

Ship Navigation Simulator Architecture

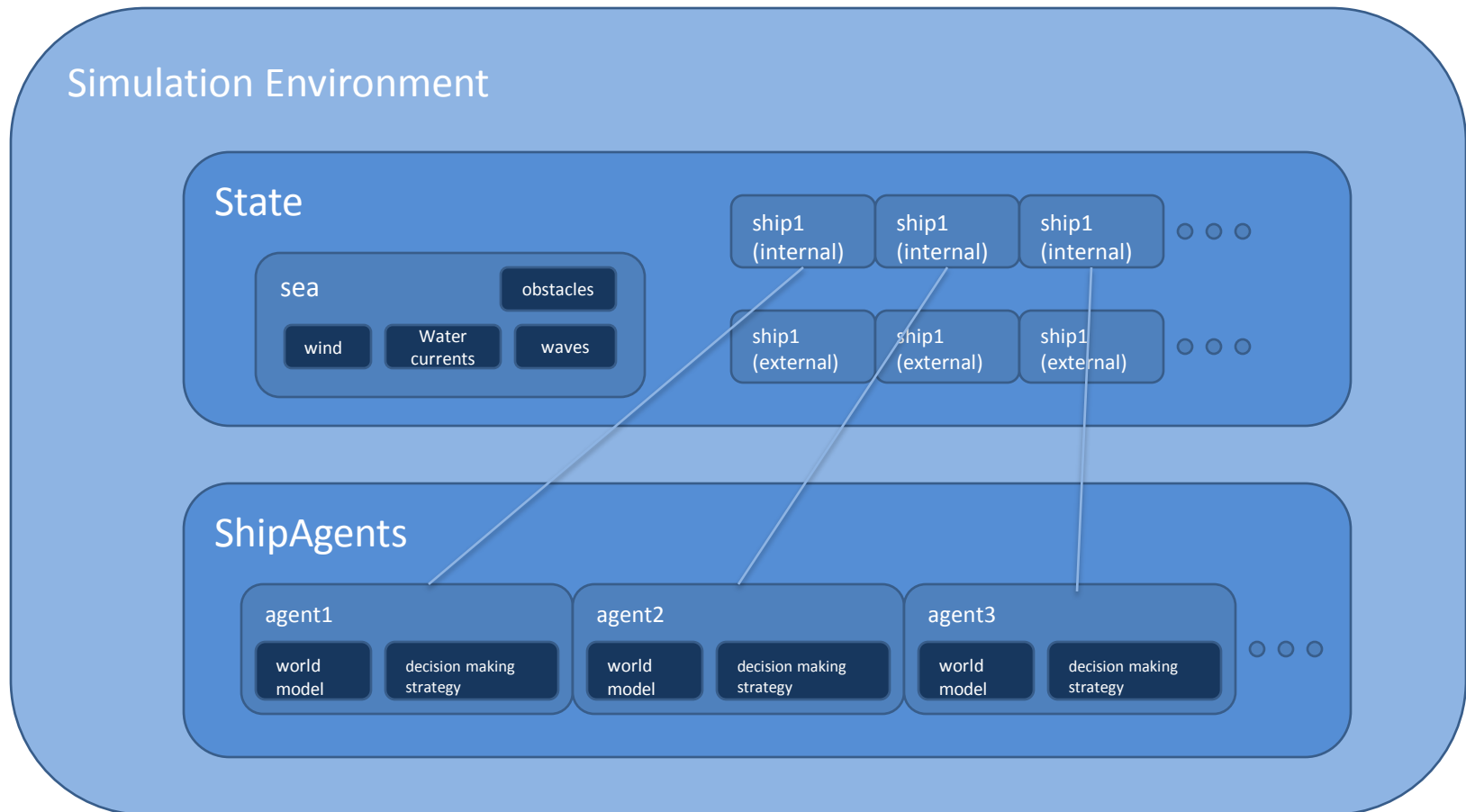
Oct 1, 2011

UT Austin, Texas




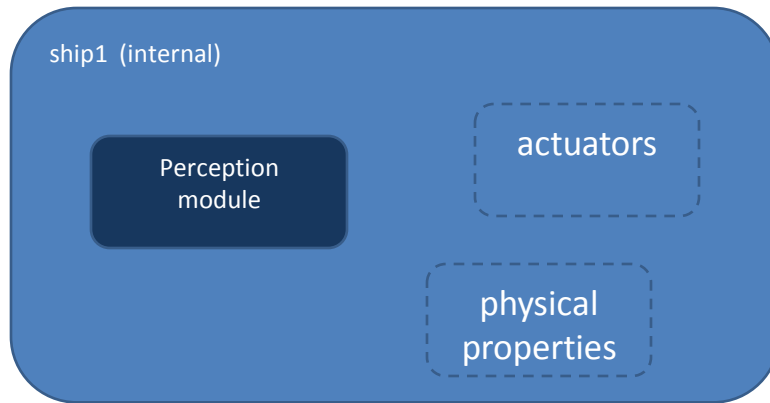
Software structure

 marks an object

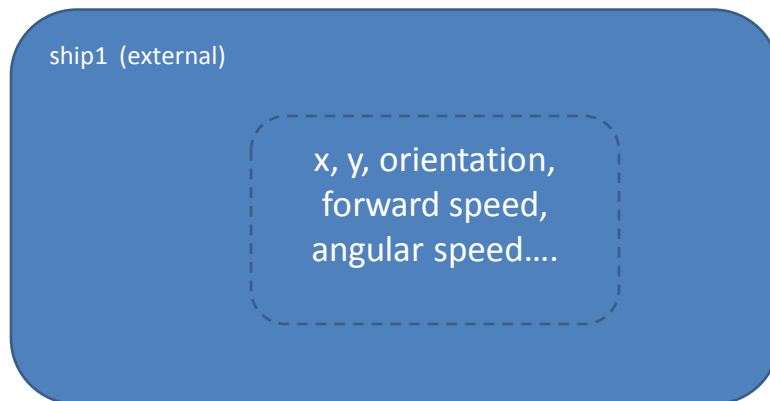


Software Structure – cont. (Zooming in)

 marks a collection of properties

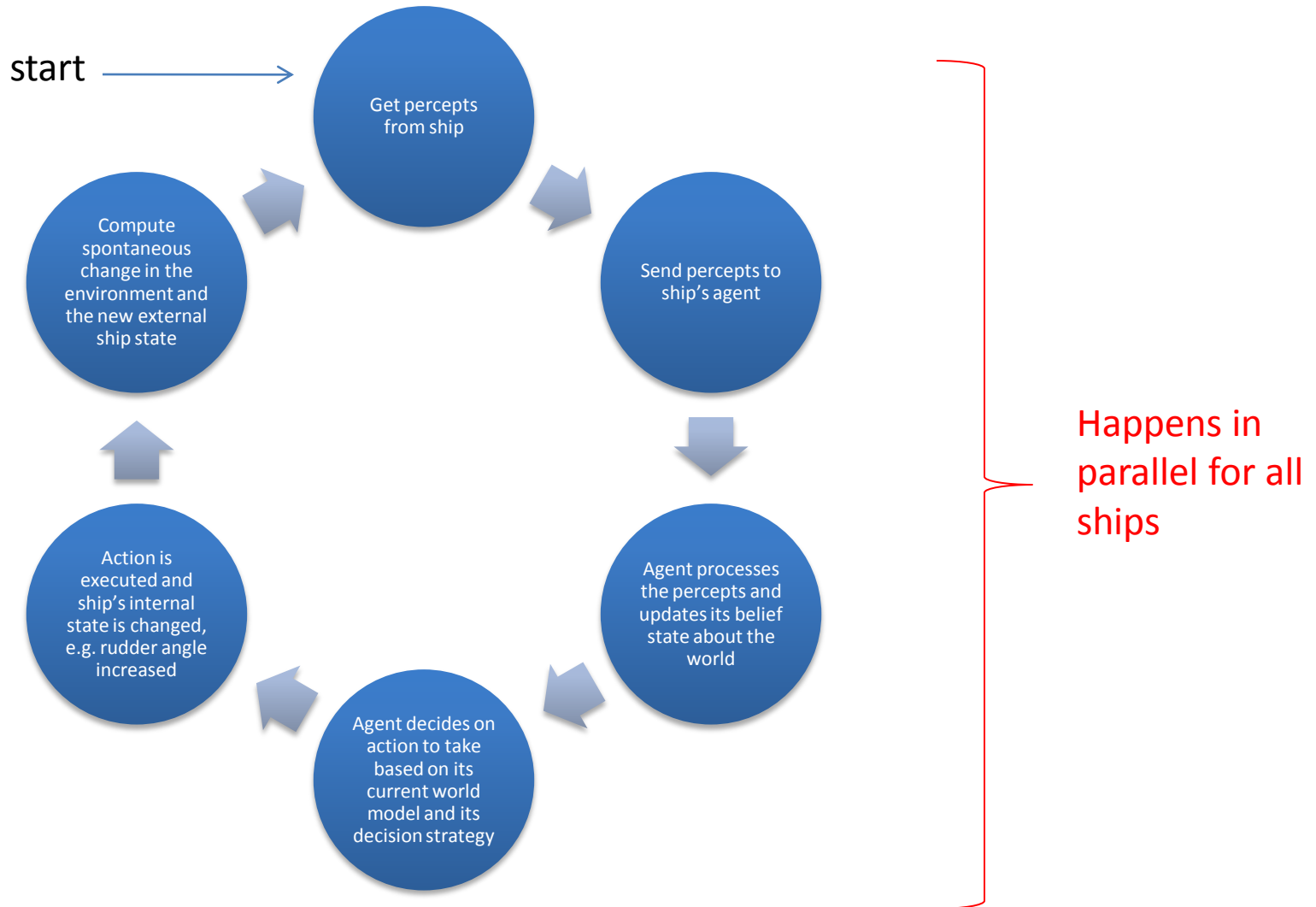


← Internal state of the ship, like rudder angle, engine speed...
A ship doesn't know it's "external state" and therefore it is not part of the ship object

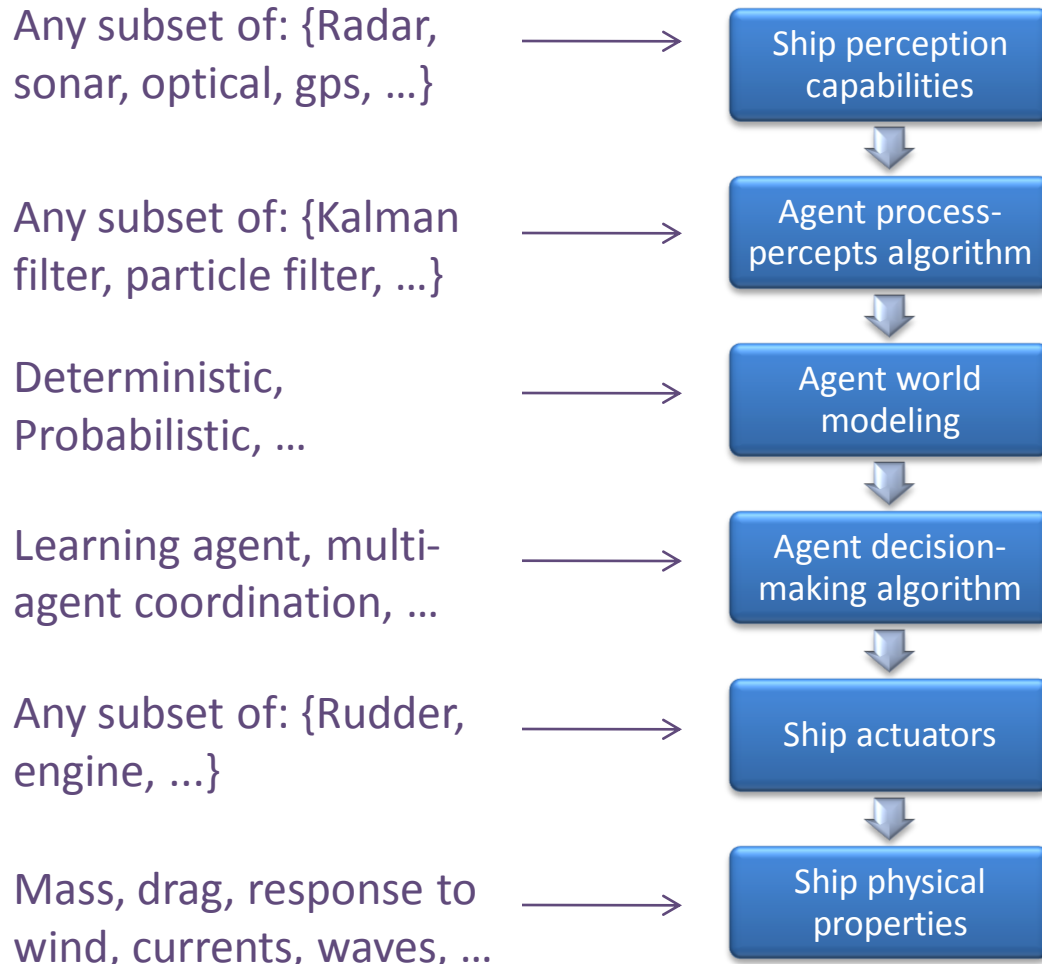


← External state of the ship, with respect to the outside world

Computation Flow



Software Extensibility



Can easily plug-out and replace each component of the flow