## EE690: Embedded Systems Design Homework 2

Q) Develop the architecture for an embedded system to control a windshield wiper system. A windshield wiper motor assembly is available and has one digital in (RUN) and one digital out (HOME). As long as the RUN line is held high, the motor runs and the wiper operates continuously, i.e wipes back and forth. Whenever the wiper is in the lowest position, the HOME line goes low, when the wiper is elsewhere it is high.

Your task is to design an embedded controller that is capable of operating this wiper in three modes -

- a) continuously wiping (for heavy rain)
- b) intermittent (wipe once, wait, wipe once, wait, etc)
- c) wipe exactly once and then stop

Your design should also include how you will take input from the user (the driver of the vehicle) in an intuitive way- i.e. the user should not need to know the internal workings of the system. You should also ensure that the wiper is never stopped in the "up" state- i.e. your controller should always make sure to run the motor till the wiper comes down and then stop.

A)

Inputs to user will be provided using a wiper control stick, with four options:

- 1. Rain: Triggers continuous wipe
- 2. Drizzle: Triggers intermittent wipe
- 3. Clean Window: Triggers single wipe
- 4. Wiper Off

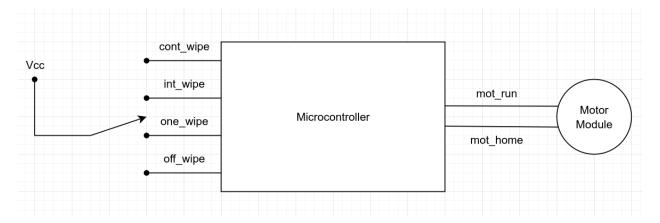


• Internally, each option is selected through an electrical contact switch, which then feeds a signal to the microcontroller.

## • Let the naming of pins be as follows:

Continuous wipe: cont\_wipe
Intermittent wipe: int\_wipe
Single\_wipe: one\_wipe
Motor RUN: mot\_run
Home: mot\_home

## Schematic:



## • PseudoCode:

```
volatile int state = 0;
bool cont wipe, int wipe, one wipe, mot home; //Inputs
bool mot run = 0; //Output
void state assign interrupt(void) //Same as GPIOHandler
{
    state assign interrupt
                             is
                                 written
                                           such
                                                 that
receiving an input from user, and interrupt is triggered.
States are assigned such that state = 0 is off, state = 1
is cont wipe, state = 2 is int wipe, state = 3 is one wipe
*/
if(off wipe==1)
{state=0;}
else if(cont wipe==1)
{state=1;}
else if(int wipe==1)
{state=2;}
else if(one wipe==1)
{state=3;}
```

```
void main()
/*Config GPIO to have cont_wipe, int_wipe, one_wipe,
off wipe and mot home as inputs and mot run as output ^{\star}/
gpio config();
while (1)
// Continuous polling is used
             //Off
if(state==0)
    while(home!=0) //Run motor till wiper reaches home
    {mot run=1;}
    }
else if(state==1) //Continuous Wipe
{mot run=1;}
else if(state == 2) //Intermittent Wipe
    while(state==2)
    mot run=1;
    while (home!=0) // Off condition
    {mot run=1;}
    mot run=0;
    delay();
    }
}
else if(state == 3) //Single Wipe
    mot run=1;
                //Turn off
    state=0;
}
}
```