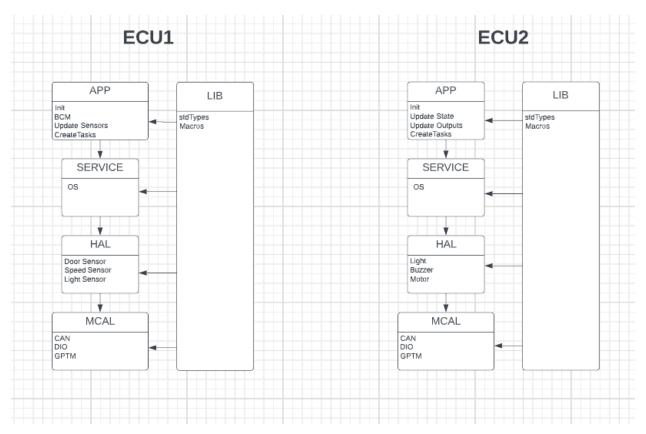
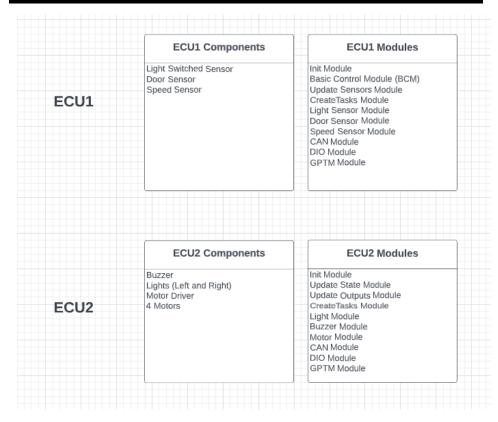
## 1- Layered Architecture



## 2- Components and Modules



## 3.1- ECU1 APIs

<b>Function Name</b>	Module	Args	Return	Description	
can_init()	CAN	void	void	Initialize CAN Module	
can_deinit()	CAN	Void	Void	De-initialize CAN Module	
can_send()	CAN	enum Sensor: $0 \rightarrow 2$ enum State: $0 \rightarrow 1$	void	Send status message to BCM using two variables:  enum sensor: SPEED → 0,  LIGHT → 1, DOOR → 2  enum state: HIGH → 1, LOW → 0.	
can_checkError()	CAN	void	Bool Error: $0 \rightarrow 1$	Check if the status message sent successfully or not, if sent $\rightarrow 0$ , if not $\rightarrow 1$	
dio_init()	DIO	void	void	Initialize DIO Module	
dio_deinit()	DIO	Void	void	De-initialize DIO Module	
dio_read()	DIO	enum Port: $0 \rightarrow 1$ enum Pin: $0 \rightarrow 15$	enum State: 0 → 1	Read from sensors:  enum port:  SPEED:moving→HIGH, stopped→LOW  DOOR: closed → HIGH, opened→ LOW  LIGHT: ON →HIGH, OFF →LOW  enum pin: PIN0→0, PIN1→1PIN15→15  enum state: LOW→0, HIGH→1	
dio_write()	DIO	enum Port: $0 \rightarrow 1$ enum Pin: $0 \rightarrow 15$ enum State: $0 \rightarrow 1$	void	Set or Reset a certain pin.  enum port:  SPEED:moving→HIGH, stopped→LOW  DOOR: closed → HIGH, opened→ LOW  LIGHT: ON →HIGH, OFF →LOW  enum pin: PIN0→0, PIN1→1PIN15→15  enum state: LOW→0, HIGH→1	
gptm_init()	GPTM	void	void	Initialize and configure the timer which timer to use, timer mode,	
gptm_deinit()	GPTM	void	void	De-initialize the timer	
gptm_startCount()	GPTM	Uint8_t Time: 0→255 enum unit: 0→2	void	Set a value and a unit enum unit: SECOND → 0, MILLI_SECOND→1	
light_sensor_init()	Light_Sensor	Void	Void	Initialize the light Sensor configurations	
light_sensor_deinit()	Light_Sensor	Void	Void	De-initialize the light Sensor	
light_sensor_read()	Light_Sensor	void	enum State 0→1	Read the state of the light <b>enum state:</b> LOW→0, HIGH→1	
door_sensor_init()	Door_Sensor	Void	Void	Initialize door sensor	
door_sensor_deinit()	Door_Sensor	void	Void	De-initialize door sensor	
door_sensor_read()	Door_Sensor	void	state	Read the state of the enum state: LOW→0, HIGH→1	
speed_sensor_init()	Speed_Sensor	Void	Void	Initialize speed sensor	
speed_sensor_deinit()	Speed_Sensor	void	Void	De-initialize speed sensor	

## **3.2- ECU2 APIs**

Function Name	Module	Args	Return	Description	
can_init()	CAN	void	void	Initialize CAN Module	
can_deinit()	CAN	Void	Void	De-initialize CAN Module	
can_receive()	CAN	enum Sensor:	void	Receive status message that has two variables	
		$0 \rightarrow 2$		to know which sensor (door/light/speed), and	
		enum State:		whether is it ON or OFF.	
		0 <b>→</b> 1		enum sensor: SPEED $\rightarrow 0$ ,	
				LIGHT $\rightarrow$ 1, DOOR $\rightarrow$ 2 enum state: HIGH $\rightarrow$ 1, LOW $\rightarrow$ 0.	
dio_init()	DIO	void	void	Initialize DIO Module	
dio_deinit()	DIO	Void	void	De-initialize DIO Module	
dio_read()	DIO	enum Port:	enum	enum port:	
dio_icad()	DIO	$0 \rightarrow 1$	State:	SPEED:moving→HIGH, stopped→LOW	
		enum Pin:	$0 \rightarrow 1$	DOOR: closed → HIGH, opened→ LOW	
		$0 \rightarrow 15$		LIGHT: ON →HIGH, OFF →LOW	
		0 7 13		<b>enum pin:</b> PIN0→0, PIN1→1PIN15→15	
				enum state: LOW→0, HIGH→1	
dio_write()	DIO	enum Port:	void	Set or Reset a certain pin:	
		0 <b>→</b> 1		enum port:	
		enum Pin:		SPEED:moving→HIGH, stopped→LOW DOOR: closed → HIGH, opened→ LOW	
		0 <b>→</b> 15		LIGHT: ON →HIGH, OFF →LOW	
		enum state:		enum pin: PIN0 $\rightarrow$ 0, PIN1 $\rightarrow$ 1PIN15 $\rightarrow$ 15	
		0 → 1		enum state: LOW→0, HIGH→1	
gptm_init()	GPTM	void	void	Initialize and configure the timer which timer	
				to use, timer mode,	
gptm_deinit()	GPTM	void	void	De-initialize the timer	
<pre>gptm_startCount()</pre>	GPTM	Uint8_t Time:	void	Set a value and a unit	
		0→255		enum unit: SECOND → 0,	
		enum unit:		MILLI_SECOND→1	
		0→2			
light_init()	Light	Void	Void	Initialize the left and right lights	
light_deinit()	Light	Void	Void	De-initialize the lights	
light_setState()	Light	void	enum	Write the state of the lights whether ON or	
			state:	OFF.	
• • • •	7.5	****	0 > 1	enum state: LOW→0, HIGH→1	
motor_init()	Motor	Void	void	Initialize the Motors	
motor_deinit()	Motor	Void	Void	De-initialize the Motors	
motor_control()	Motor	enum Direction: 0→3	Void	Set the direction	
motor_enable()	Motor	enum state:	Void	Enable or Disable the motors.	
_		0 <b>→</b> 1		enum state: LOW→0, HIGH→1	
buzzer_init()	Buzzer	void	void	Initialize the buzzer	
buzzer_deinit()	Buzzer	Void	void	De-initialize the buzzer	
buzzer_enable()	Buzzer	enum state:0→1	void	Enable or Disable the buzzer	
· ·				enum state: LOW→0, HIGH→1	