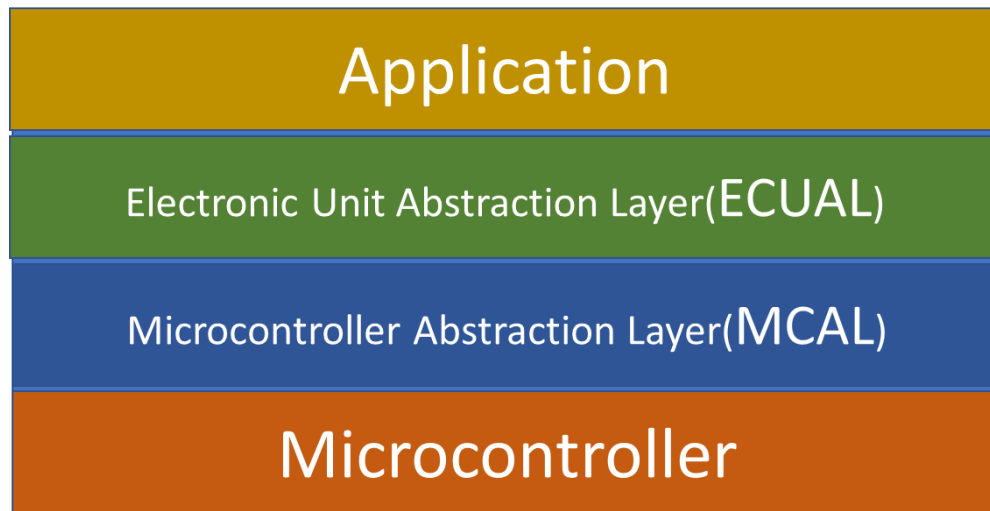


# Contents

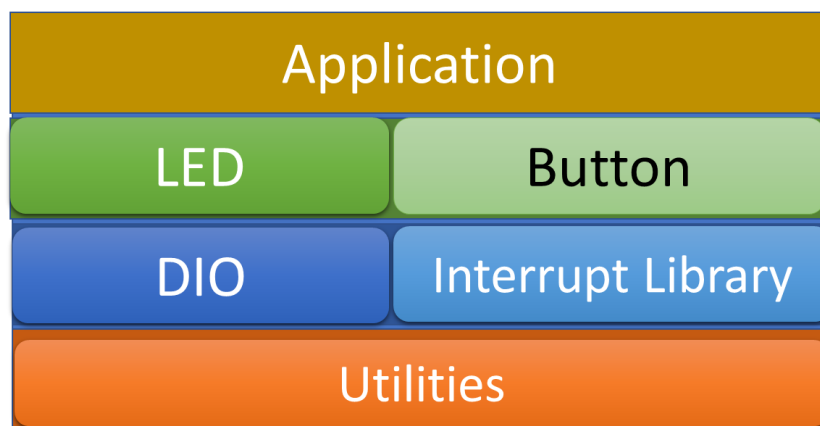
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# System Design

## System Layers



## Drivers in each layer

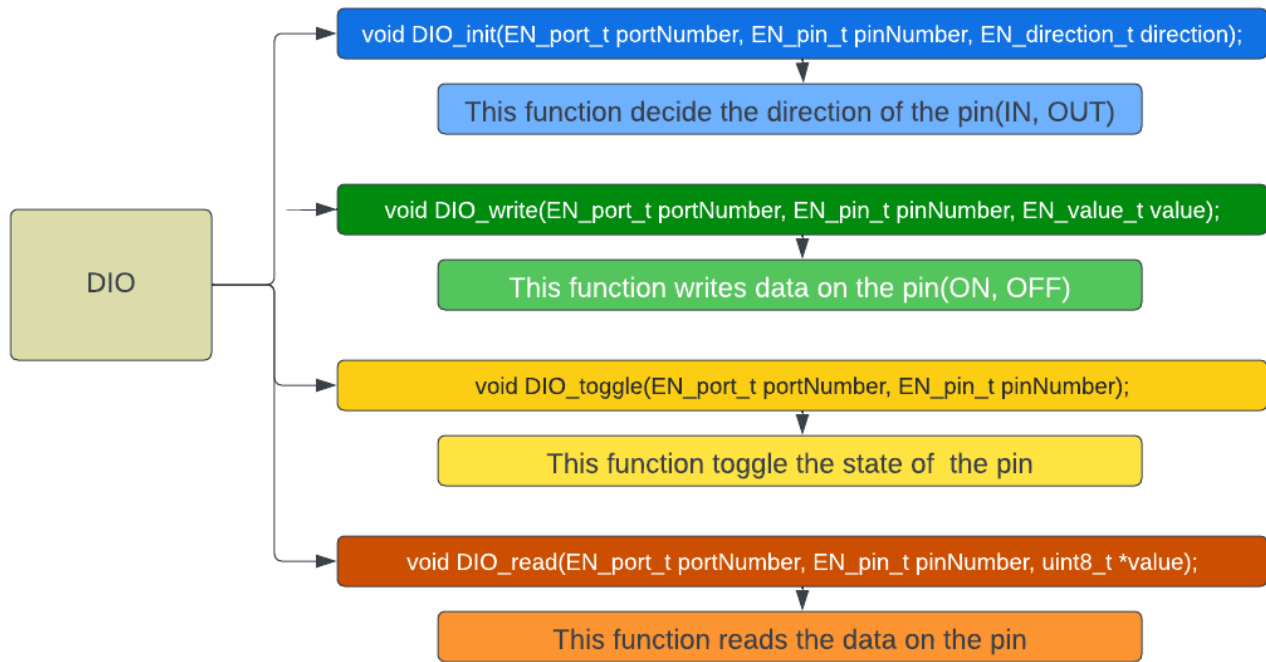


## system description

### Microcontroller layer

#### Utilities Driver

- This driver contains mainly two header files(registers.h, types.h)
  - registers.h
    - i/o registers(PORTA, PORTB, PORTC, PORTD)
    - timer0 registers
    - external interrupts registers
  - types.h
    - Defines important data types

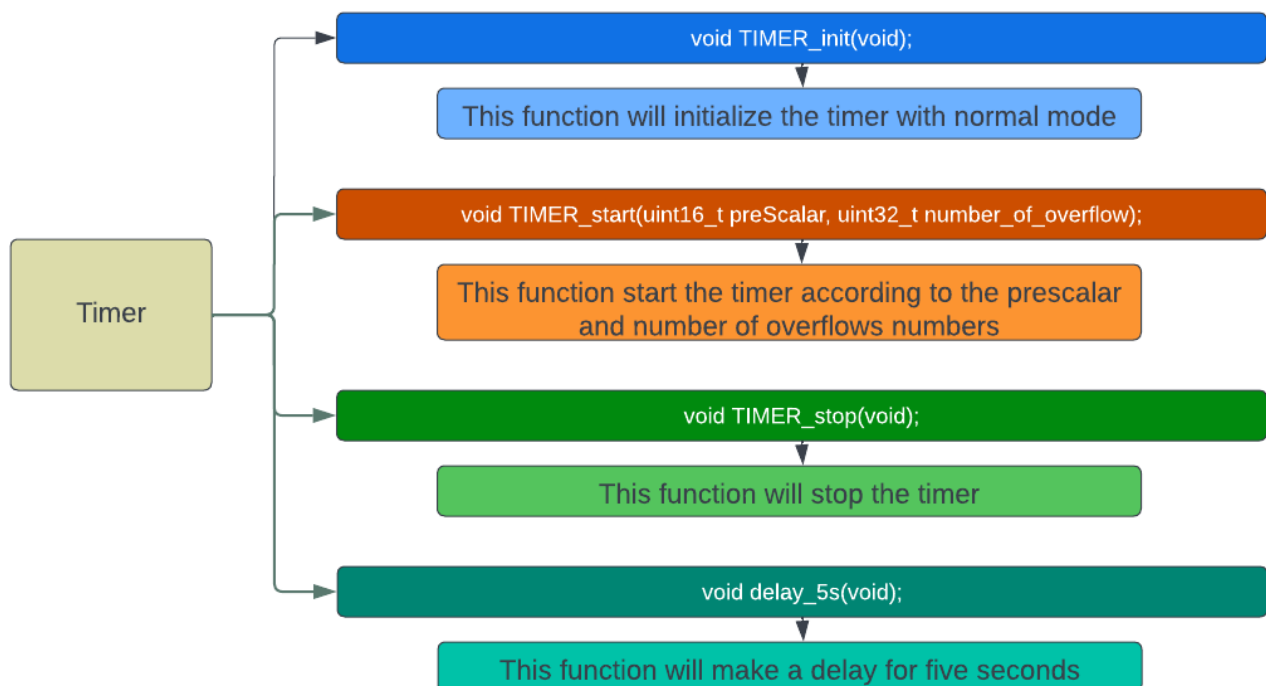


- Has helpful macros to easiest the programming
- Has enums to define the directions, pins and ports

#### Interrupt Library

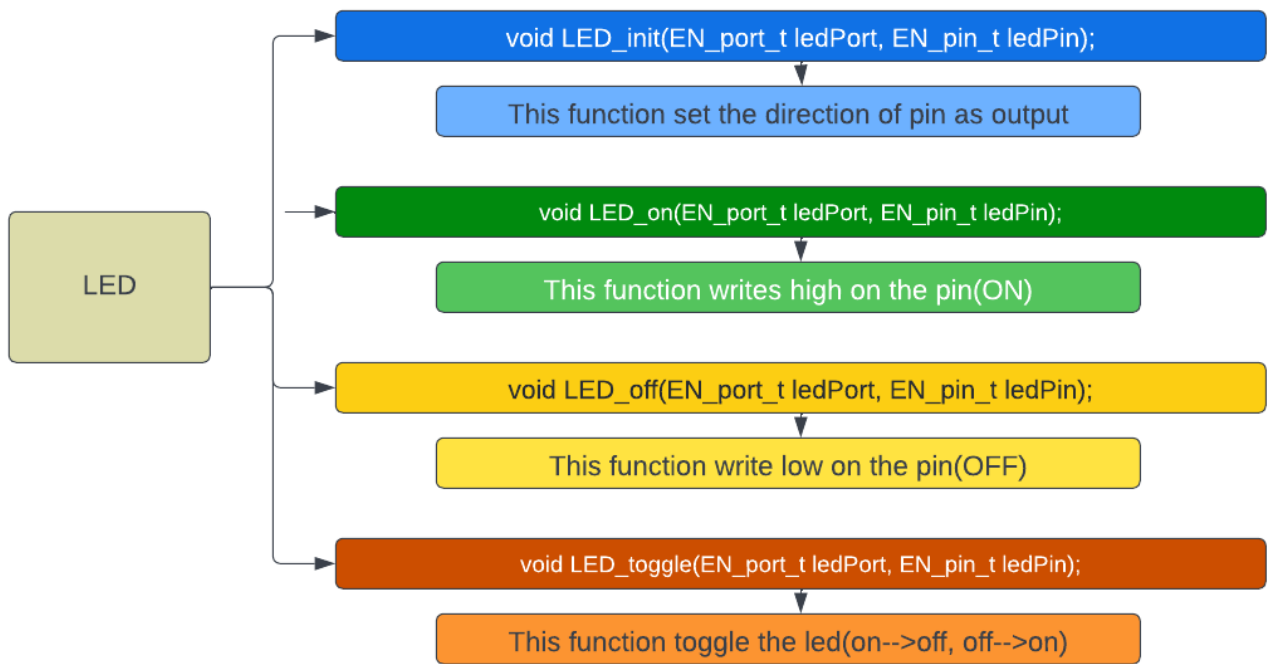
1. This library defines the external interrupt vectors, macros to set OR clear global register and ISR macro
  - Make function to initialize the interrupt

#### Timer Driver

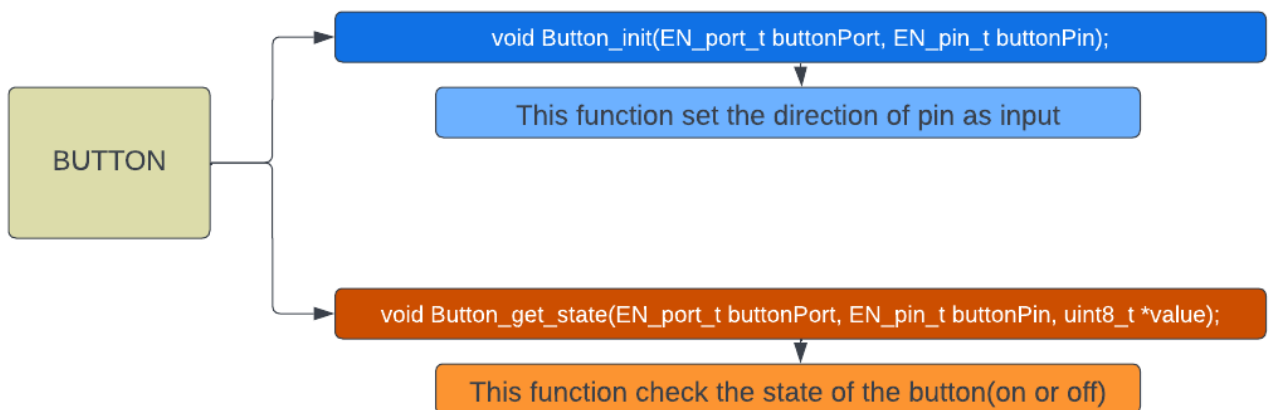


## ECUAL Layer

### LED Driver

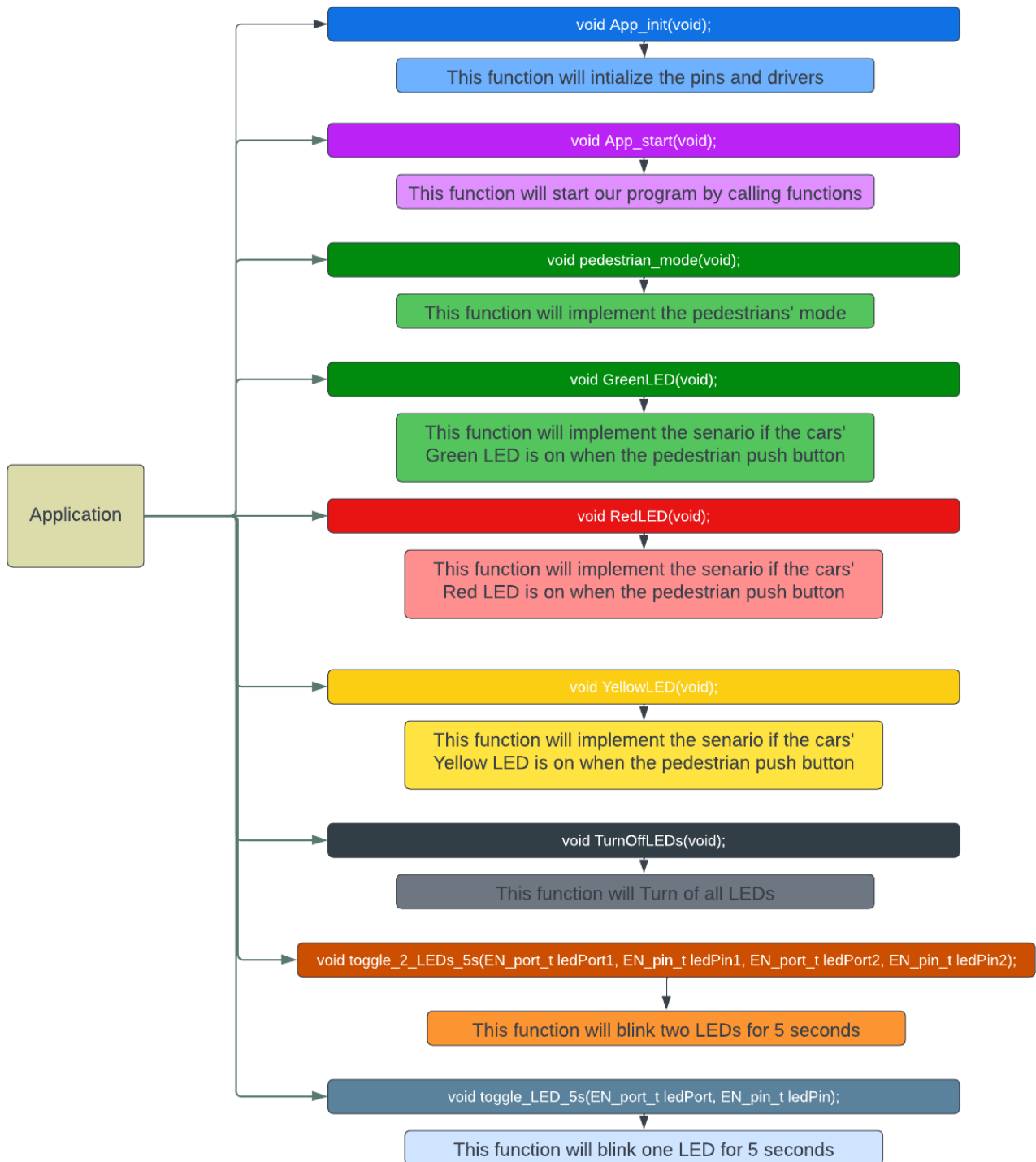


### BUTTON Driver

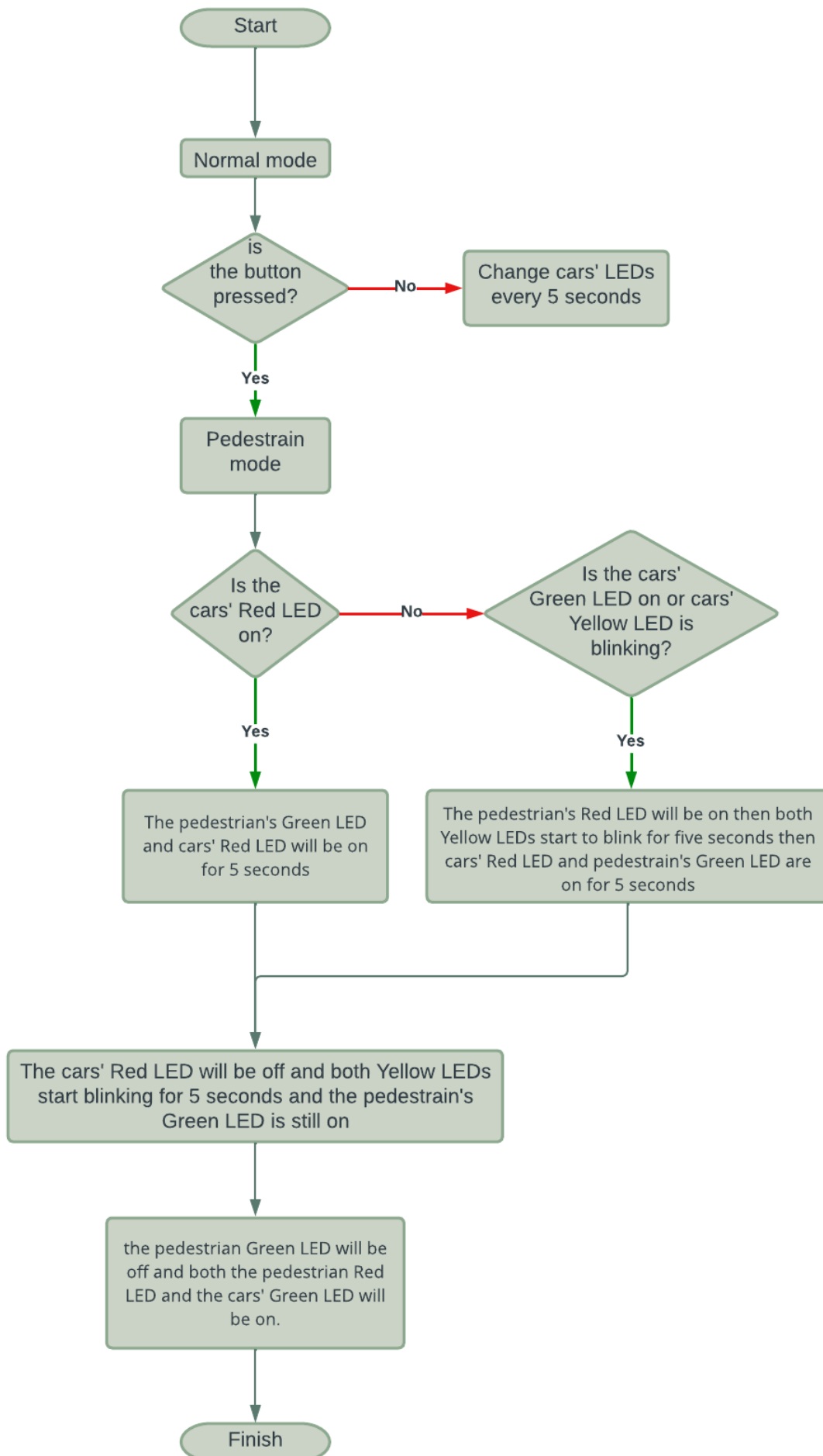


# Application Layer

## Application Driver



## system flow chart



## Description

1. Checking the mode(Normal, Pedstrians)
2. Assuming Normal mode
  1. turn off all LEDs, to prevent the errors if it return from the pedestrain's mode
  2. turn on cars' Red LED and the pedestrian's Green LED
    - check if the user push the button during this duration or not, to call the pedestrian's mode
  3. blink cars' Yellow LED and turn on the pedestrians' Red LED
    - check if the user push the button during this duration or not, to call the pedestrian's mode
  4. Trun on cars' Green LED and blink the pedestrians' Yellow LED
3. Assuming Pedestrians' mode
  1. check the color of cars' LED when the pedestrian push the button
  2. implement the mode according to the cars' LED color
  3. continue the pedestrain mode until led cars pass
    1. turn off cars' Red LED
    2. blink cars' Yellow LED and pedestrians' Yellow LED for 5 s
    3. Turn off Pedestrian's Yellow and Green LEDs and cars' Yellow LED
    4. Turn on cars' Red LED and the pedestrian's Green LED, to let cars pass
  - After finishing the pedestrian mode the normal mode will be run