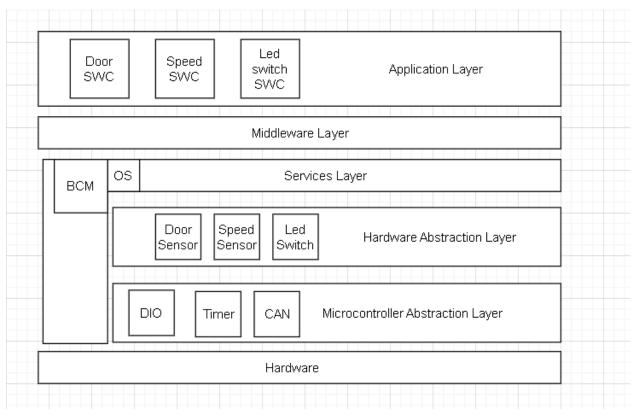
ECU 1:

1- The Layered Architecture:



2- ECU 1 Components and Modules:

- ECU1 consists of 3 main components: Door Software Component, Speed Software Component, Led Switch Software Component.
- It has also an operating system which will be used for scheduling the periodicity of sending the status of each of the three components.
- It has the Basic Communicatino Module (BCM) which is used to send the status of the three modules to the other side.
- It has a CAN drivre as it will send the messages through the CAN bus to the other side.

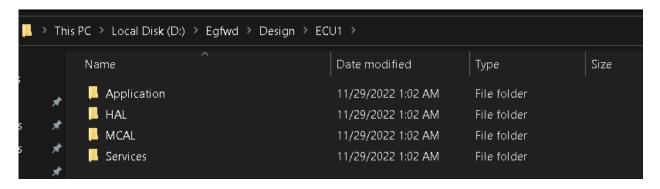
3- APIs and Typedefs for each Module:

- Door:
 - API: Door_Status Is_Door_Open (void);
 - Description: This function gets the status of the door whether it's open or closed.
 - Input parameters: None
 - Return Value: This function returns a value of type Door_Status
 - Typedef: typedef boolean Door_Status;

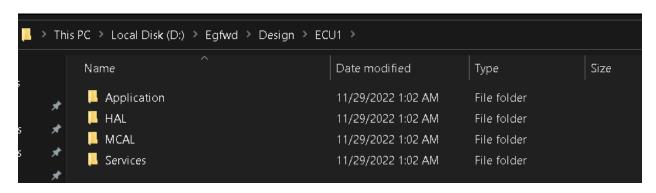
- Typedef: typedef char boolean;
- Speed:
 - API: Speed_Status Is_Car_Stopped (void);
 - Description: This function gets the value of the car's speed.
 - Input Parameters: void
 - Return: value of type Speed Status .
 - Typedef: typedef uint8 t Speed Status;
 - Typedef: typedef char uint8_t;
- Led Switch::
 - API: LedSwitch_Status Is_LedSwitch_Pressed (void);
 - Description: This function gets the status of the car's Led Switch whether it is pressed or not.
 - Input Parameters: None
 - Return: the function returns a value of type LedSwitch_Status.
 - Typedef: typedef boolean LedSwitch Status;
 - Typedef: typedef uint8_t boolean;
 - Typedef: typedef char uint8_t;
- Operating System:
 - API: void vStartScheduler();
 - Description: This function starts the scheduler of the system which handles the tasks of the system.
 - Input Paramters: None
 - Return value: void

4- Folders Architecture:

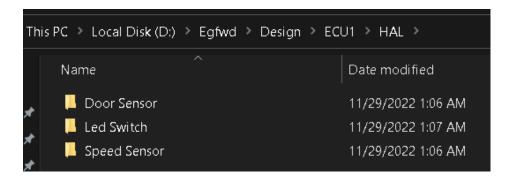
- ECU 1 Folder:



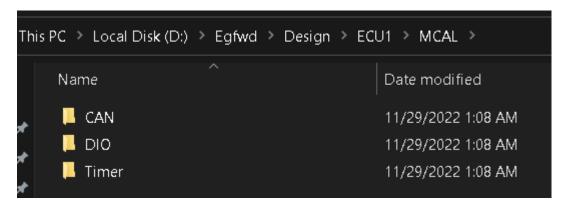
- ECU1 Application Folder:



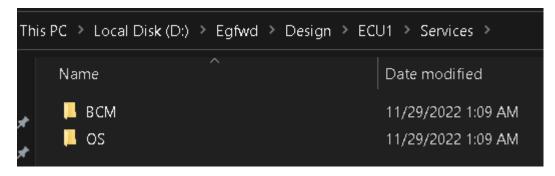
- ECU1 HAL Folder:



- ECU1 MCAL Folder:

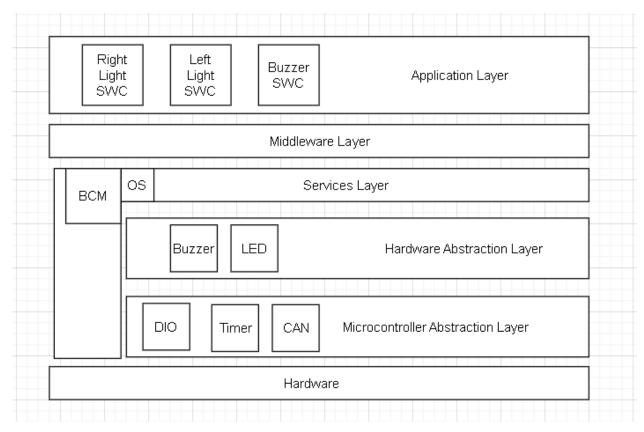


- ECU1 Services Folder:



ECU2:

1- The Layered Architecture:



2- ECU 2 Components and Modules:

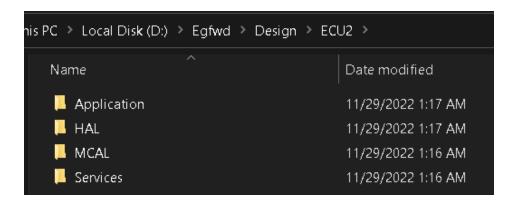
- ECU2 consists of 3 main modules: Right Light Component, Left Right Component and Buzzer Component.
- It has also a Basic Communication Module (BCM) which is responsible for receiving the messages from the sending ECU.
- It has CAN driver as well which will receive the messages through the CAN bus.

3- APIs and Typedefs for each module:

- Left Light:
 - API: Led_State Is_LeftLight_ON (void);
 - Description: This function checks if Left light led is on or off.
 - Input paramters: None
 - Return: a value of type Led_State that can be on or off.
 - API: void LeftLightLed_TurnOn (void);
 - Description: This function turns on the left light led .
 - Input Parameters: None

- Return: None
- Typedef: typedef boolean Led_State;
- Right Light:
 - API: Led_State Is_RightLight_ON (void);
 - Description: This function checks if the right light led is on or off.
 - Input Parameters: None
 - Return: a value of type Led State which can be on or off.
 - API: void RightLightLed_TurnOn (void);
 - Description: This function turnos on the right light led .
 - Input parameters: None
 - Return: void
 - Typedef: typedef boolean Led_State;
- Buzzer:
 - API: void Buzzer_TurnOn (uint8_t time);
 - Description: This function turns the buzzer on.
 - Input parameters: time which represents the time for the buzzer to be turned on.
 - Return: void
 - API: void Buzzer_TurnOff (void);
 - Description: This function turns the buzzer off.
 - Input parameters: None
 - Return: void
 - API: Buzzer_State Is_Buzzer_On (void);
 - Description: This function checks if the buzzer is on or off.
 - Input parameters: None
 - Return: void
 - Typedef: typedef boolean Buzzer_State;
- CAN:
 - API: Reception_State CAN_Receive_Message (void);
 - Description: This function receives a message from the CAN bus.
 - Input Paramters: None
 - Return: this function returns a value of type Reception_State which marks reception ok or not_ok.
 - Typedef: typedef enum {Ok, Not_Ok} Reception_State;
- 4- Folders Architecture:

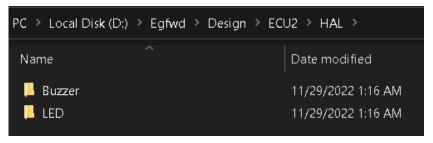
ECU2 Folder:



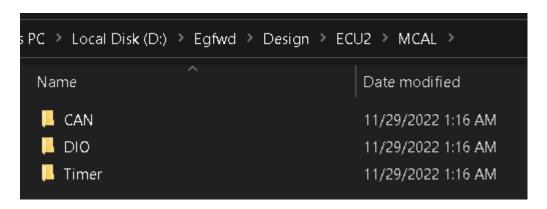
- ECU2 Application Folder:



- ECU2 HAL Folder:



- ECU2 MCAL Folder:



- ECU2 Services Folder:

