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DatatypePackage

Datatypes	rw	DataTypes.sun

ecification/Datatypes/DataTypes.sdt

ecification/Datatypes/

Package Datatypes 1(2)

```
SIGNAL dummy;
SIGNAL ident (PID, CharString);
```

```
SYNTYPE Analog=Real  ENDSYNTYPE;
SYNTYPE Binary=Integer CONSTANTS 0,1 ENDSYNTYPE;
SYNTYPE Percent=Real CONSTANTS 0:100 ENDSYNTYPE;
SYNTYPE Day=Integer CONSTANTS 1:365 ENDSYNTYPE;
SYNTYPE WkDay=Integer CONSTANTS 1:7 ENDSYNTYPE;
SYNTYPE Celsius=Real CONSTANTS -60:100 ENDSYNTYPE;
SYNTYPE Lux=REAL CONSTANTS -1:120000 ENDSYNTYPE;
SYNTYPE HallwayIdType = Integer CONSTANTS 1:3 ENDSYNTYPE;
SYNTYPE DegF=Real CONSTANTS -60:200 ENDSYNTYPE; /*Fahrenheit*/
SYNTYPE GPM=Real CONSTANTS 0:200 ENDSYNTYPE; /*Gallon per minute*/
SYNTYPE Psi=Real CONSTANTS 0:200 ENDSYNTYPE; /*Pound per square inch*/
SYNTYPE Watt=Real CONSTANTS 0:10000 ENDSYNTYPE; /*Power unit*/
SYNTYPE ErrorType = INTEGER CONSTANTS 0:100 ENDSYNTYPE;
SYNTYPE Joule = REAL CONSTANTS 0:3000000 ENDSYNTYPE;
SYNTYPE DayTime = INTEGER ENDSYNTYPE;
SYNTYPE LightSourceType = INTEGER CONSTANTS 1:3 ENDSYNTYPE;
```

```
NEWTYPE RoomIdType
struct
rId CHARSTRING;
sId CHARSTRING;
ENDNEWTYPE;
```

```
NEWTYPE LightSourceListType
ARRAY (INTEGER, LightSourceType)
ENDNEWTYPE;
```

```
/* Fehlt: Die Prioritaetsliste fuer die Lichtquellen */
NEWTYPE LightScene
struct
name CharString;
rIll Lux;
dIll Lux;
ls LightSourceListType;
ENDNEWTYPE;
```

```
NEWTYPE CalTimeType
struct
year, month, day, hour, min, sec INTEGER;
operators
   toTime: CalTimeType -> Time;
   fromTime: Time->CalTimeType;
/*#ADT (B)*/
ENDNEWTYPE;
```

Package Datatypes


```
SIGNAL getIlluminance ;
SIGNAL newIlluminance (RoomIdType, Lux);
```

```
SIGNAL newHwEnergyConsumption (Joule, Duration);
SIGNAL newHwMalFunction( Errortype );
SIGNAL getHwPBDelay;
SIGNAL getHwOccDelay;

SIGNAL setHwEnergyDiffTime(Duration);
SIGNAL setHwLight( Boolean );
SIGNAL setHwPbDelay(Duration);
SIGNAL setHwOccDelay (Duration);

SIGNAL setRoomDelay (RoomIdType, Duration);
SIGNAL setRoomReoccDelay (RoomIdType, Duration);
SIGNAL setDefaultLightScene (RoomIdType, LightScene);
SIGNAL setAllDefaultLightScene (LightScene);
SIGNAL setDefaultAmbientLightLevel (RoomIdType, Lux);
SIGNAL setRoomLight (RoomIdType, Boolean);
SIGNAL setRoomEnergyDiffTime (Duration);
SIGNAL newRoomMalfunction (RoomIdType, ErrorType);
SIGNAL newRoomEnergyConsumption (RoomIdType, Joule, Duration);

SIGNAL newEntrance;
```