $f(m5, s_1) = 1$
 $f(m3, s_2) = 0$
 $f(m4, s_2) = 0$
 $f(m5, s_2) = 0$
g: $g(m3, s_0) = (null, null, s_1, a1)$
 $g(m4, s_1) = (null, null, s_2, a2)$
 $g(m5, s_1) = (null, null, s_2, a2)$

(c) — message - - - - - action



(d) Some Patterns that are found in the above specification:

Context: Only one help signal received

Problem: Patient Smith may not be physically able to gesture more than once because he is very hurt, or he might not actually need help

Solution: Make sure there is a follow up – Call and if he doesn't answer, visit him regardless of whether a second help gesture is received, but don't visit until this call is made.

Context: Patient Smith is very hurt and needs help

Problem: Patient Smith can't reach anything

Solution: Allow help to be received without him ever needing to reach anything; The Kinect picks up one "help" signal, and if he doesn't answer the phone, the responder will visit.

Context: Patient Smith doesn't need help

Problem: Kinect interface picks up an accidental "help" signal

Solution: Don't visit the patient on the first "help" signal, just call, which is less costly.

(e) A visual specification of these patterns:

A time-sensitive visual sentence that describes these patterns is below.

