



Andrés Roldán Aranda

*ETSIIT Lecturer
Electronics Department, University of Granada - SPAIN*

T.1 - Previous concepts

Concept, Design, Prototyping & Project Management

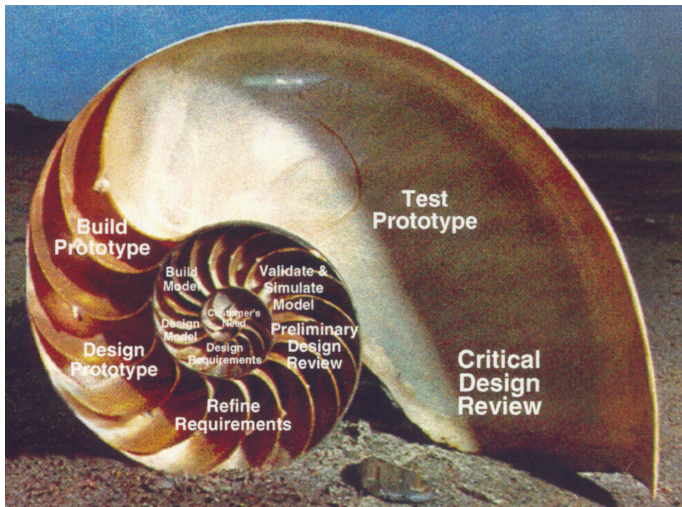
Printed Circuits Technologies 15

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- 1 System engineering introduction
- 2 Requirements discovery process
- 3 What is Systems engineering?
- 4 Principles of good design

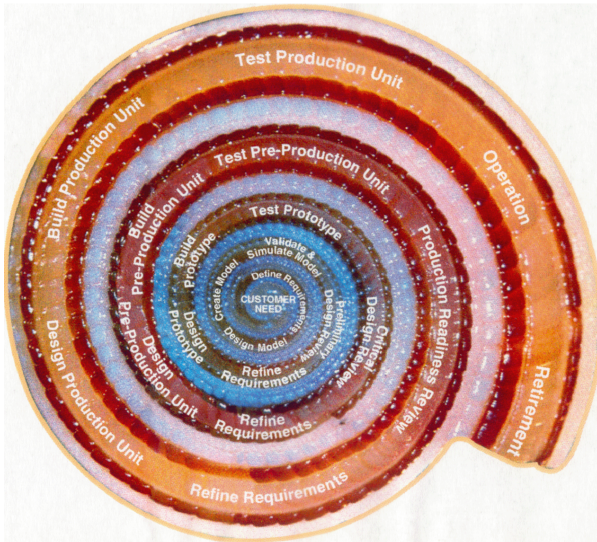
System design process (SDP)

First steps in the SDP

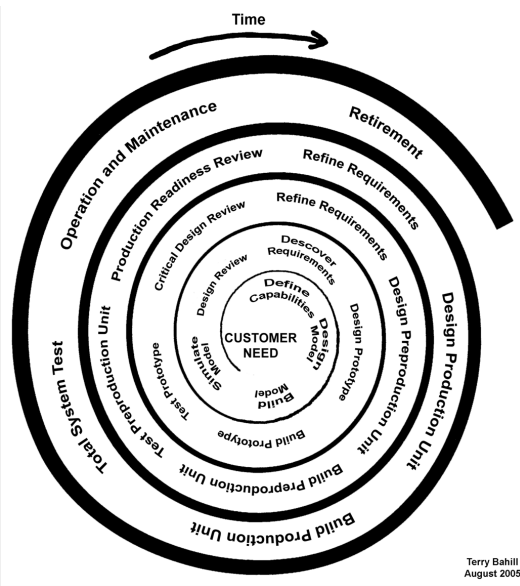


The System Design process

The hole process, from the beginning to the end



Spiral Lifecycle model



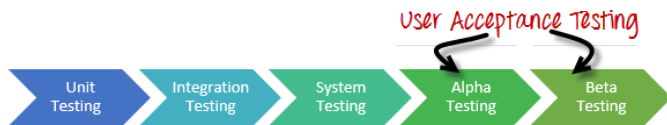
Alpha Beta Testing - DeMystified

α -test

Alpha testing is a type of acceptance testing; performed to identify all possible issues/bugs before releasing the product to everyday users or public. The focus of this testing is to simulate real users by using blackbox and whitebox techniques.

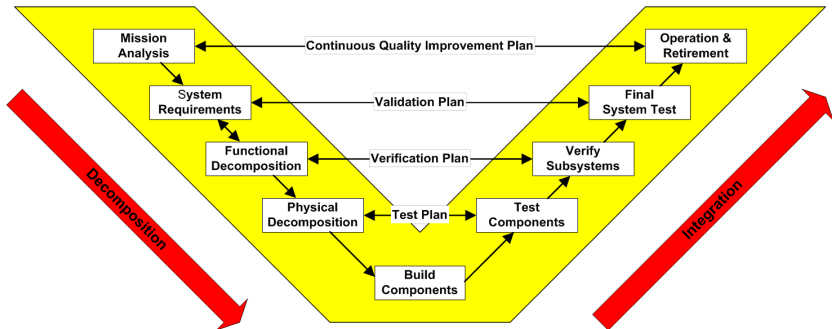
β -test

Beta Testing of a product is performed by “real users” of the software application in a “real environment” and can be considered as a form of external user acceptance testing.



Vee Life cycle model

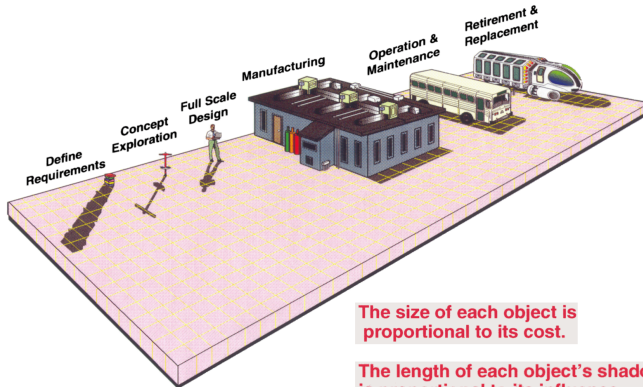
Other way of thinking



The design downstroke and the manufacturing upstroke

Cost & influence of each Phase of the Life Cycle

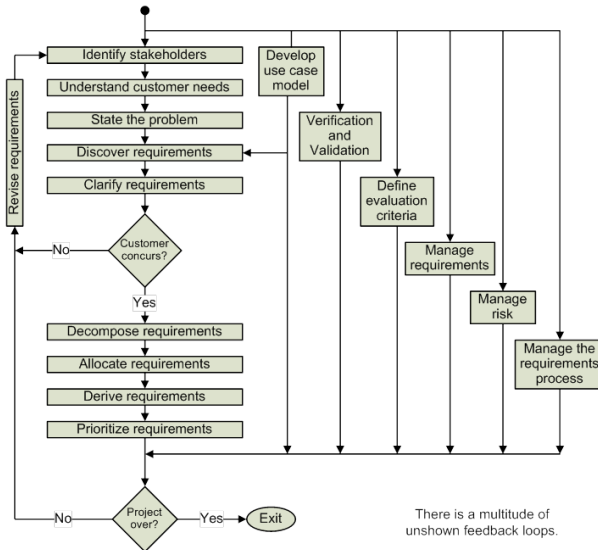
Cost and Influence of Each Phase of the Life Cycle for a Municipal Transportation System



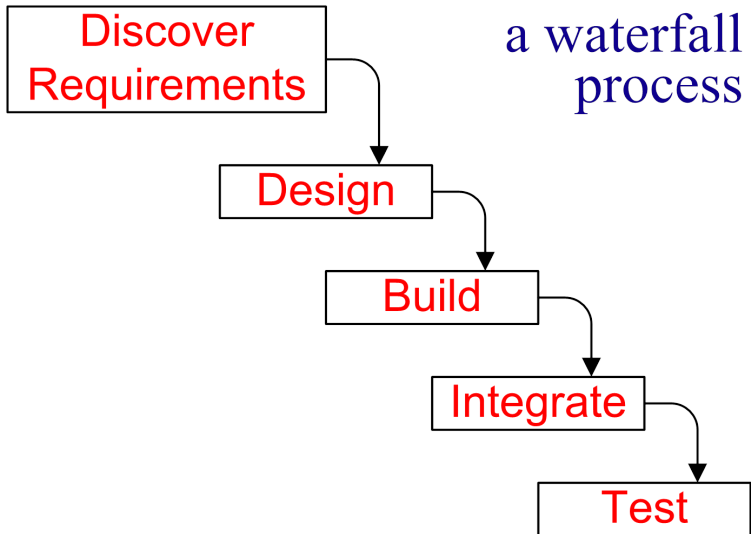
The size of each object is proportional to its cost.

The length of each object's shadow is proportional to its influence.

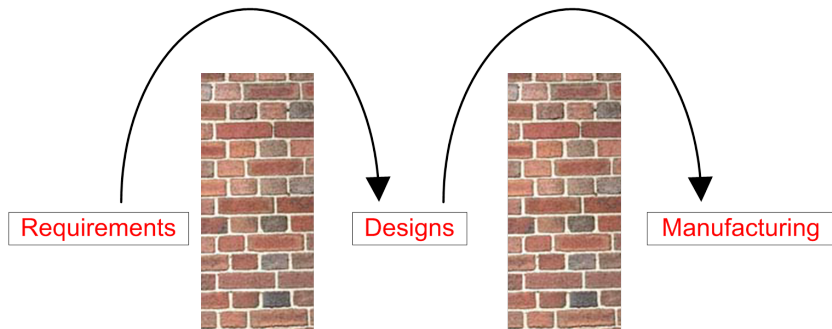
Requirements discovery process



Systems engineering is not !

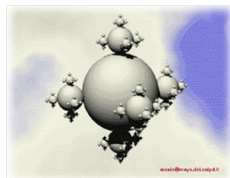
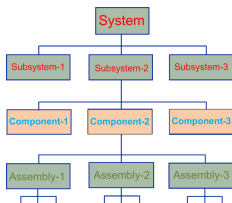


Systems engineering is not a!



a throw it over the wall process

Systems engineering is a fractal process



The systems engineering process is applied at levels of greater and greater detail.

It is applied to the **system**, then to the **subsystems**, then to the **components**, etc.

Similarly for the *fractal pattern* above, the same algorithm was applied at the large structural level, then at the medium-scale level, then at the fine-detail level, etc.

Principles of good design

Part I



Terry Bahill and Rick Botta, Fundamental Principles of Good System Design, *Engineering Management Journal*, 20(4), 9-17, December 2008.

- Use models to design systems
- Use hierarchical, top-down design

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- State what not how (polymorphism)
- List functional requirements in the use cases

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- Use ▶ data hiding

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Purpose of the principles

- Using these principles will increase the probability of producing good designs.
- These design principles will help make an item reusable in a new system.

Purpose of the principles

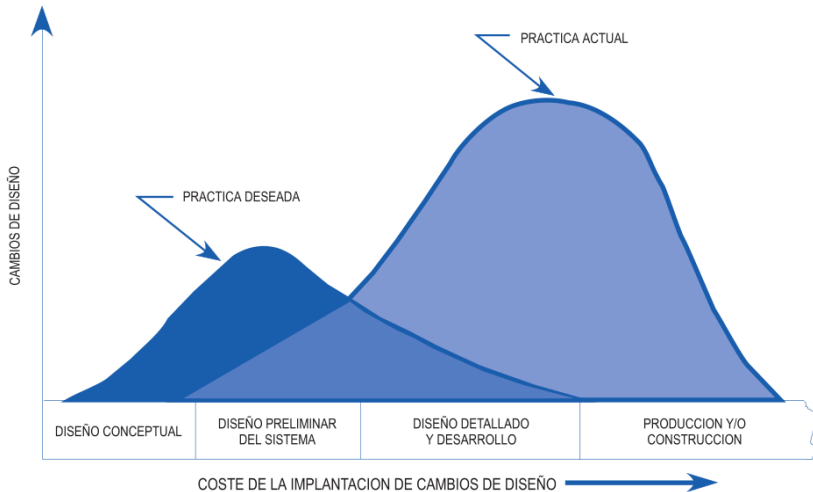
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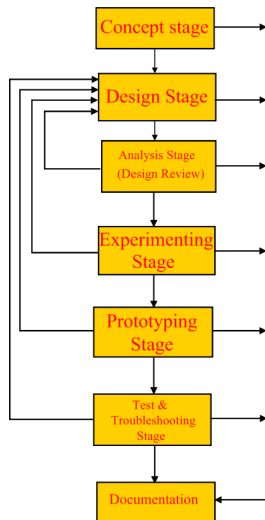
Impact of the changes introduced in the desing!

Why are we doing wrong?



Design Phases!

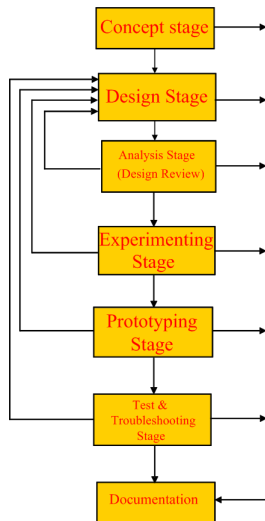
Designing algorithm



- Concept
- Design

Design Phases!

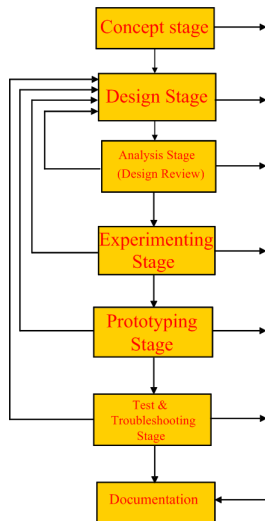
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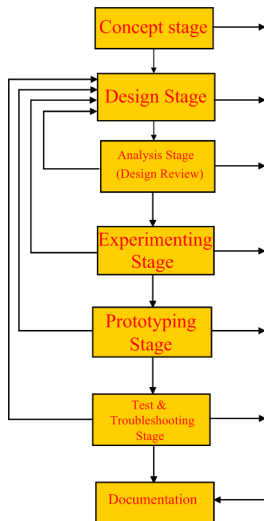
Designing algorithm



- Concept
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- Analysis
- Experiment

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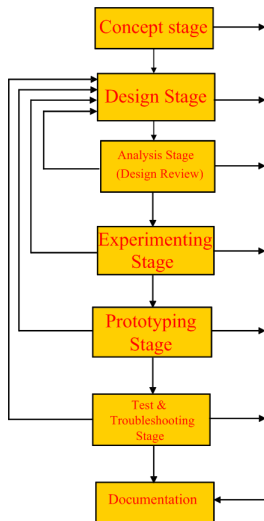
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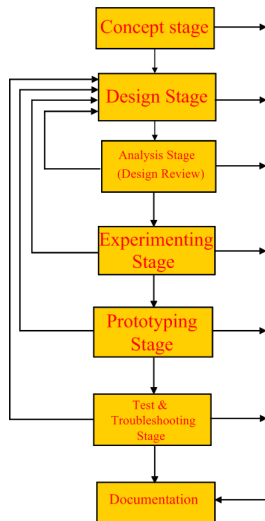
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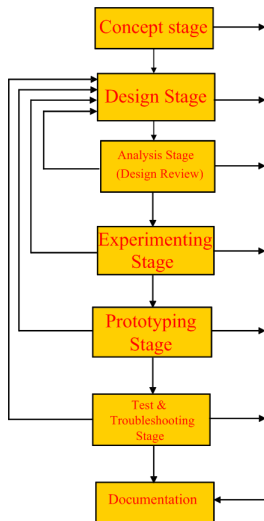
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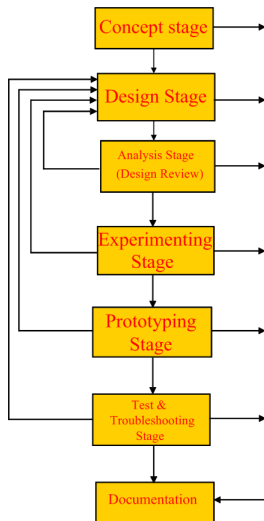
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Design Phases!

Designing algorithm



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Design

- System approach
 - Electronic Circuitry
 - Role of Input & Output Transducers
 - Product Packaging
 - User Needs
 - TQM- [▶ Total Commitment to Quality](#) [▶ Vishay Tantalum Capacitor - Total quality Example](#)

Design Review

- To check whether:
 - the requirements are met
 - the design is optimum
 - right components are selected
 - Quality aspects are taken in to
 - it is practical to go in for production
 - It is a time bound proposal

Experimentation

- To check whether the the circuit functions - Design Validation
- No concern with project lay out and packaging

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Prototyping

- PCB Design
- PCB Fabrication

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- PCB Assembly

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Testing & Troubleshooting a Prototype Project

- Preliminary testing
- Operational Testing

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- Preliminary testing
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- Performance testing

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Final Documentation

- 1 Test Results Documentation
- 2 Summary & Recommendations Document

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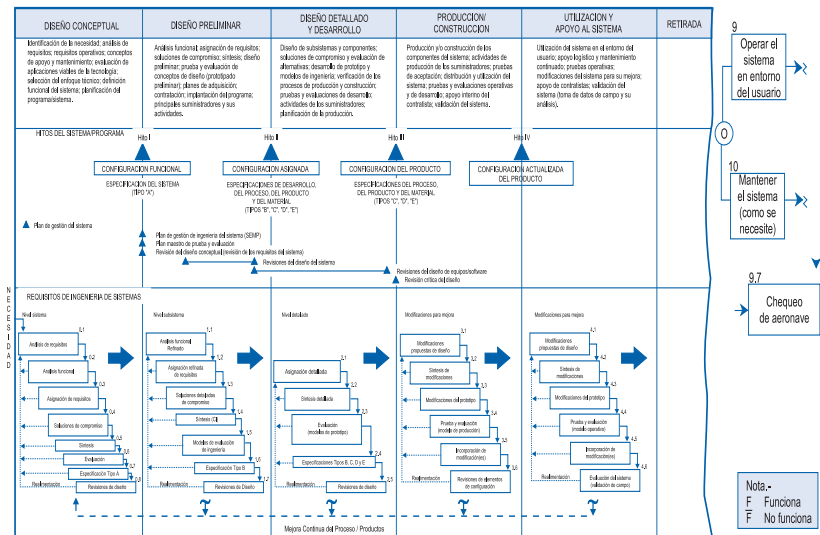


Figura 7. - EL CICLO DE VIDA DEL SISTEMA ("CONFIGURACION") -