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**Earth-moving machinery - Layered software architecture for
machine control system - General requirements**

土方机械 机器控制系统分层式软件架构 通用要求

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Table of Contents

Preface	III
1 Scope	1
2 Normative references	1
3 Terms and Definitions	1
4 Modular Design Principles of Layered Software Architecture	2
5 Architecture Description	3
6 Functional requirements of the architecture	4
Appendix A (Informative) Code Nomenclature and Notes	6
Appendix B (Informative) Example of the module structure of the application layer, mapping layer and basic layer based on UML	10
Appendix C (Informative) Architecture Implementation Example	11
Reference	13

Foreword

This document is in accordance with the provisions of GB/T 1.1-2020 "Guidelines for standardization work Part 1: Structure and drafting rules for standardization documents" Drafting.

Please note that some of the contents of this document may involve patents. The issuing organization of this document does not assume the responsibility for identifying patents.

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Layered software architecture for earthmoving machinery control systems General requirements

1 Scope

This document specifies the functional requirements of the hierarchical software architecture for earthmoving machinery control systems, establishes the structural components of the software architecture, and describes This paper describes the functional modules of the application layer, mapping layer and basic layer components and the design process of the software architecture.

This document applies to the development and design of a layered software architecture for machine control systems of earth-moving machinery.

2 Normative references

GB/T 8498

GB/T 28174.2

3 Terms and Definitions

The terms and definitions defined in GB/T 8498 and the following apply to this document.

3.1 machine control system machine control system

The components of the system need to meet the system's functions, including sensors, signal processing units, monitors, controls and drives, or any of them. Several parts.

NOTE. The scope of the system is not limited to electronic control but is defined by the functions associated with the complete system equipment. Therefore, it generally includes electronic, non-electronic and Connecting equipment. This includes mechanical, hydraulic, fiber optic or pneumatic components/systems.

3.2 module

- a) Discrete unit of program.
- b) One or more logically separate parts of a program that have independent functions.

[Source. GB/T 11457-2006, 2.977, modified]

3.3 software architecture

The basic organizational structure of a system with modules, the relationship between

modules, and the relationship between modules and the environment as its content, as well as the guiding principles. Describe the principles of content design and evolution.

3.4

The software architecture is grouped in order according to its functions, and logically divided into multiple sets (layers) that follow certain rules.

Note. By layering, the dependencies between different functional modules of the software architecture are limited, making them more loosely coupled and easier to maintain.