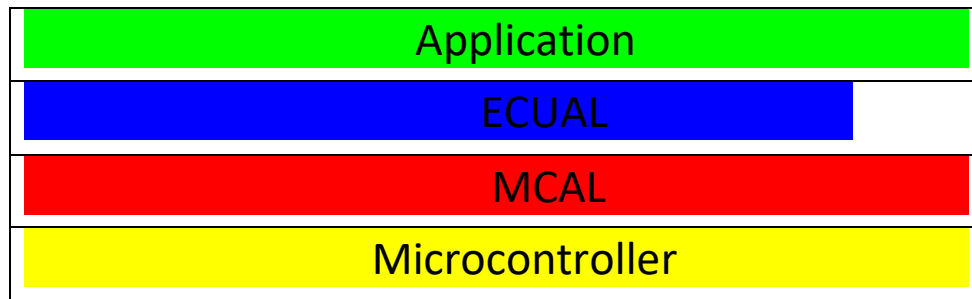


Moving Car Design

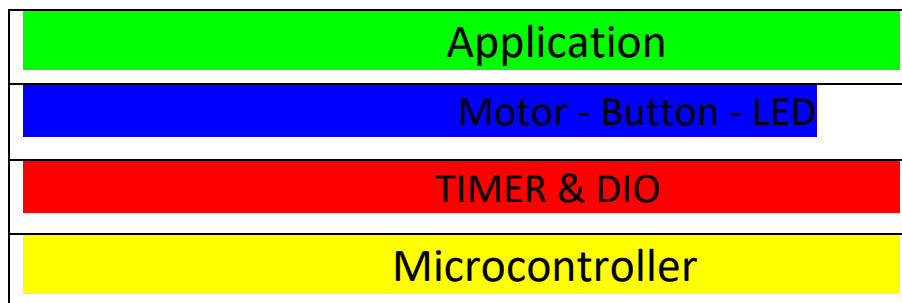
1-layered architecture



- There are 4 layers (Application - ECUAL – MCAL - Microcontroller) each layer can call with contiguous layers
- MCAL is abbreviation for Microcontroller Abstraction Layer that directly accesses on-chip MCU peripheral modules
- ECUAL is abbreviation for Electronic Control Unit Abstraction Layer

2- System Modules/Drivers

- Motor & Button & LED (ECUAL)
- TIMER & DIO (MACL)



3- APIs

1- Buttons

```
void BUTTON_init (uint8_t buttonPort, uint8_t buttonPin);
```

```
void BUTTON_read (uint8_t buttonPort, uint8_t buttonPin, uint8_t *value);
```

2-Motor

```
void Motor_init( );
```

3- LED

```
void LED_init (uint8_t LedPort, uint8_t LedPin);
```

```
void LED_on (uint8_t LedPort, uint8_t LedPin);
```

```
void LED_off (uint8_t LedPort, uint8_t LedPin);
```

```
void LED_toggle (uint8_t LedPort, uint8_t LedPin);
```

4- TIMER

```
void Timer_init ( );
```

```
void Timer_on (uint8_t time);
```

```
void Timer_off ( );
```

5- DIO

```
void DIO_init (uint8_t portNumber, uint8_t pintNumber, uint8_t direction);
```

```
void DIO_write (uint8_t portNumber, uint8_t pintNumber, uint8_t value);
```

```
void DIO_toggle (uint8_t portNumber, uint8_t pintNumber);
```

```
void DIO_read (uint8_t portNumber, uint8_t pintNumber, uint8_t* value);
```