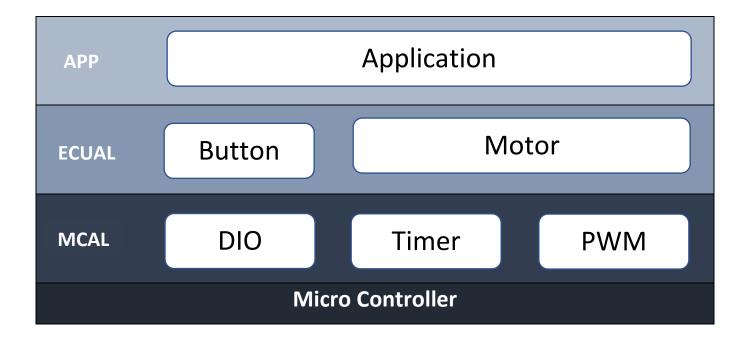
Static Design Task

A) Layered Architecture:



B) Defining APIs:

I) MCAL LAYER:

1- DIO APIs:

```
//return status of DIO functions

√ typedef enum {
      ERROR,
      SUCCESS
 }DIO_Status_t;
 //MCU DIO Pins

√ typedef enum {
      PINAO,
      PINA1,
      PIND7
 }DIO_PinNum_t;
∨typedef enum {
      OUTPUT,
      INFREE,
     INPLUP
 }DIO_PinMode_t;

∨ typedef enum {
      LOW,
     HIGH
 }DIO_PinStatus_t;
//Initialization values for all MCU pins
DIO_PinMode_t DIO_InitSetup[MCU_Pin_number]={OUTPUT,INFREE,INPLUP, ....,OUTPUT};
void DIO_Init(void);
DIO_Status_t DIO_InitPin(DIO_PinNum_t Pin_Num,DIO_PinMode_t Mode);
DIO_Status_t DIO_WritePin(DIO_PinNum_t Pin_Num, DIO_PinStatus_t Value);
DIO_PinStatus_t DIO_ReadPin(DIO_PinNum_t Pin_Num);
```

2- Timer APIs:

```
typedef enum {
    ERROR,
    SUCCESS
}T_Status_t;
typedef enum {
    Normal,
    F_PWM,
    PC_PWM
}T_TimerMode_t;
typedef enum {
    Timer_0,
}T_TimerSelect_t;
typedef enum {T_Prescaler_1, T_Prescaler_8, T_Prescaler_16, ...... , T_Prescaler_1024} T_TimerPrescaler_t;
T_Status_t TimerInit(T_TimerSelect_t Timer,T_TimerMode_t Mode, T_TimerPrescaler_t Prescaler);
T_Status_t TimerStart(T_TimerSelect_t Timer,uint32_t Time);
T_Status_t TimerCallback(T_TimerSelect_t Timer, uint32_t Time, void(*fptr)(void));
T_Status_t TimerStop(T_TimerSelect_t Timer);
T_Status_t TimerGetStatus(T_TimerSelect_t Timer);
```

3- PWM APIs:

```
//Return Types of PWM functions
typedef enum {
    ERROR,
}PWM_Status_t;
typedef enum {
    PWM_CH0,
    PWM_CH1,
    PWM_CH2,
    PWM_CH3,
}PWM_CH_t;
typedef enum {
    PWM_Fast,
    PWM_Phase
}T_PWMMode_t;
//PWM APIs
PWM_Status_t PWM_Init(PWM_CH_t Channel,T_PWMMode_t Mode, uint32_t Frequency, uint8_t DutyCycle);
PWM_Status_t PWM_SetFrequency(PWM_CH_t Channel,uint32_t Frequency);
PWM_Status_t PWM_SetDutyCycle(PWM_CH_t Channel,uint8_t DutyCycle);
PWM_Status_t PWM_Stop(PWM_CH_t Channel);
```

II) ECUAL APIs:

1- Button APIs:

```
// Button States
typedef enum {
    Not_Pressed,
    Pressed
}B_Status_t;

//Buttons in the system
typedef enum {
    Button_0,
    Button_1,
    Button_2,
    Button_3
}B_BtnNum_t;

void ButtonInit(void);
B_Status_t ButtonRead(B_BtnNum_t Button);
```

2- Motor APIs:

```
//Return Types of Motors functions
typedef enum {
    ERROR,
    SUCCESS
}M_Status_t;

//Motors selection
typedef enum {
    Motor0,
    Motor1
}B_MotorNum_t;

M_Status_t MotorInit (void);
M_Status_t MotorStart(B_MotorNum_t);
M_Status_t MotorStop(B_MotorNum_t);
//for DC Motors
M_Status_t MotorSetSpeed(B_MotorNum_t, uint8_t Speed);
//for Servo Motors
M_Status_t MotorSetAngle(B_MotorNum_t, uint8_t Speed);
```

III) Application APIs:

```
//Application APIs

void App_Init(void);
void App_Update(void);
```