Dictaphone Exercise: Problem Statement

- The recorder stores up to 10 messages.

- Each message is max. 2 minutes long.

- The user can record messages.

- Recording of a message ends after 2 minutes or when the user stops recording.

- Recording destroys the original message at the chosen slot.

- Sufficient level of battery is checked before recording message.

- Message of a given slot can be replayed.

- Sufficient level of battery is checked before replaying message.

- Messages can be locked/unlocked.

- Locked messages cannot be deleted or over-written by recording to the same slot.

- The user uses an LCD display and buttons to interact with the recorder.

Based on: Ivan Porres Paltor, Johan Lilius: Digital Sound Recorder: A case study on designing embedded systems using the UML notation