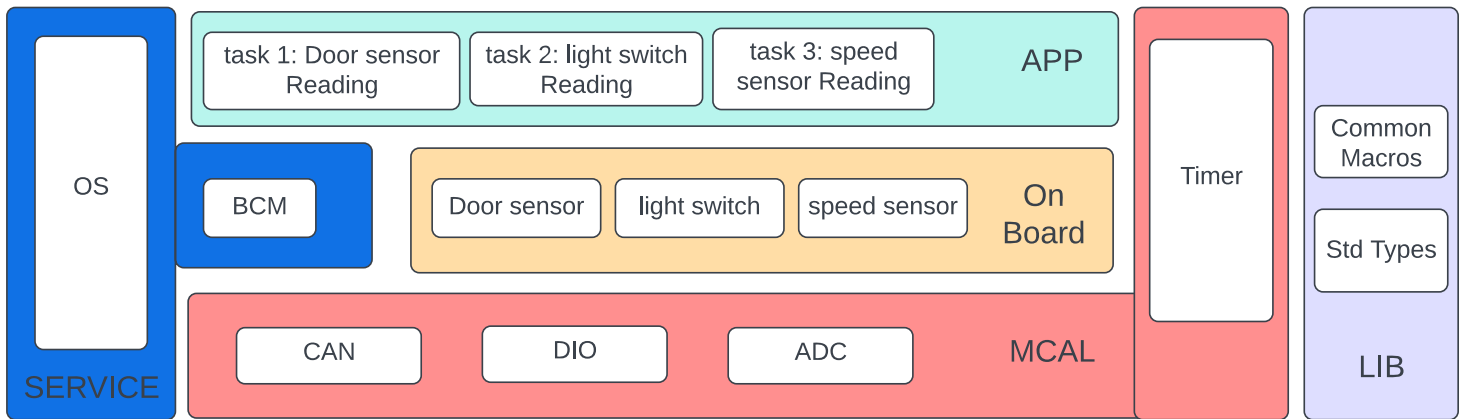


# Static Design

ECU 1



## Full Detailed APIs:

Name	<b>DIO Pin Init</b>
Description	Pin initialization
Syntax	<code>void DIO_pin_init(DIOPort_t Port, uint8 Pin , DIODIR_t dir)</code>
Parameters (in)	Port, Pin, direction
Parameters (out)	None
Return Value	void

Name	DIOPort_t
Type	Enum
Description	Contains all ports of the ECU

<b>Name</b>	DIODIR_t
<b>Type</b>	Enum
<b>Description</b>	Contains the directions of I/O

<b>Name</b>	<b>DIO Pin read</b>
<b>Description</b>	Read pin value
<b>Syntax</b>	Uint8 DIO_pin_init(DIOPort_t Port, uint8 Pin)
<b>Parameters (in)</b>	Port, Pin
<b>Parameters (out)</b>	None
<b>Return Value</b>	uint8

<b>Name</b>	<b>DIO Pin write</b>
<b>Description</b>	write pin value
<b>Syntax</b>	void DIO_pin_init(DIOPort_t Port, uint8 Pin , uint8 val)
<b>Parameters (in)</b>	Port, pin, val
<b>Parameters (out)</b>	None
<b>Return Value</b>	void

<b>Name</b>	<b>Timer Init</b>
<b>Description</b>	Initializing timer
<b>Syntax</b>	Void Timer_Init(Timer_Config* config)
<b>Parameters (in)</b>	config
<b>Parameters (out)</b>	None
<b>Return Value</b>	void

<b>Name</b>	Timer_Config
<b>Type</b>	Struct
<b>Description</b>	Contains the main configurations of the targeted timer

<b>Name</b>	<b>Timer delay</b>
<b>Description</b>	Timer delay in ms
<b>Syntax</b>	Void Timer_delay_m (uint32 delayValue)
<b>Parameters (in)</b>	delayValue
<b>Parameters (out)</b>	None
<b>Return Value</b>	void

<b>Name</b>	<b>Timer delay callback</b>
<b>Description</b>	Timer delay in ms with callback
<b>Syntax</b>	Void Timer_delay_m_call (uint32 delayValue , callbackPtr* callbackFunc)
<b>Parameters (in)</b>	delayValue, callbackFunc
<b>Parameters (out)</b>	None
<b>Return Value</b>	void

<b>Name</b>	<b>ADC Init</b>
<b>Description</b>	ADC initialization
<b>Syntax</b>	Void ADC_Init(uint8 ADC_Channel, ADC_Config* config)
<b>Parameters (in)</b>	ADC_Channel, config
<b>Parameters (out)</b>	None
<b>Return Value</b>	void

<b>Name</b>	ADC_Config
<b>Type</b>	Struct
<b>Description</b>	Contains the main configurations of the targeted ADC

<b>Name</b>	<b>ADC Get Value</b>
<b>Description</b>	Getting the ADC value
<b>Syntax</b>	Uint8 ADC_Read(uint8 ADC_Channel)
<b>Parameters (in)</b>	ADC_Channel
<b>Parameters (out)</b>	None
<b>Return Value</b>	Uint8

<b>Name</b>	<b>CAN Init</b>
<b>Description</b>	CAN initialization
<b>Syntax</b>	Void CAN_Init(CAN_Config_t* Config)
<b>Parameters (in)</b>	Config
<b>Parameters (out)</b>	None
<b>Return Value</b>	void

<b>Name</b>	CAN_Config_t
<b>Type</b>	Struct
<b>Description</b>	Contains the main configurations of the CAN

<b>Name</b>	<b>CAN Send</b>
<b>Description</b>	Sending 1 byte of data
<b>Syntax</b>	Void CAN_Send(uint8 data)
<b>Parameters (in)</b>	Data
<b>Parameters (out)</b>	None
<b>Return Value</b>	void

<b>Name</b>	<b>CAN recieve</b>
<b>Description</b>	Receiving 1 byte of data
<b>Syntax</b>	Uint8 CAN_Recieve(void)
<b>Parameters (in)</b>	void
<b>Parameters (out)</b>	None
<b>Return Value</b>	Uint8

<b>Name</b>	<b>Door sensor init</b>
<b>Description</b>	Initializing the door sensor
<b>Syntax</b>	Void doorSen_init(void)
<b>Parameters (in)</b>	void
<b>Parameters (out)</b>	None
<b>Return Value</b>	void

<b>Name</b>	<b>Door sensor read</b>
<b>Description</b>	Reading the door sensor value
<b>Syntax</b>	Uint8 doorSen_read(void)
<b>Parameters (in)</b>	void
<b>Parameters (out)</b>	None
<b>Return Value</b>	Uint8

<b>Name</b>	<b>Speed sensor init</b>
<b>Description</b>	Initializing the speed sensor
<b>Syntax</b>	Void speedSen_init(void)
<b>Parameters (in)</b>	void
<b>Parameters (out)</b>	None
<b>Return Value</b>	Void

<b>Name</b>	<b>speed sensor read</b>
<b>Description</b>	Reading the speed sensor value
<b>Syntax</b>	Uint16 doorSen_read(void)
<b>Parameters (in)</b>	void
<b>Parameters (out)</b>	None
<b>Return Value</b>	Uint16

<b>Name</b>	<b>Light switch init</b>
<b>Description</b>	Initializing the light switch
<b>Syntax</b>	Void lightSwitch_init(void)
<b>Parameters (in)</b>	void
<b>Parameters (out)</b>	None

<b>Return Value</b>	Void
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<b>Name</b>	<b>Light switch read</b>
<b>Description</b>	Reading the light switch value
<b>Syntax</b>	Uint8 lightSwitch_read(void)
<b>Parameters (in)</b>	void
<b>Parameters (out)</b>	None
<b>Return Value</b>	Uint8

<b>Name</b>	<b>Send data</b>
<b>Description</b>	Sending 1 byte of data and choosing the protocol
<b>Syntax</b>	Void sendData(uint8 data , BCM_protocol_t protocol)
<b>Parameters (in)</b>	Data , protocol
<b>Parameters (out)</b>	None
<b>Return Value</b>	void

<b>Name</b>	BCM_protocol_t
<b>Type</b>	Enum
<b>Description</b>	Contains all protocols that needed to communicate

<b>Name</b>	<b>Receive data</b>
<b>Description</b>	receiving 1 byte of data and choosing the protocol
<b>Syntax</b>	Uint8 receiveData(BCM_protocol_t protocol)
<b>Parameters (in)</b>	protocol
<b>Parameters (out)</b>	None
<b>Return Value</b>	Uint8

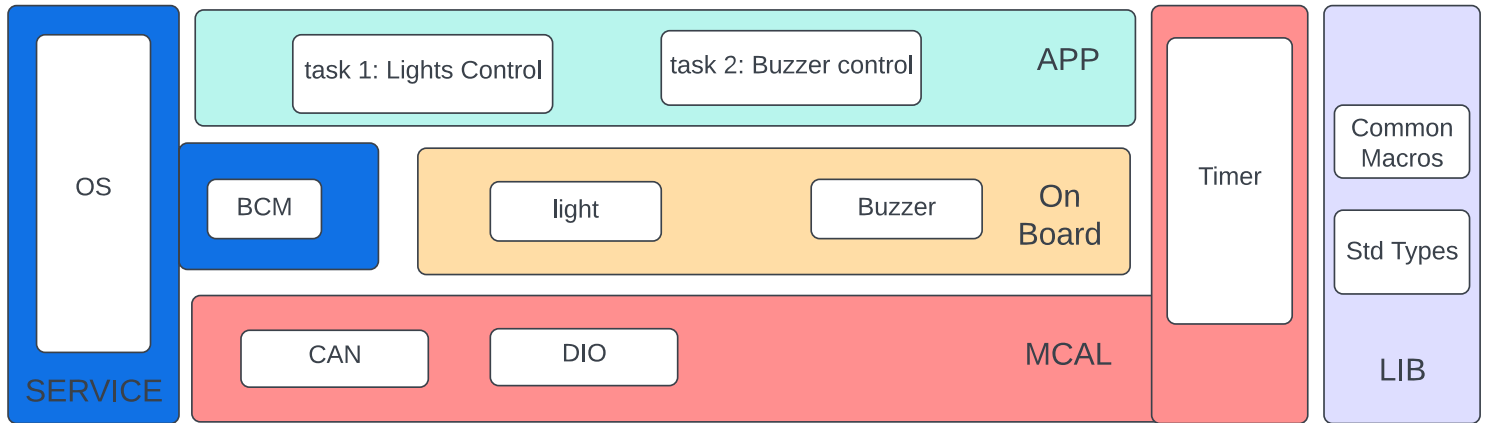
<b>Name</b>	<b>Door sensor task</b>
<b>Description</b>	Reading and sending the door sensor value
<b>Syntax</b>	void doorSen_task(void)

<b>Parameters (in)</b>	void
<b>Parameters (out)</b>	None
<b>Return Value</b>	void

<b>Name</b>	<b>speed sensor task</b>
<b>Description</b>	Reading and sending the speed sensor value
<b>Syntax</b>	void speedSen_task(void)
<b>Parameters (in)</b>	void
<b>Parameters (out)</b>	None
<b>Return Value</b>	void

<b>Name</b>	<b>Light switch task</b>
<b>Description</b>	Reading and sending the Light switch state
<b>Syntax</b>	void LightSwitch_task(void)
<b>Parameters (in)</b>	void
<b>Parameters (out)</b>	None
<b>Return Value</b>	void

## ECU 2



MCAL and SERVICE drivers are common with ECU 1.

Name	Lights init
Description	Initializing the lights
Syntax	Void lights_init(void)
Parameters (in)	void
Parameters (out)	None
Return Value	Void

Name	Lights state
Description	Reading the light's state
Syntax	Uint8 static volatile lights_state;
Parameters (in)	None
Parameters (out)	None
Return Value	None

Name	Lights write
Description	Changing the lights state
Syntax	Void lights_write (uint8 state)
Parameters (in)	State
Parameters (out)	None
Return Value	Void



<b>Name</b>	<b>buzzer init</b>
<b>Description</b>	Initializing the buzzer
<b>Syntax</b>	Void buzzer_init(void)
<b>Parameters (in)</b>	void
<b>Parameters (out)</b>	None
<b>Return Value</b>	Void

<b>Name</b>	<b>Buzzer state</b>
<b>Description</b>	Reading the buzzer's state
<b>Syntax</b>	Uint8 static volatile buzzer_state;
<b>Parameters (in)</b>	None
<b>Parameters (out)</b>	None
<b>Return Value</b>	None

<b>Name</b>	<b>buzzer write</b>
<b>Description</b>	Changing the buzzer state
<b>Syntax</b>	Void buzzer_write (uint8 state)
<b>Parameters (in)</b>	State
<b>Parameters (out)</b>	None
<b>Return Value</b>	Void

<b>Name</b>	<b>Lights task</b>
<b>Description</b>	Controlling the lights state
<b>Syntax</b>	void lights_task(void)
<b>Parameters (in)</b>	void
<b>Parameters (out)</b>	None
<b>Return Value</b>	void

<b>Name</b>	<b>Buzzer task</b>
<b>Description</b>	Controlling the buzzer state
<b>Syntax</b>	void buzzer _task(void)
<b>Parameters (in)</b>	void
<b>Parameters (out)</b>	None
<b>Return Value</b>	void