

Introduction

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The Phase 0 Implementation Profile / Platform-Specific Model (PSM) provides the first phase-specific technology realization of the FX Demo Logical Profile.

Part 3 defines the FX Demo at the logical level. It identifies FX logical Nodes, logical Node Roles, logical Communication Endpoints, logical information structures, logical Runtime Planes, logical interaction patterns, logical governance relationships, logical traceability relationships, and logical requirements. This part maps selected logical elements from Part 3 to concrete Phase 0 implementation technologies and implementation artifacts.

Phase 0 uses a deliberately limited implementation scope. It establishes an implementation baseline that maps selected FX logical Nodes to implementation participants, demonstrates structured information exchange among those participants, preserves traceability from implementation artifacts to logical elements, and prepares the implementation for later deployment, testability, observation, and evidence planning.

This part defines mappings for selected Phase 0 technologies and implementation artifacts, including DDS communication, IDL structures, generated types, Quality of Service (QoS) profiles, implementation Nodes, implementation modules, scripts, repository structure, configuration artifacts, and supporting build artifacts. These mappings realize the FX Demo Logical Profile for Phase 0; they do not redefine the logical architecture.

This part defines one phase-specific implementation profile rather than the final implementation architecture for all future phases. Later development phases may define additional implementation profiles that extend, refine, supersede, or replace this Phase 0 profile while preserving traceability to the applicable conceptual, logical, and FX logical profile elements.

The Phase 0 Implementation Profile also establishes implementation discipline. It identifies the conventions and controls needed before coding begins, including the required Phase 0 Developer Handbook. The Developer Handbook defines coding standards, file header rules, generated file rules, logging conventions, exception-handling patterns, naming conventions, repository workflow, and review expectations. Phase 0 coding does not begin until the Developer Handbook is in place and approved.

This part remains separate from deployment and evidence. It defines how selected logical elements map to implementation artifacts. Part 5 defines the approach to Phase 0 deployment, testability, runtime operation, observation, and evidence for those implementation artifacts.

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Last update: **2026/07/22 18:48**

