

Introduced by

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Project overview

The project consists of 3 Micro controllers:

Hardware:

- 1- HMI ECU: responsible for the user interface, it's connected to keypad, LCD, change mode button (INTO) and Motor control button (Any DIO pin)
- 2-Motor control ECU: connected to a DC motor, fan and a temperature sensor (LM35)
- 3-Lighting ECU: connected to 4 leds which represent the car light system. The 4 leds represent car front left light, car front right light, car rear left light and car rear right light.

COMMUNICATION:

- 1- HMI ECU and Motor Control ECU are connected through UART.
- 2- HMI ECU and Lighting ECU are connected through I2C.

Required functionality:

1- Once the simulation starts the user should choose which ECU he/she wants to control. The LCD will show two options in two lines

1: Control the motor.

2: Control the lighting.

If mode 1 is selected, the user will be asked, through a message on LCD, to enter the motor speed he wants the motor to operate on (from 0 to 100).

After writing the input speed, the motor won't start until the motor control button is pressed. If the button is released the motor shall stop and if pressed again the motor shall run again with the last input speed.

The LCD should say the motor state (running, stopped)

Required functionality(CONTD)

If mode 2 is pressed, the user is asked to select which light he wants to turn on. A two line message should appear on the LCD to let the user choose the lighting option.

Line one of the message is(11: FR, 12:FL, 15:F)

Line two of the message is(13:RR, 14:RL, 16: R)

Required functionality(CONTD)

Motor cooling:

The motor temperature is measured using the LM35 sensor, if the temperature became > 70 do the following:

- Turn the fan on for 20 sec.
- If the temperature becomes < 70 within the 20 sec the fan should be turned off.
- If the temperature remained > 70 even after the 20 sec the following condition should happen:

Turn the motor off

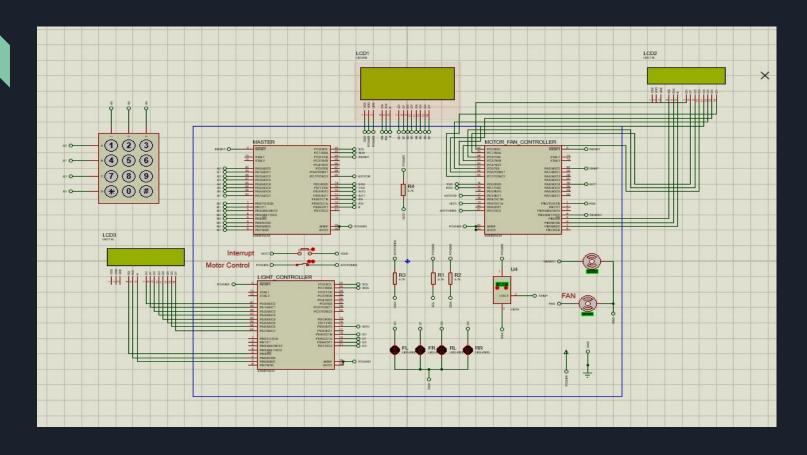
Turn all the lights off

Show "System failure" on LCD.

wait for 30 sec until you can turn the system on again

When system turns on again, repeat the first step of the project (let user choose the mood)

Proteus simulation



Code: HMI ECU

```
#include "REG DEF.h"
     #include "BIT MATH.h"
   #include "STD TYPES.h"
10
     #include "lcd.h"
     #include "keypad.h"
   #include "uart.h"
     #include "avr/interrupt.h"
     #include "I2C Master.h"
16
     #define I BIT
18
     #define MCUCR ISC01 1
     #define MCUCR ISC00 0
     #define GICR INTO 6
     s32 LCD ReadInput();
23
24
     u8 current screen = 1;
     u8 interrupt = 0;
26
     int main (void)
27
        /*The reset button using interrupt*/
28
29
        30
        /*INTO input */
31
        GICR = 1<<INTO | 1<<INT1; /* Enable INTO and INT1*/
32
33
        MCUCR = 1<<ISC01 | 1<<ISC00; /* Trigger INTO on rising edge */
        //SET BIT(SREG,I BIT); // Doesn't work as one of the interrupts will work and not the two of them so we use sei
34
35
        sei(); /* Enable Global Interrupt ******From Google */
36
37
        CLR BIT (DDRD, PD2);
         SET BIT (PIND, PD2);
38
39
40
         CLR BIT (DDRD, PD3);
41
         SET BIT (PIND, PD3);
         /************************/
42
43
```

```
LCD init();
UART init();
TWI init master();
SET BIT (PORTC, PC2);
SET BIT (DDRC, PC2);
SET BIT (DDRC, PC7);
CLR BIT (PORTC, PC7);
s8 key;
sl6 speed = 0;
sl6 led = 0;
_delay_ms(200); //if system failure happen more than one time to avoid displaying control lighting
if (interrupt == 0 && GET BIT (PIND, PD2) == 1)
    LCD goToRowColumn(0,0);
    LCD displayString("1 Control motor");
    LCD goToRowColumn(1,0);
    LCD displayString("2 Control Lighting");
while (1)
    if (current screen == 1 && interrupt == 1 && GET BIT(PIND, PD2) == 1)
        LCD clearScreen();
        LCD goToRowColumn(0,0);
        LCD displayString("1 Control motor");
        LCD goToRowColumn(1,0);
        LCD displayString("2 Control Lighting");
        interrupt = 0;
```

```
if (GET BIT (PIND, PD2) == 0)
   LCD goToRowColumn20(0,0);
   LCD displayString("System Failure");
   UART sendByte(0);
    SET BIT (PORTC, PC7);
    delay ms(250);
   CLR BIT (PORTC, PC7);
if(interrupt == 0)
   key = KeyPad getPressedKey();
if(key == 1 || ((key == -1 && current_screen == 2) && GET_BIT(PIND, PD2) == 1))
   LCD clearScreen();
   LCD goToRowColumn(0,0);
   LCD displayString("Speed :");
    current screen = 2;
    interrupt = 0;
    speed = LCD ReadInput();
    if(speed != -1)
       LCD displayString(" %");
       LCD goToRowColumn20(1,0);
        LCD displayString("to go back enter ");
        LCD goToRowColumn20(2,0);
       LCD displayString("1 to control motor");
       LCD goToRowColumn20(3,0);
       LCD displayString ("2 to control light");
        /*Control the speed using UART*/
       UART sendByte(speed);
        SET BIT (PORTC, PC7);
        delay ms(250);
        CLR BIT (PORTC, PC7);
```

```
else if (key == 2 || ((interrupt == 1 && current screen == 3) && GET BIT(PIND,PD2) == 1))
   LCD clearScreen();
   LCD goToRowColumn(0,0);
   LCD displayString("FL:11, FR:12, F:15");
   LCD goToRowColumn(1,0);
   LCD displayString("RL:13, RR:14, R:16");
   current screen = 3;
   interrupt = 0;
   LCD goToRowColumn20(2,0);
   led = LCD ReadInput();
   if(led != -1)
       if(led < 11 || led > 16)
           LCD clearScreen();
           LCD displayString("Invalid option ");
           LCD goToRowColumn20(1,0);
           LCD displayString("to go back enter ");
           LCD goToRowColumn20(2,0);
           LCD displayString ("1 to control motor");
           LCD goToRowColumn20(3,0);
           LCD displayString ("2 to control light");
        else
           LCD clearScreen();
           LCD displayString("option ");
           LCD intgerToString(led);
           LCD goToRowColumn20(1,0);
           LCD displayString("to go back enter ");
           LCD goToRowColumn20(2,0);
           LCD displayString ("1 to control motor");
           LCD goToRowColumn20(3,0);
           LCD displayString ("2 to control light");
```

```
// Function to initialize TWI
               TWI start(); // Function to send start condition
               TWI write address(address+write); // Function to write address and data direction bit(write) on SDA
               TWI write data(led); // Function to write data in slave
               TWI stop(); // Function to send stop condition
               delay ms(10); // Delay of 10 mili second
return 0;
```

```
s32 LCD ReadInput() {
     s8 Local u8PressedKey = 0xFF;
     s32 Local input = 0;
     u8 counter = 0;
     while (1) {
         Local u8PressedKey = KeyPad getPressedKey();
         if (Local u8PressedKey != 0xFF) {
             if (Local u8PressedKey == 'k' && counter != 0)
                 break;
             else if (Local_u8PressedKey == -1)
                 return -1:
             else if (Local u8PressedKey != 'k' && Local u8PressedKey != 'd')
                 if (counter != 0)
                     Local input *= 10;
                     Local input += Local u8PressedKey;
                 else
                     Local input = Local u8PressedKey;
                 counter++;
                 LCD intgerToString(Local u8PressedKey);
             else if (counter != 0 && Local u8PressedKey == 'd')
                 LCD sendCommand(0x10);
                 LCD displayCharacter(' ');
                 LCD sendCommand(0x10);
                 Local input /= 10;
                 counter -- ;
```

```
return Local input;
ISR (INTO vect)
    CLR BIT (PORTC, PC2);
ISR (INT1 vect)
    LCD clearScreen();
    while (GET BIT (PIND, PD3) == 0)
       LCD goToRowColumn20(0,0);
        LCD displayString("Overheating, ");
        LCD goToRowColumn20(1,0);
        LCD displayString("Cooling on");
        interrupt = 1;
    LCD clearScreen();
```

Code: Motor control ECU

```
#include "REG DEF.h"
#include "BIT MATH.h"
#include "STD TYPES.h"
#include "adc.h"
#include "TimerO.h"
#include "Timerl.h"
#include "util/delay.h"
#include "uart.h"
#include "lcd.h"
#include "avr/interrupt.h"
#define Reading Channel 0
u8 x = 0, y = 0, z = 0;
u8 flag = 0;
u8 fan = 0;
int main (void)
1
    CLR BIT (DDRD, PD7);
    SET BIT (PIND, PD7);
    /*Fan PIn*/
    SET BIT (DDRB, PBO) ;
    CLR BIT (PORTB, PBO) ;
    /*Failure Pin*/
    SET BIT (DDRD, PD5);
    SET BIT (PORTD, PD5) ;
    /*Overheating Pin*/
    SET BIT (DDRA, PA4);
    SET BIT (PORTA, PA4) ;
    ADC init();
    LCD init();
    timerO init PWM();
    timerl init CtcMode();
    UART init();
    CLR BIT (DDRD, PD3);
```

Code: Motor control ECU(CONTD)

```
ul6 Temp Reading = 0;
u8 speed;
while (1)
    /*Read the temprature using ADC*/
    Temp Reading = ADC ReadChannel (Reading Channel);
    Temp_Reading = ((float)Temp_Reading * 500) / 1023;
    LCD goToRowColumn (0,0);
    LCD displayString("Temp ");
    LCD intgerToString(Temp Reading);
    if(fan == 1)
        timer0 set dutyCycle(0);
    /*Check the temperature to control the fan*/
    if (Temp Reading > 70 && fan == 0)
        SET BIT (PORTB, PBO) ;
        CLR BIT (PORTA, PA4);
        flag = 1;
    else
        CLR BIT (PORTB, PBO);
        SET BIT (PORTA, PA4) ;
        flag = 0;
    if (GET BIT (PIND, PD3) == 1)
        speed = UART recieveByte();
        delay ms(200);
```

Code: Motor control ECU(CONTD)

```
/*Control the motor using timer0*/
        if (GET BIT (PIND, PD7))
            timer0_set_dutyCycle((u8)((float)speed*255/100));
        else
            timer0 set dutyCycle(0);
        LCD goToRowColumn (1,0);
        LCD displayString("Speed ");
        LCD intgerToString(speed);
        LCD displayString(" %");
    return 0;
ISR (TIMER1 COMPA vect)
    if(flag == 1)
        x++:
        if(x == 5) //Should be 5
            CLR BIT (PORTB, PBO);
            x = 0;
            z++;
             if(z == 2)
                 fan = 1;
                CLR BIT (PORTB, PB3);
                CLR BIT (PORTD, PD5);
```

Code: Motor control ECU(CONTD)

```
else if (fan == 1)
    y++;
    if (y == 5) // Should be 5
        SET BIT (PORTD, PD5);
        y = 0;
else
```

Code: Lighting ECU

```
#include "REG DEF.h"
#include "BIT MATH.h"
#include "STD TYPES.h"
#include "lcd.h"
#include "I2C Slave.h"
#include "avr/interrupt.h"
#define I BIT
int main (void)
   /*INTO input */
   GICR = 1<<INTO; /* Enable INTO*/
   MCUCR = 1<<ISC01; /* Trigger INTO on falling edge */
   SET BIT(SREG, I BIT); /* Enable Global Interrupt */
   CLR BIT (DDRD, PD2);
   SET BIT (PIND, PD2);
   LCD init();
   TWI init slave(); // Function to initilaize slave
   /*SET PINs PD0 : PD3 output*/
   SET BIT (DDRD, PD4);
   SET BIT (DDRD, PD5);
   SET BIT (DDRD, PD6) ;
   SET BIT (DDRD, PD7);
   ul6 led:
   while (1)
      TWI match read slave(); //Function to match the slave address and slave direction bit(read)
      led = TWI read slave(); // Function to read data
      LCD clearScreen();
      LCD displayString("option ");
```

Code: Lighting ECU(CONTD)

```
while (1)
       TWI match read slave(); //Function to match the slave address and slave direction bit(read)
   led = TWI read slave(); // Function to read data
   LCD clearScreen();
   LCD displayString("option ");
   LCD intgerToString(led);
   if (led == 11)
       SET BIT (PORTD, PD4);
       CLR BIT (PORTD, PD5);
       CLR BIT (PORTD, PD6);
       CLR BIT (PORTD, PD7);
   else if (led == 12)
       CLR BIT (PORTD, PD4);
       SET BIT (PORTD, PD5);
       CLR BIT (PORTD, PD6);
       CLR BIT (PORTD, PD7);
    else if (led == 13)
       CLR BIT (PORTD, PD4) ;
       CLR BIT (PORTD, PD5);
       SET BIT (PORTD, PD6);
       CLR BIT (PORTD, PD7);
    else if (led == 14)
       CLR BIT (PORTD, PD4);
       CLR BIT (PORTD, PD5);
       CLR BIT (PORTD, PD6);
       SET BIT (PORTD, PD7);
```

Code: Lighting ECU(CONTD)

```
else if (led == 15)
             SET BIT (PORTD, PD4) ;
             SET BIT (PORTD, PD5) ;
             CLR BIT (PORTD, PD6) ;
             CLR BIT (PORTD, PD7);
         else if (led == 16)
             CLR BIT (PORTD, PD4);
             CLR BIT (PORTD, PD5);
             SET BIT (PORTD, PD6) ;
             SET BIT (PORTD, PD7) ;
    return 0;
ISR (INTO vect)
    /*For reseting after Failure*/
    CLR BIT (PORTD, PD4);
    CLR BIT (PORTD, PD5);
    CLR BIT (PORTD, PD6) ;
    CLR BIT (PORTD, PD7);
```