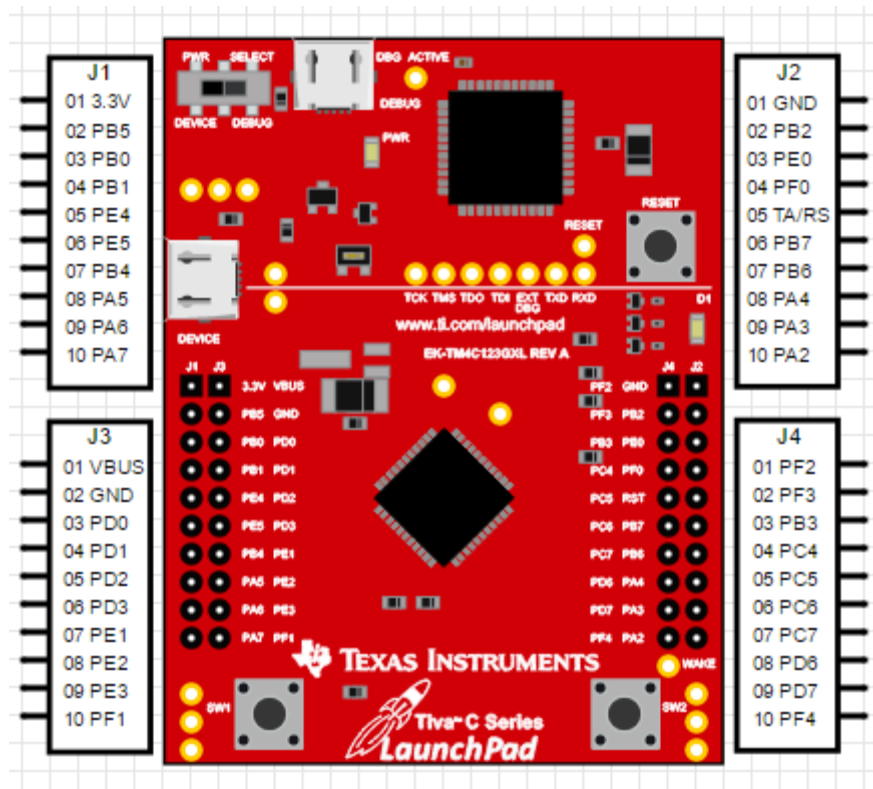


RGB LED Control V2.0 Design

BRIGHTSKIES EMBEDDED SYSTEMS BOOT CAMP PROJECT AT SPRINTS



By

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Contents

1. [Introduction](#)

2. [High-Level Design](#)

2.1 [Layered architecture](#)

2.2 [Modules Descriptions](#)

2.3 [Drivers Documentation](#)

3. [Low-Level Design](#)

3.1 [Functions Flowchart](#)

3.2 [Configuration](#)

INTRODUCTION

RGB LED Control Design:

The RGB LED Control Design is an integral part of embedded system applications, offering a structured and reliable mechanism for controlling Red, Green, and Blue (RGB) LEDs. This design not only allows for individual LED state manipulation but also introduces integration with SysTick and TMU modules to enhance control and timing precision.

Application Scenario:

This scenario demonstrates an application of the enhanced RGB LED Control Design, where an embedded system features an RGB LED undergoing various color changes based on specific application requirements. The RGB LED control is initiated through an external button, triggering color transitions. Additionally, the integration of SysTick and TMU modules ensures precise timing for LED color cycling.

Scenario Description:

This application scenario emphasizes testing the enhanced RGB LED Control Design's functionality, now with the added features of SysTick and TMU modules. In this embedded system, the RGB LED's color transitions are precisely timed with the assistance of SysTick for basic timing and TMU for advanced timing scenarios.

RGB LED Control:

The RGB LED Control module has been extended to incorporate SysTick and TMU modules for improved timing precision. It is responsible for initializing and managing RGB LED colors based on predefined behaviors. Button interrupts are still utilized to cycle through RGB colors, now synchronized with SysTick and TMU timing.

External Button:

An external button is programmed to trigger a change in the RGB LED color. Each button press increments the sequence, cycling through five predefined states: OFF, RED, GREEN, BLUE, and all colors combined. The integration with SysTick and TMU ensures accurate timing of color transitions.

RGB LED Control Module:

The enhanced RGB LED Control Module, positioned in the Application layer, now integrates SysTick and TMU for optimized timing and synchronization. This module continues to handle LED initialization, color control, and behaviors, ensuring efficient management of the RGB LED's state.

SysTick Module:

The SysTick module provides basic timing for the RGB LED transitions. It serves as the fundamental timer for controlling LED color changes.

TMU Module:

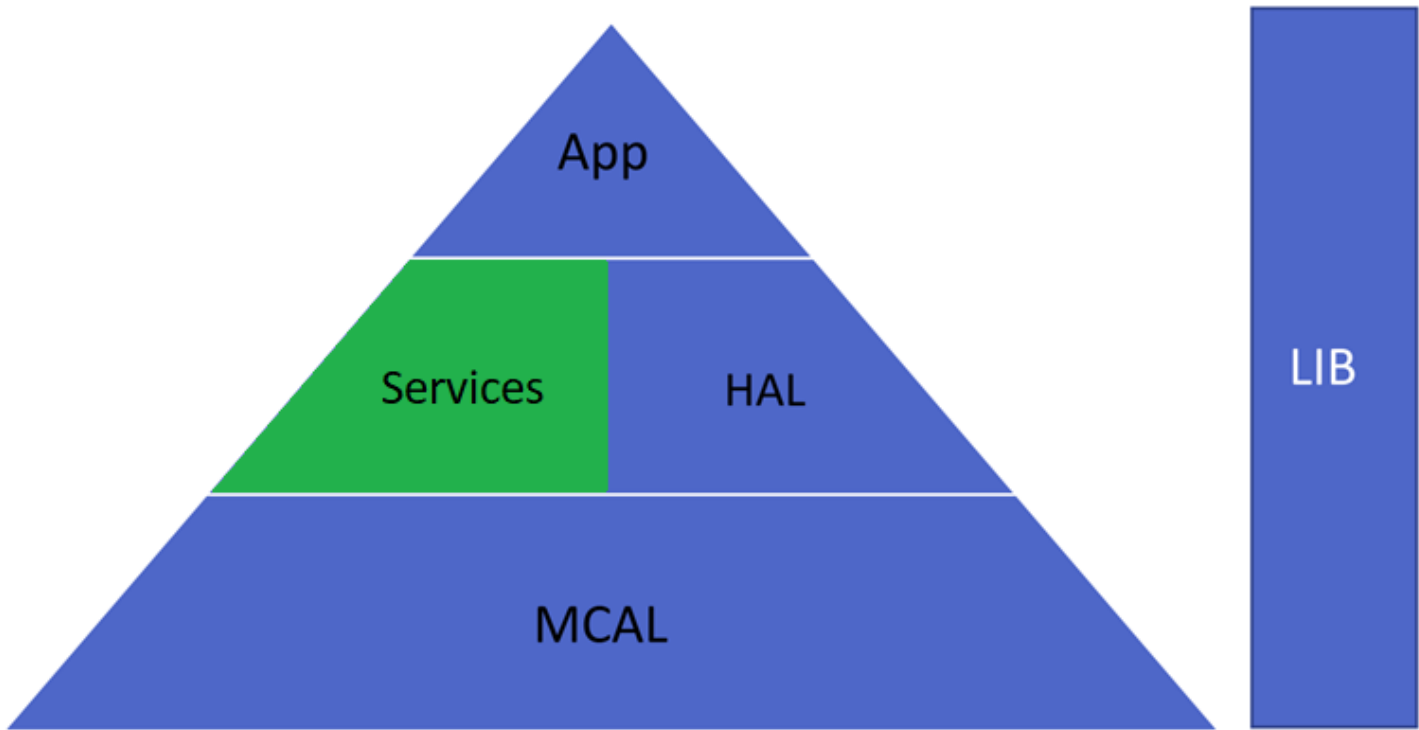
The TMU module introduces advanced timing capabilities, allowing for precise scheduling of RGB LED color transitions. It enhances the overall system response to different events, promoting accurate timing in a real-world embedded system scenario.

Conclusion:

By incorporating SysTick and TMU modules into the RGB LED Control Design, we elevate its capabilities in handling precise timing for LED color transitions. This scenario showcases the adaptability of the enhanced RGB LED Control Design in a real-world embedded system context, ensuring efficient system responses, and enhancing user interaction experiences through synchronized LED color changes.

HIGH-LEVEL DESIGN

Layered architecture:



1. Application Layer (APP):

- The topmost layer in an embedded software stack.
- Contains application-specific code and logic.
- Implements the primary functionality of the embedded system.

2. Services Layer:

- Introduces a layer dedicated to providing specific services and functionalities.
- Offers services that are commonly used across different applications.
- Enhances modularity and promotes the reuse of service-oriented components.

3. Hardware Abstraction Layer (HAL):

- Abstracts low-level hardware details from the Application and Services Layers.
- Provides a consistent and hardware-independent interface for hardware interaction.
- Eases portability across different microcontroller platforms.

4. Microcontroller Abstraction Layer (MCAL):

- Specific to a particular microcontroller family or model.
- Provides low-level access to the microcontroller's hardware features.
- Tightly coupled with the microcontroller's hardware.

5. Library Layer:

- Contains reusable software libraries and components.
- Offers functions for common tasks, such as math operations or communication protocols.
- Designed for code reusability and to save development time.

Modules:

Tiva C Modules have been extensively utilized in the design, abstracting, and controlling the different hardware components and interfaces needed. The core modules used can be categorized under various layers:

1. GPIO (General Purpose Input/Output module):

- The GPIO module is part of the Microcontroller Abstraction Layer (MCAL) and aids in abstracting and managing the microcontroller's pins crucial for interfacing with various hardware components, e.g., LEDs, and buttons.
 - The module's functions consist of GPIO initialization, determining pin direction (input/output), defining pin drives' strength, setting pull-up/pull-down resistors, enabling and handling pin interrupts and so forth.
 - This module provides flexibility and efficiency in controlling and interacting with hardware elements at the raw pin level.
-

2. SysTick (System Tick Timer module):

- As part of the Microcontroller Abstraction Layer (MCAL), the SysTick module provides a timer for tracking time intervals.
 - Functions include SysTick initialization, setting the timer period, and enabling/disabling the timer interrupt.
 - This module is essential for creating time delays and managing periodic tasks in the system.
-

3. LED (Light Emitting Diode module):

- Part of the Hardware Abstraction Layer (HAL), the LED module provides abstraction to control the LEDs connected to the Tiva C microcontroller.
 - The module offers functions to initialize an LED or a group of LEDs, manipulate their states (on/off), and redefine their operating current and active state (active-high or active-low).
 - With these functions, controlling the LED indicators within the application layer becomes seamless and intuitive.
-

4. BUTTON (Button Module):

- Residing in the HAL, the BUTTON module delivers an abstraction layer over the physical buttons connected to the Tiva C microcontroller.
 - The functions provided by the BUTTON module include button initialization, reading button status (pressed/released), managing button interrupts, and setting internal/external pull-up/down resistors.
 - This layer of abstraction simplifies button interactions, allowing the application layer to handle button-related events effortlessly.
-

5. RGB LED (RGB Light Emitting Diode module):

- The RGB module serves as an extension to the LED module specifically tailored for RGB LEDs.
 - It resides in the HAL and interfaces with the microcontroller's GPIOs to control the individual Red, Green, and Blue LEDs of an RGB LED unit.
 - The functions included in the RGB module allow the application to easily switch the RGB LED between different colors, thereby enhancing the interaction experience and aesthetic appeal of the system.
-

6. TMU (Time Management Unit module):

- The TMU module resides in the Services Layer and provides time management services for scheduling tasks and managing time-based events.

- Functions include task scheduling, timer start/stop, and callback registration.
 - This module enhances the efficiency of time-critical applications.
-

Implementing these modules delivers multiple benefits:

- Abstraction relieves the complexity of low-level hardware management and enhances the readability of the source code.
 - Standard module interfaces encourage consistent, error-free programming, and increase the maintainability of the application.
 - Encapsulation of features within modules helps with debugging as the error scope gets limited, speeding up the debugging process.
 - As the hardware specifics are abstracted inside these modules, the same application can be ported to a different microcontroller with minimal changes.
-

Drivers:

GPIO Driver for Tiva C:

Introduction:

The GPIO (General Purpose Input/Output) driver provides a flexible interface for configuring and controlling GPIO pins on Tiva C microcontrollers. It allows users to initialize, configure, and manage GPIO pins efficiently.

Features:

- Flexibility: Users can configure GPIO pins individually or in groups, allowing for versatile use in various applications.
- Error Handling: The driver includes error-checking mechanisms to ensure proper usage and handling of errors during GPIO operations.
- Portability: The driver is designed to work with Tiva C microcontrollers, providing a portable solution for GPIO operations.

Usage:

1. Initialization:

To use the GPIO driver, include the "gpio_interface.h" header file in your project. Before utilizing GPIO functions, initialize the GPIO pins with the 'gpio_init' function.

Example:

```
str_gpioPinOrGroupOfPins_t gpioConfig = {  
    .enu_gpioPort = GPIO_PORTA,  
    .enu_gpioPinOrGroup = GPIO_PIN_0 | GPIO_PIN_5 | GPIO_PIN_7,  
    .enu_modeConfig = GPIO_MODE_DIGITAL,  
    .enu_direction = GPIO_DIRECTION_OUTPUT,  
    .enu_pinDrive = GPIO_OUTPUT_DRIVE_2MA,  
    .enu_pullMode = GPIO_FLOATING,  
    .enu_interruptMode = GPIO_NO_INTERRUPT  
};  
  
gpio_init(&gpioConfig, GPIO_UNLOCK);
```

2. Configuration:

Configure GPIO pins using the 'str_gpioPinOrGroupOfPins_t' structure, specifying the port, pin or group of pins, mode, direction, drive strength, pull mode, and interrupt mode.

The 'enu_gpioPinOrGroup' field allows you to configure a single pin or a group of pins using the bitwise OR ('|') operator. This is useful for configuring multiple pins simultaneously.

3. GPIO Operations:

- Writing to Pins:

Use the 'gpio_write' function to set the output level of GPIO pins.

```
gpio_write(&gpioConfig, GPIO_HIGH_LEVEL);
```

- Reading from Pins:

Read the input level of GPIO pins using the 'gpio_read' function.

```
enu_gpioLevelOrValue_t pinValue;
```

```
gpio_read(&gpioConfig, &pinValue);
```

- Toggle Pins:

Toggle the state of GPIO pins using the 'gpio_toggle' function.

```
gpio_toggle(&gpioConfig);
```

4. Callbacks and Interrupts:

Configure GPIO pins for interrupt handling using the 'gpio_callBackSinglePinInterrupt' function. Provide a callback function to be executed upon interrupt.

```
myCallbackFunction();
```

```
gpio_callBackSinglePinInterrupt(GPIO_PORTA, GPIO_PIN_0, &myCallbackFunction);
```

Error Handling:

The GPIO driver includes an error enumeration ('enu_gpioErrorState_t') to handle potential errors during GPIO operations. Always check the return value of GPIO functions to ensure proper execution.

Example:

```
-----  
enu_gpioErrorState_t result = gpio_init(&gpioConfig, GPIO_UNLOCK);  
if (result != GPIO_OK)  
{ /* Handle error */ }
```

Conclusion:

The GPIO driver for Tiva C provides a robust and flexible solution for GPIO operations. Utilize the provided functions and structures to configure and control GPIO pins according to your application's requirements.

This updated documentation provides additional clarification on configuring a group of pins using the bitwise OR ('|') operator. Adjustments can be made based on specific project requirements and coding standards.

SysTick Driver:

Introduction:

The SysTick driver provides a versatile interface for configuring and managing the SysTick timer on Tiva C microcontrollers. This driver facilitates the initialization, configuration, and control of SysTick functionalities, including both polling and interrupt modes.

Features:

- Flexibility: Configure SysTick based on individual requirements, allowing seamless integration into various applications.
- Error Handling: The driver incorporates error-checking mechanisms to ensure proper usage and effective error management during SysTick operations.
- Portability: Designed specifically for Tiva C microcontrollers, the driver provides a portable solution for SysTick functionalities.

Usage:

1. Configuration:

Define the SysTick mode using the enumeration 'enu_systickmode_t' and configure the SysTick using the structure 'str_systickConfig_t'. An example configuration is provided below:

```
enu_systickmode_t enu_systickMode = SYSTICK_INTERRUPT_MODE;
uint32_t uint32_systickTicksMicroScond = 1000;
str_systickConfig_t systickConfig = {
    .uint32_systickTicksMicroScond = uint32_systickTicksMicroScond,
    .enu_systickMode = enu_systickMode
};
```

2. Initialization:

Initialize the SysTick using the 'systick_init' function before utilizing SysTick functionalities.

```
systick_init();
```

3. SysTick Operations:

- Setting Callback Function:

Set a callback function for interrupt mode using the 'systick_setCallBackIntrruptMode' function.

```
void mySysTickCallbackFunction(void) {  
    // Your code here  
}  
  
systick_setCallBackIntrruptMode(&mySysTickCallbackFunction);
```

- Starting and Stopping SysTick:

Start and stop the SysTick timer using the 'systick_resume' and 'systick_stop' functions, respectively.

```
systick_resume();  
  
// Your code here  
  
systick_stop();
```

- Enabling and Disabling Interrupts:

Enable and disable SysTick interrupts using the 'systick_enableIRQ' and 'systick_disableIRQ' functions, respectively.

```
systick_enableIRQ();  
  
// Your code here  
  
systick_disableIRQ();
```

- Deinitialization:

Deinitialize the SysTick using the 'systick_deinit' function when SysTick functionalities are no longer needed.

```
systick_deinit();
```

Error Handling:

The SysTick driver includes an error enumeration ('enu_systickErrorState_t') to manage potential errors during SysTick operations. Always check the return value of SysTick functions to ensure proper execution.

Example:

```
enu_systickErrorState_t result = systick_init();  
if (result != SYSTICK_OK) {  
    // Handle error  
}
```

Conclusion:

The SysTick driver for Tiva C provides a reliable and adaptable solution for timer functionalities. Utilize the functions and structures provided to configure and control SysTick according to your application's requirements.

LED Module:

Introduction:

The LED module provides an interface for controlling and managing LEDs on Tiva C microcontrollers. It offers functions for initialization, deinitialization, changing LED status, toggling LEDs, and more.

Features:

- Flexibility: Users can configure LED pins individually or in groups, allowing for versatile use in various applications.
- Error Handling: The module includes error-checking mechanisms to ensure proper usage and handling of errors during LED operations.
- Portability: The driver is designed to work with any GPIO with the same interface, providing a portable solution for LEDs operations.

LED Configuration:

1. LED Ports: The module supports LEDs on the following ports:

- LEDS_PORTA, LEDS_PORTB, LEDS_PORTC, LEDS_PORTD, LEDS_PORTE, LEDS_PORTF

2. LED Pins or Groups: The 'enu_ledPinOrLedsGroup_t' enum provides options to select individual LED pins or groups of LEDs using bitwise OR ('|'). For example:

- LED_P0 | LED_P5 | LED_P7
- Additional options include:
 - 'LEDS_ALL_PINS': All pins selected.
 - 'LEDS_P0_TO_P3': Pins from 0 to 3 selected.
 - 'LEDS_P4_TO_P7': Pins from 4 to 7 selected.

3. LED Status: The 'enu_ledsStatus_t' enum defines LED status options:

- 'LEDS_STATUS_MAX_VALUE': Maximum value for variable LED status.
- 'LEDS_STATUS_OFF': LED off state.
- 'LEDS_STATUS_ON': LED on state.

4. Active State: The 'enu_ledsActiveState_t' enum specifies the active state of LEDs:

- 'LEDS_ACTIVE_LOW': Active low state.

- 'LEDS_ACTIVE_HIGH': Active high state.

5. Operating Current: The 'enu_ledsOperatingCurrent_t' enum determines the operating current for LEDs:

- 'LEDS_OPERATING_CURRENT_2MA': 2mA operating current.

- 'LEDS_OPERATING_CURRENT_4MA': 4mA operating current.

- 'LEDS_OPERATING_CURRENT_8MA': 8mA operating current.

LED Configuration Structure:

The 'str_ledsConfig_t' structure encapsulates LED configuration parameters, including port, pins or groups, active state, and operating current.

LED Functions:

1. Initialization:

Use the 'leds_init' function to initialize LEDs with the provided configuration structure.

Example:

```
str_ledsConfig_t ledConfig =  
{  
    .enu_ledsPort = LEDS_PORTA,  
    .enu_ledsPinOrGroup = LED_P0 | LED_P5 | LED_P7,  
    .enu_ledsActiveState = LEDS_ACTIVE_HIGH,  
    .enu_ledsOperatingCurrent = LEDS_OPERATING_CURRENT_2MA  
};  
leds_init(&ledConfig);
```

2. Deinitialization:

Use the 'leds_deinit' function to deinitialize LEDs.

Example:

```
leds_deinit(&ledConfig);
```

3. Changing LED Status:

Use the 'leds_changeStatus' function to change the status of LEDs.

Example:

```
leds_changeStatus(&ledConfig, LEDS_STATUS_ON);
```

4. Toggling LEDs:

Use the 'leds_toggle' function to toggle the state of LEDs.

Example:

```
leds_toggle(&ledConfig);
```

5. Changing Status of a Single LED:

Use the 'leds_changeSingleLEDStatus' function to change the status of a single LED.

Example:

```
leds_changeSingleLEDStatus(LED_PORTA, LED_P0, LED_ACTIVE_HIGH, LED_STATUS_ON);
```

Error Handling:

The LED module includes an error enumeration ('enu_ledsErrorState_t') to handle potential errors during LED operations. Always check the return value of LED functions to ensure proper execution.

Example:

```
enu_ledsErrorState_t result = leds_init(&ledConfig);
```

```
if (result != LEDS_OK) { // Handle error }
```

Conclusion:

The LED module for Tiva C provides a versatile and error-handling solution for LED operations. Utilize the provided functions and structures to control LEDs based on your application's requirements.

RGB Module:

----- Introduction:

The RGB module provides an interface for controlling RGB LEDs on Tiva C microcontrollers. It supports functions for initialization, deinitialization, and changing the color of the RGB LED.

Features:

- Error Handling: The module includes error-checking mechanisms to ensure proper usage and handling of errors during RGB operations.

RGB Color Options:

The 'enu_rgbColorON_t' enum defines various color options for the RGB LED:

- 'RGB_TURN_OFF': Turn off the RGB LED.
- 'RGB_RED_ON': Turn on the red component of the RGB LED.
- 'RGB_GREEN_ON': Turn on the green component of the RGB LED.
- 'RGB_BLUE_ON': Turn on the blue component of the RGB LED.
- 'RGB_RED_GREEN_ON': Turn on both red and green components.
- 'RGB_RED_BLUE_ON': Turn on both red and blue components.
- 'RGB_GREEN_BLUE_ON': Turn on both green and blue components.
- 'RGB_RED_GREEN_BLUE_ON': Turn on all components for a full-color display.

RGB Configuration Structure:

The RGB module utilizes the 'str_ledsConfig_t' structure for configuring the RGB LED. This structure specifies the LED port, pin or group, and operating current.

RGB Functions:

----- 1. Initialization:

Use the 'rgb_init' function to initialize the RGB LED.

Example:

`rgb_init();`

2. Deinitialization:

Use the 'rgb_deinit' function to deinitialize the RGB LED.

Example:

`rgb_deinit();`

3. Changing RGB Color:

Use the 'rgb_changeColor' function to change the color of the RGB LED based on the 'enu_rgbColorON_t' options.

Example:

`rgb_changeColor(RGB_RED_GREEN_BLUE_ON);`

Error Handling:

The RGB module includes an error enumeration ('enu_rgbErrorState_t') to handle potential errors during RGB operations. Always check the return value of RGB functions to ensure proper execution.

Example:

`enu_rgbErrorState_t result = rgb_init();`
`if (result != RGB_OK) { // Handle error }`

Conclusion:

The RGB module for Tiva C provides a straightforward solution for RGB LED operations. Utilize the provided functions and structures to control the RGB LED based on your application's requirements.

Button Module:

Introduction:

The Button module provides an interface for handling button-related operations on embedded systems. It includes functions for button initialization, deinitialization, handling button interrupts, and reading button status.

Features:

- Flexibility: Users can configure individual buttons or groups of buttons, allowing for versatile use in different applications.
- Error Handling: The module incorporates error-checking mechanisms to ensure proper usage and handling of errors during button operations.
- Portability: The driver is designed to work with any GPIO with the same interface, providing a portable solution for button operations.

Button Configuration:

1. Button Ports: The module supports buttons on the following ports:

- `BUTTONS_PORTA`, `BUTTONS_PORTB`, `BUTTONS_PORTC`, `BUTTONS_PORTD`, `BUTTONS_PORTE`, `BUTTONS_PORTF`

2. Button Pins or Groups: The `'enu_buttonPinOrButtonsGroup_t'` enum provides options to select individual button pins or groups of buttons using bitwise OR (`'|'`). For example:

- `BUTTON_P0 | BUTTON_P5 | BUTTON_P7`
- Additional options include:
 - `'BUTTONS_ALL_PINS'`: All pins selected.
 - `'BUTTONS_P0_TO_P3'`: Pins from 0 to 3 selected.
 - `'BUTTONS_P4_TO_P7'`: Pins from 4 to 7 selected.

3. Button Status: The `'enu_buttonsStatus_t'` enum defines button status options:

- `'BUTTONS_PIN_STATUS_MAX_VALUE'`: Maximum value for variable button status.
- `'BUTTONS_PIN_STATUS_LOW'`: Button in the low state.
- `'BUTTONS_PIN_STATUS_HIGH'`: Button in the high state.

4. Pull Mode: The `'enu_buttonsPullMode_t'` enum specifies the pull mode for buttons:

- `'BUTTONS_EXTERNAL_PULL_RES'`: External pull resistor.
- `'BUTTONS_INTERNAL_PULL_UP'`: Internal pull-up resistor.

- 'BUTTONS_INTERNAL_PULL_DOWN': Internal pull-down resistor.

5. Interrupt Mode: The 'enu_buttonsInterruptMode_t' enum determines the interrupt mode for buttons:

- 'BUTTONS_NO_INTERRUPT': No interrupt.
- 'BUTTONS_CHANGE_RISING_EDGE': Interrupt on rising edge.
- 'BUTTONS_CHANGE_FALLING_EDGE': Interrupt on falling edge.
- 'BUTTONS_CHANGE_BOTH_EDGES': Interrupt on both rising and falling edges.

Button Configuration Structure:

The 'str_buttonsConfig_t' structure encapsulates button configuration parameters, including port, pins or groups, pull mode, and interrupt mode.

Button Functions:

1. Initialization:

- Use the 'buttons_init' function to initialize buttons with the provided configuration structure.

```
str_buttonsConfig_t buttonConfig = {
    .enu_buttonsPort = BUTTONS_PORTA,
    .enu_buttonsPinOrGroup = BUTTON_P0 | BUTTON_P5 | BUTTON_P7,
    .enu_buttonsPullMode = BUTTONS_EXTERNAL_PULL_RES,
    .enu_buttonsInterruptMode = BUTTONS_CHANGE_BOTH_EDGES
};
buttons_init(&buttonConfig);
```

2. Deinitialization:

- Use the 'buttons_deinit' function to deinitialize buttons.

```
buttons_deinit(&buttonConfig);
```

3. Button Interrupt Callback:

- Use the 'buttons_callBackSingleButtonInterrupt' function to set a callback function for button interrupts.

```
ptr_Func_buttonsCallBack_t callbackFunction = your_callback_function;
buttons_callBackSingleButtonInterrupt(BUTTONS_PORTA, BUTTON_P0, &callbackFunction);
```

4. Reading Button Status:

- Use the 'buttons_readStatus' function to read the status of configured buttons.
enu_buttonsStatus_t buttonStatus;
buttons_readStatus(&buttonConfig, &buttonStatus);

5. Reading Single Button Status:

- Use the 'buttons_readSingleButtonStatus' function to read the status of a single configured button.
enu_buttonsStatus_t singleButtonStatus;
buttons_readSingleButtonStatus(BUTTONS_PORTA, BUTTON_P0, &singleButtonStatus);

6. Reading Single Button Change (Polling):

- Use the 'buttons_readSingleButtonChange_Polling' function to detect a change in the status of a single configured button (polling).
enu_buttonsStatus_t singleButtonStatus;
buttons_readSingleButtonChange_Polling(BUTTONS_PORTA, BUTTON_P0, &singleButtonStatus);

Error Handling:

The Button module includes an error enumeration ('enu_buttonsErrorState_t') to handle potential errors during button operations. Always check the return value of button functions to ensure proper execution.

Example:

```
enu_buttonsErrorState_t result = buttons_init(&buttonConfig);  
if (result != BUTTONS_OK) { // Handle error }
```

Conclusion:

The Button module provides a reliable and flexible solution for managing button-related tasks in embedded systems. With its comprehensive functions and error-checking mechanisms, developers can easily integrate and customize button operations based on their application needs.

TMU Driver:

Introduction:

The TMU (Timer Management Unit) Driver module provides an interface for managing timers on Tiva C microcontrollers. It offers functions for TMU initialization, deinitialization, obtaining absolute time, starting/stopping timers, and more.

Features:

- Flexible Timer Selection: Supports different timers, including SysTick polling and SysTick interrupt.
- Error Handling: The module includes error-checking mechanisms to ensure proper usage and handling of errors during TMU operations.

TMU Configuration:

1. Timer Selection Enumeration:

The 'enu_tmuselcttimer_t' enumeration specifies the available timer options for TMU, including SysTick polling and SysTick interrupt.

TMU Functions:

1. Initialization:

Use the 'tmu_init' function to initialize the TMU with the selected timer, time in milliseconds, and a callback function.

Example:

```
tmu_init(TMU_SYSTICK_INTERRUPT, 1000, &tmu_callback);
```

2. Deinitialization:

Use the 'tmu_deinit' function to deinitialize the TMU for the selected timer.

Example:

```
tmu_deinit(TMU_SYSTICK_INTERRUPT);
```

3. Get Absolute Time:

Use the 'tmu_getAbsoluteTimeMilliseconds' function to obtain the absolute time in milliseconds.

Example:

```
uint64_t absoluteTime;
```

```
tmu_getAbsoluteTimeMilliseconds(TMU_SYSTICK_INTERRUPT, &absoluteTime);
```

4. Start and Stop Timer:

Use the 'tmu_stop' and 'tmu_resume' functions to stop and resume the timer, respectively.

Example:

```
tmu_stop(TMU_SYSTICK_INTERRUPT); // Stop the timer
```

```
tmu_resume(TMU_SYSTICK_INTERRUPT); // Resume the timer
```

5. Clear Absolute Time:

Use the 'tmu_clearAbsoluteTime' function to reset the absolute time.

Example:

```
tmu_clearAbsoluteTime(TMU_SYSTICK_INTERRUPT);
```

Error Handling:

The TMU Driver module includes an error enumeration ('enu_tmuErrorState_t') to handle potential errors during TMU operations. Always check the return value of TMU functions to ensure proper execution.

Example:

```
enu_tmuErrorState_t result = tmu_init(TMU_SYSTICK_INTERRUPT, 1000, &tmu_callback);  
if (result != TMU_OK) {  
    // Handle error  
}
```

Callback Function:

The TMU Driver module relies on a callback function to be provided during initialization. This function, 'tmu_callback' in this example, will be called when the timer expires.

```
static void tmu_callback(void)  
{  
    // Handle timer expiration  
}
```

Conclusion:

The TMU Driver module for Tiva C provides a flexible and error-handling solution for timer management. Utilize the provided functions and configurations to manage timers based on your application's requirements.

Error Check Module:

Introduction:

The Error_Check module in the LIB (Library) layer provides a robust mechanism for error detection and handling in Tiva C microcontroller projects. It offers a standardized approach for checking and reporting errors within the software.

Features:

- Unified Error Enumeration: The module defines an enumeration ('enu_stdErrorState_t') with standardized error states ('STATE_OK' and 'STATE_NOK').
- Error Detection Function: The module includes the 'ERROR_DETECTED' function, which, when called, indicates an error occurrence. It captures the file name and line number where the error is detected.
- Macro-Based Error Check: The 'ERROR_CHECK' macro simplifies error checking in the code. It takes a boolean expression as an argument and returns 'STATE_OK' if true and 'STATE_NOK' if false. This macro is especially useful for conditional error handling.

Error Detection Structure:

The 'str_errorDetected_t' structure encapsulates information about the detected error, including the file name and line number.

Error Detection Function:

The 'ERROR_DETECTED' function is called to indicate an error occurrence. It captures the file name and line number, triggering a breakpoint ('bkpt 1'), and returns 'STATE_NOK'.

Macro-Based Error Check:

The 'ERROR_CHECK' macro simplifies error checking in the code. It takes a boolean expression as an argument, evaluates it, and returns 'STATE_OK' if true and 'STATE_NOK' if false.

Usage:

Example of using the 'ERROR_CHECK' macro:

```
enu_stdErrorState_t result = ERROR_CHECK(some_condition);  
if (result != STATE_OK) { // Handle error }
```

Example of using the 'ERROR_DETECTED' function:

```
// Trigger an error detection
```

```
ERROR_DETECTED(__FILE__, __LINE__);
```

Conclusion:

The Error_Check module offers a standardized and efficient way to handle errors in Tiva C microcontroller projects. Utilize the provided functions and macros to enhance the robustness of your code by detecting and responding to errors appropriately.

LOW-LEVEL DESIGN

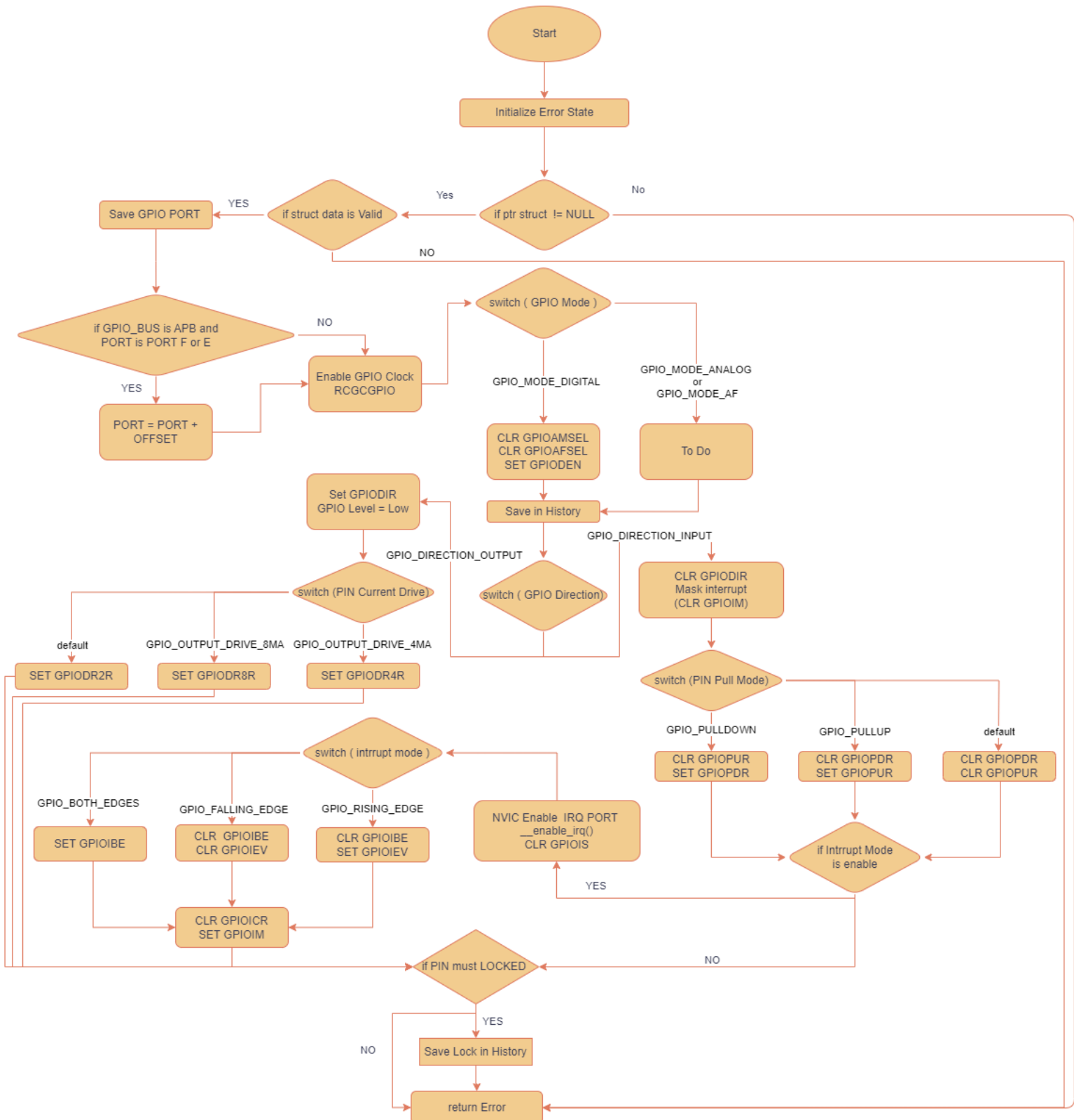
The Low-Level Design phase is a pivotal stage in the development of any project. This phase entails the specification of software components, modules, and their interactions at a granular level. It is dedicated to converting high-level requirements and functionalities into well-defined algorithms, data structures, and code implementations tailored for the Tiva C platform. The primary goal of the Low-Level Design is to ensure the software's efficiency, maintainability, and seamless integration with the underlying Tiva C hardware.

Functions Flowchart:

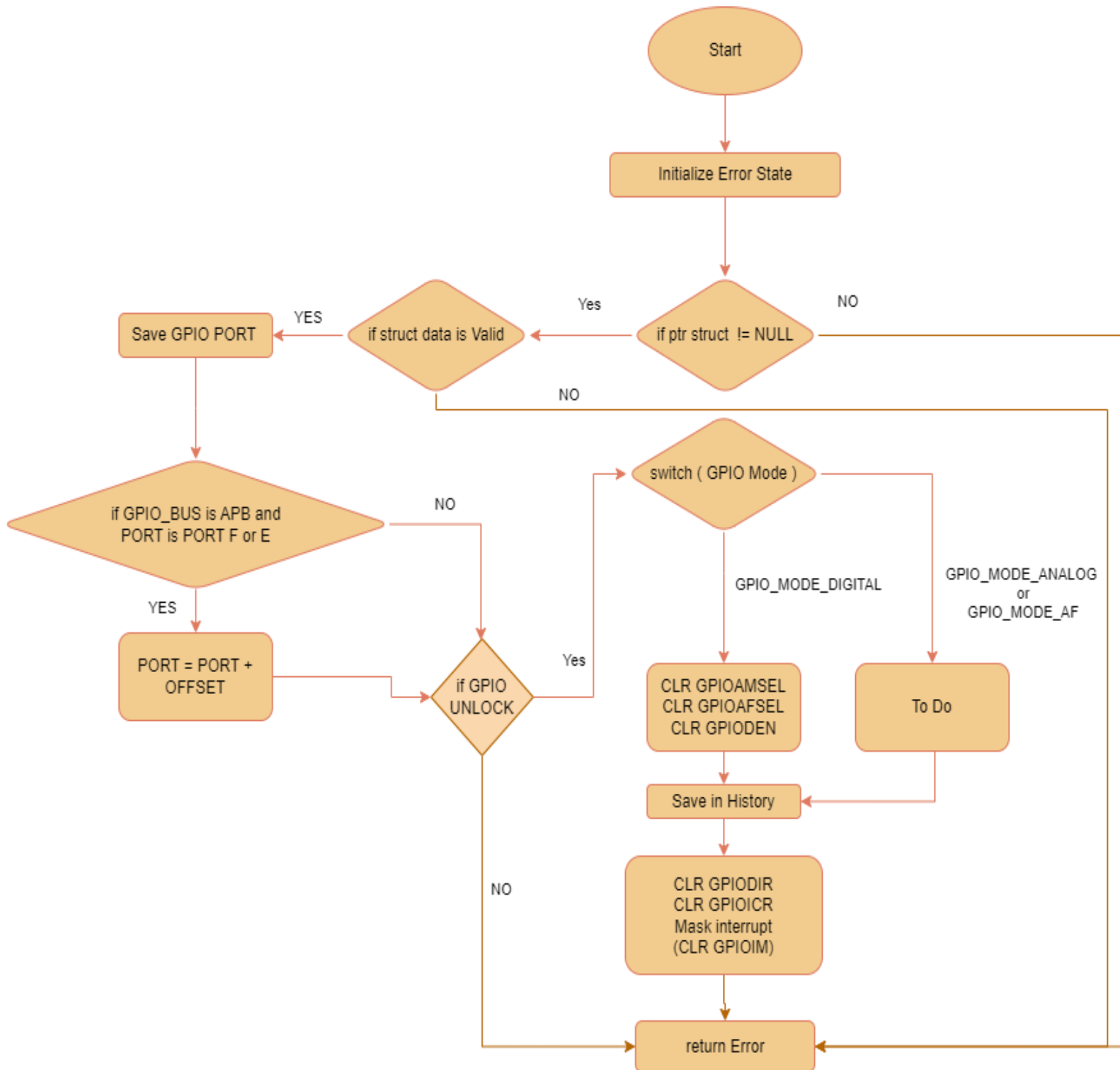
The Functions Flowchart is a visual representation that provides a structured overview of the project's software functions and their interconnections. This design artifact serves as a roadmap for understanding how different software functions and modules interact to achieve the desired behavior of the car robot.

GPIO Functions

```
enu_gpioErrorState_t gpio_init(const str_gpioPinOrGroupOfPins_t* str_ptr_pinOrGroup ,
enu_gpioPinsLock_t enu_gpioPinsLock ) )
```



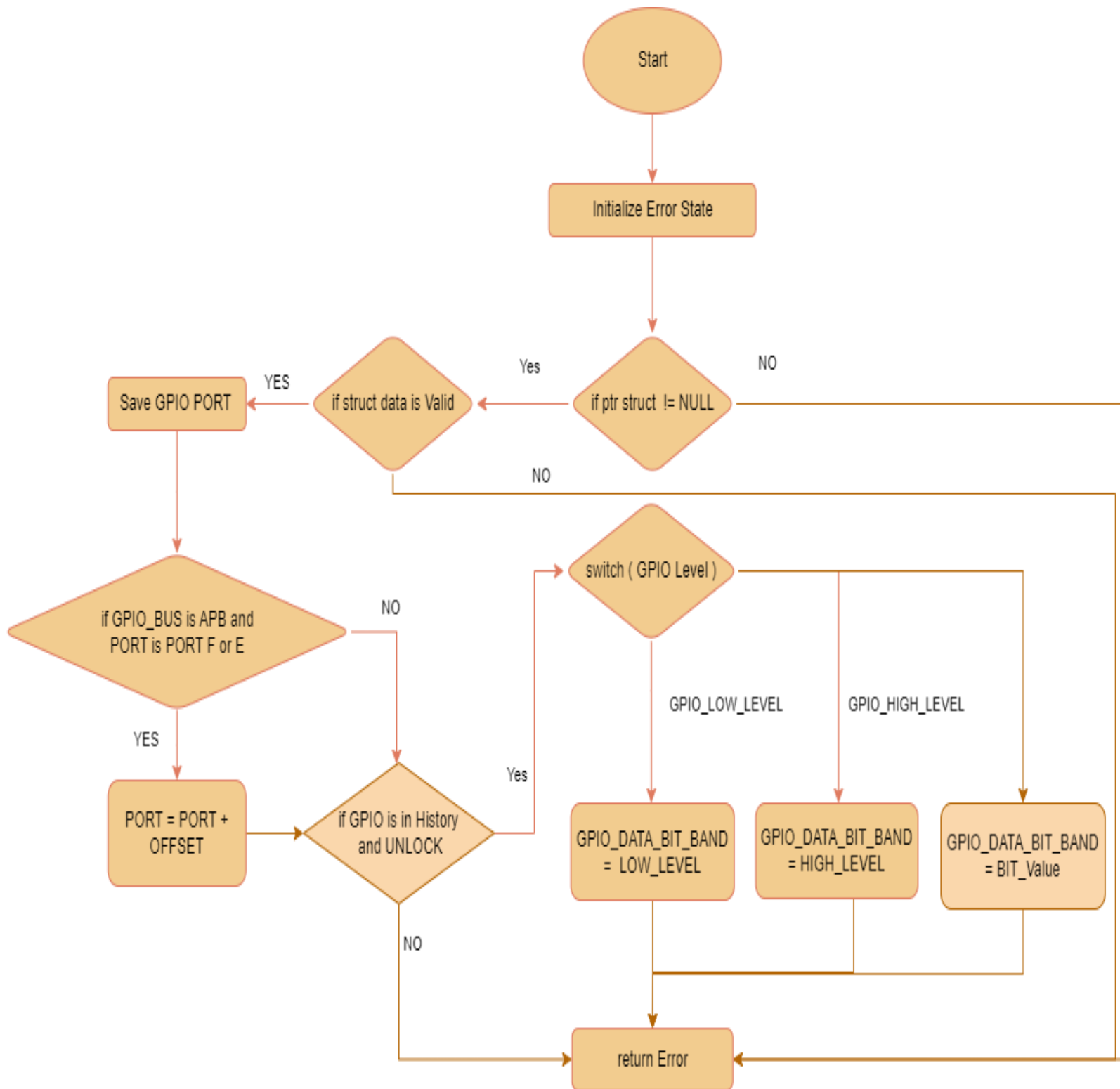
```
enu_gpioErrorState_t gpio_deinit(const str_gpioPinOrGroupOfPins_t* str_ptr_pinOrGroup )
```



```

enu_gpioErrorState_t gpio_write(const str_gpioPinOrGroupOfPins_t* str_ptr_pinOrGroup ,
enu_gpioLevelOrValue_t  enu_gpioLevelOrValue)

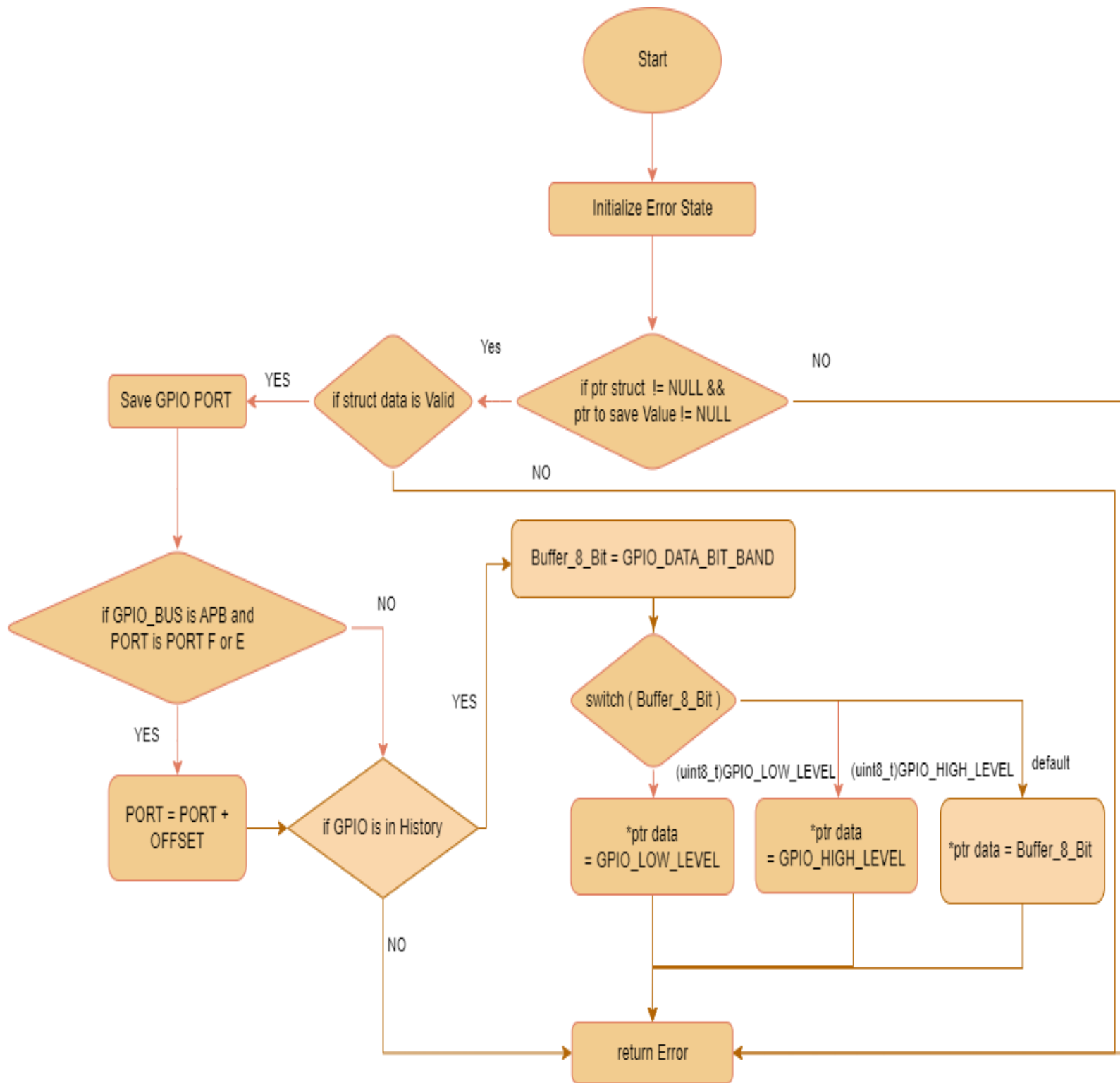
```



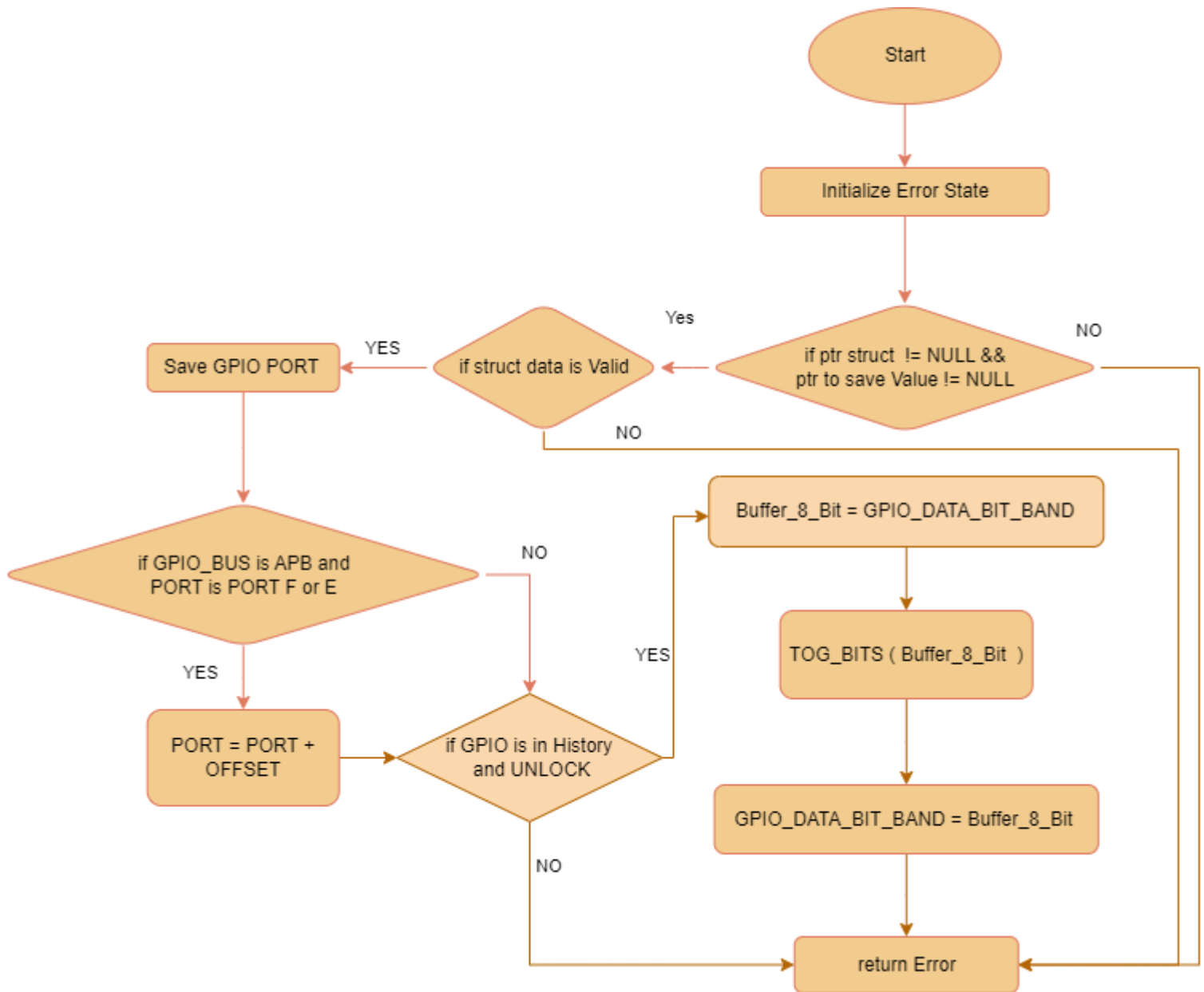

```

enu_gpioErrorState_t gpio_read(const str_gpioPinOrGroupOfPins_t* str_ptr_pinOrGroup ,
enu_gpioLevelOrValue_t * enu_gpioLevelOrValue)

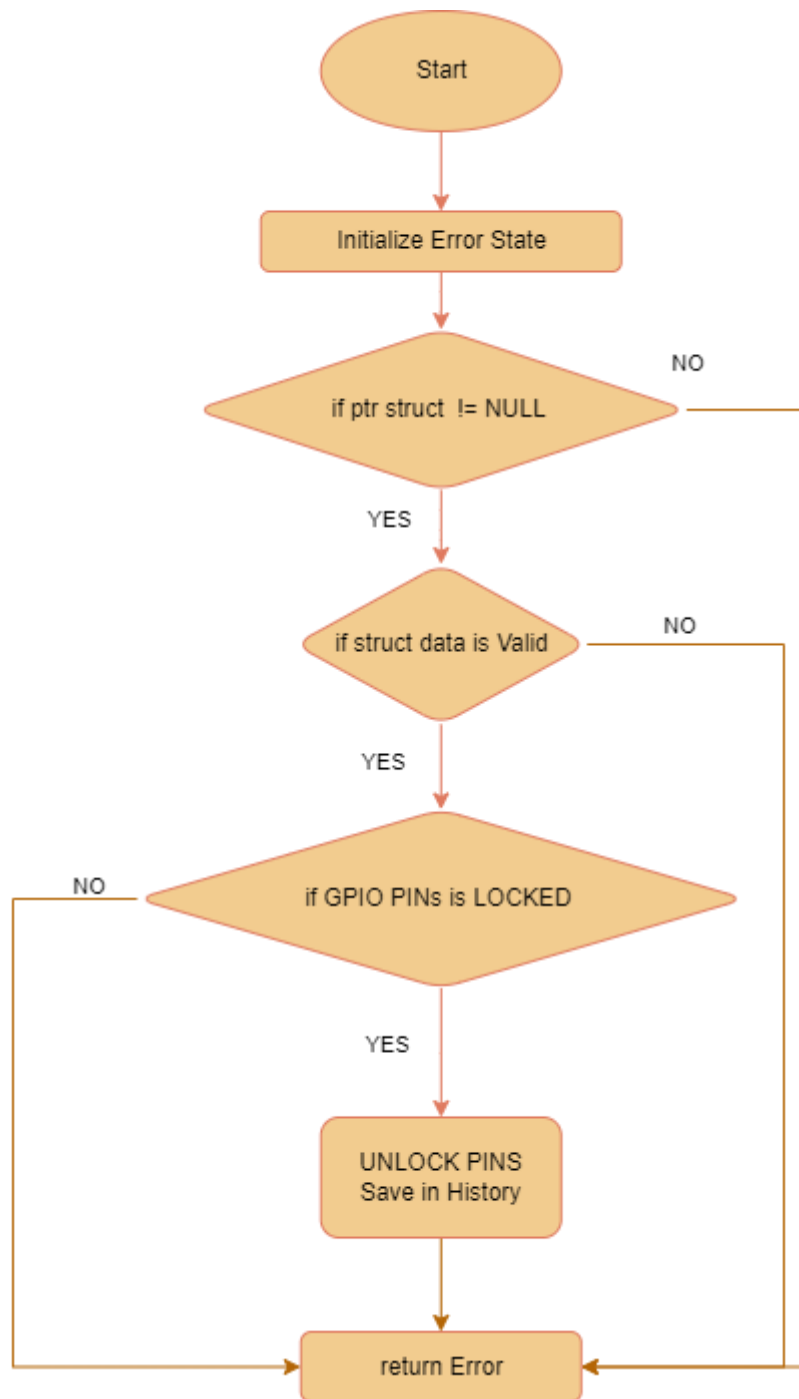
```



```
enu_gpioErrorState_t gpio_toggle(const str_gpioPinOrGroupOfPins_t* str_ptr_pinOrGroup)
```



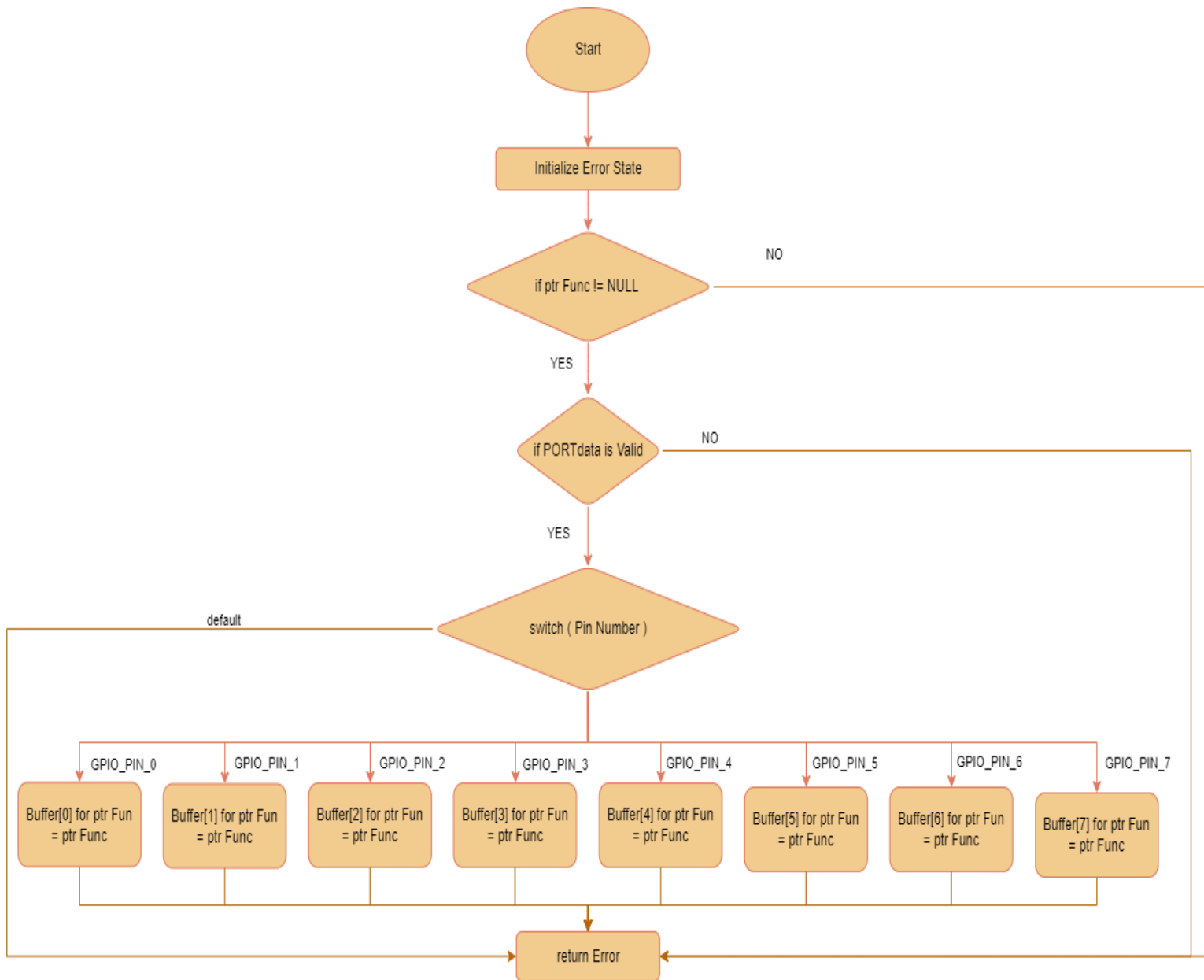
```
enu_gpioErrorState_t gpio_lockAndUnlockPins(const str_gpioPinOrGroupOfPins_t* str_ptr_pinOrGroup
, enu_gpioPinsLock_t enu_gpioPinsLock )
```



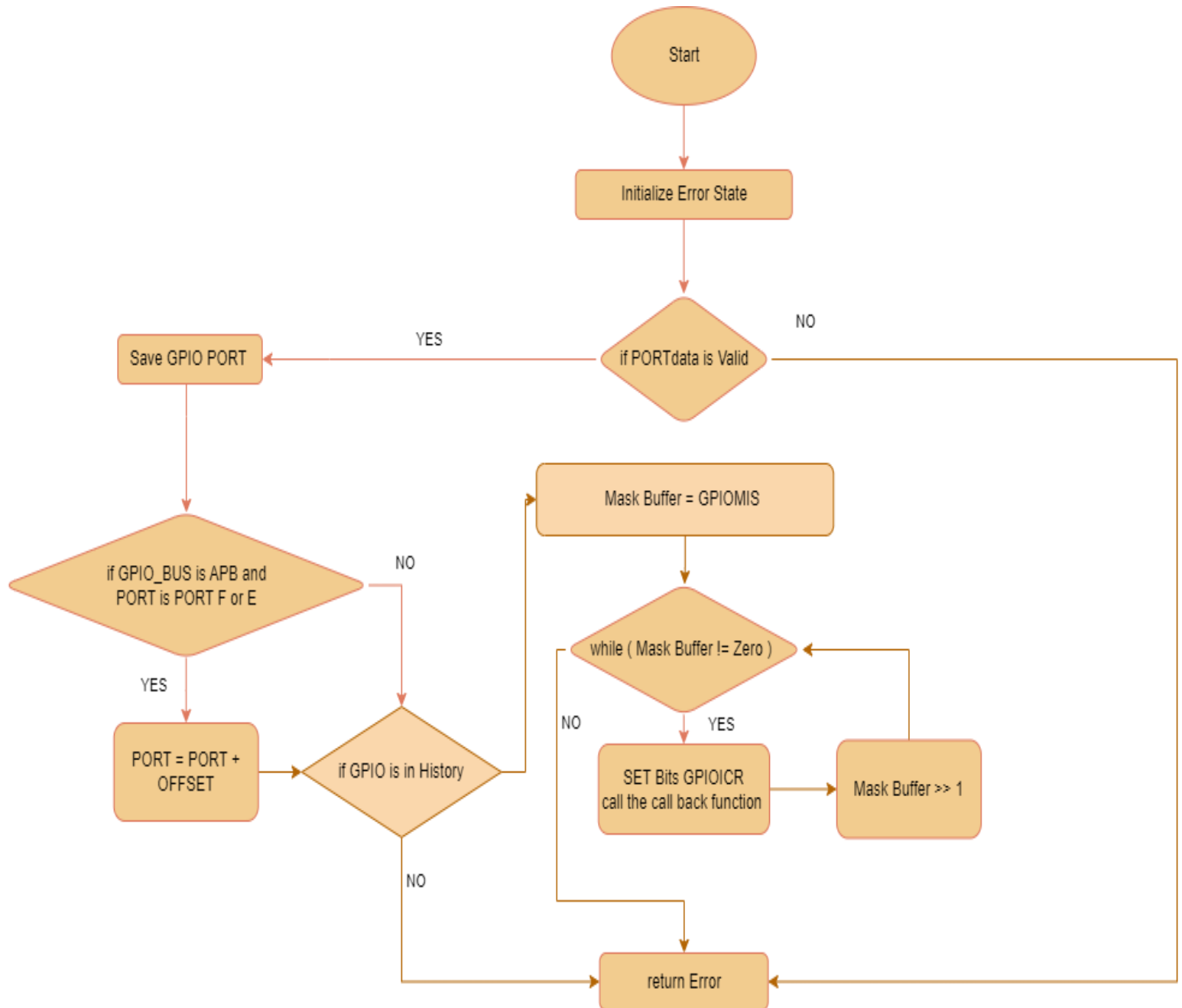
```

enu_gpioErrorState_t gpio_callBackSinglePinInterrupt(enu_gpioPort_t enu_gpioPort,enu_gpioPins_t
enu_gpioPin,ptr_Func_gpioCallBack_t* ptr_func_interruptCallBack)

```

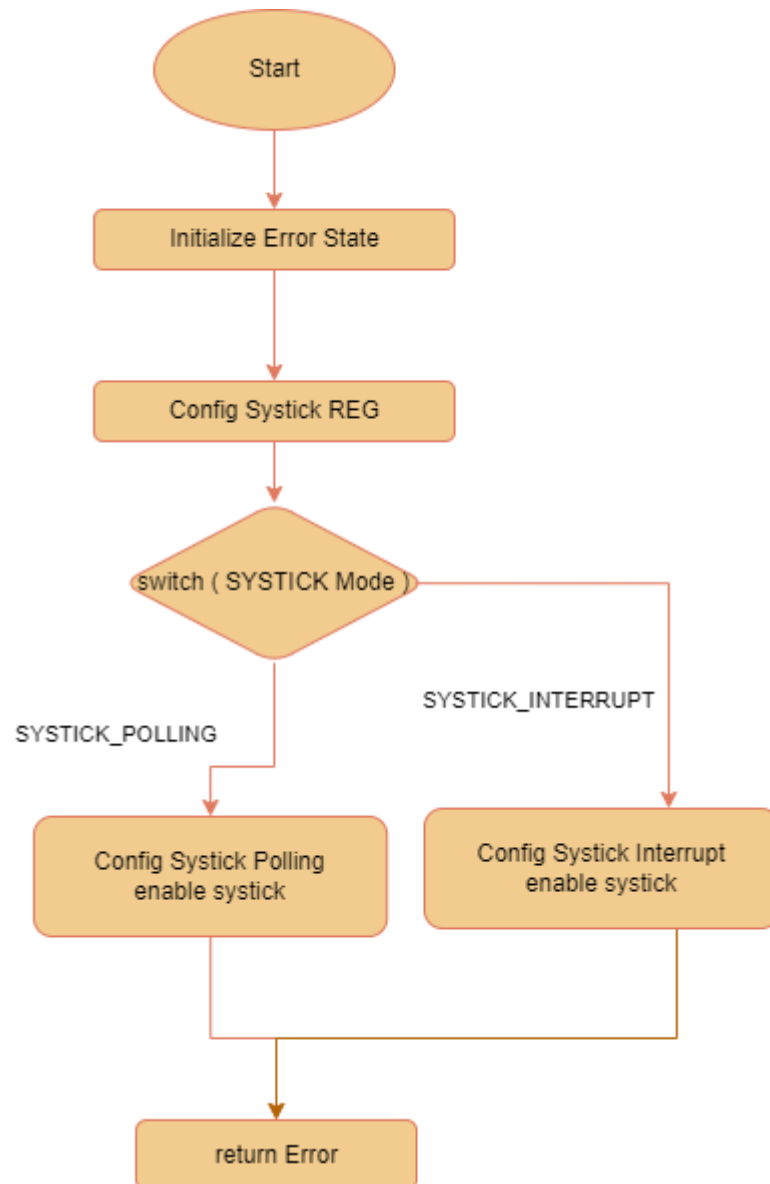


```
static void gpio_irqHandler(enu_gpioPort_t enu_l_port)
```

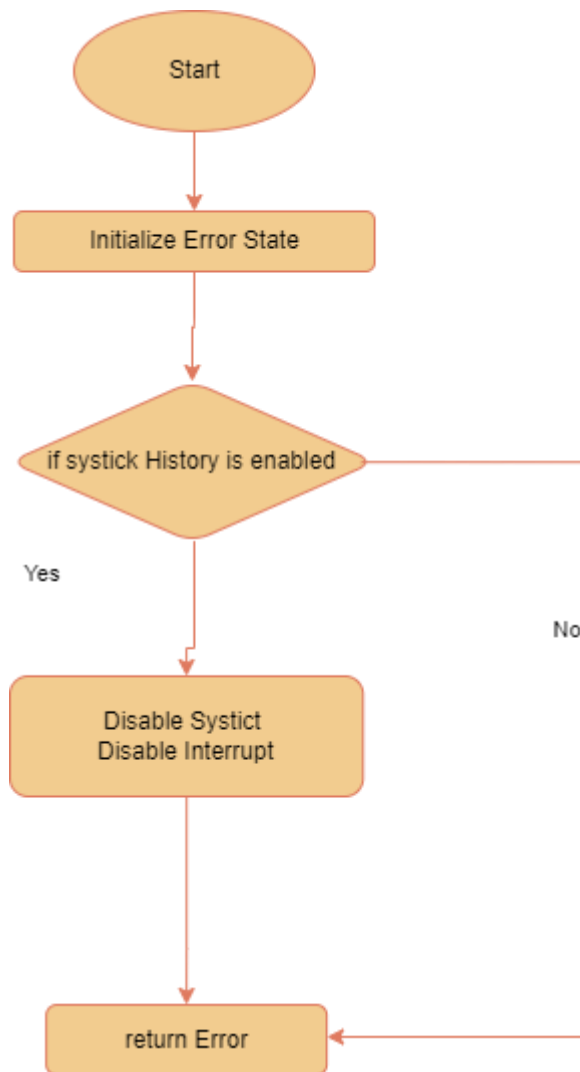


SYSTICK Functions

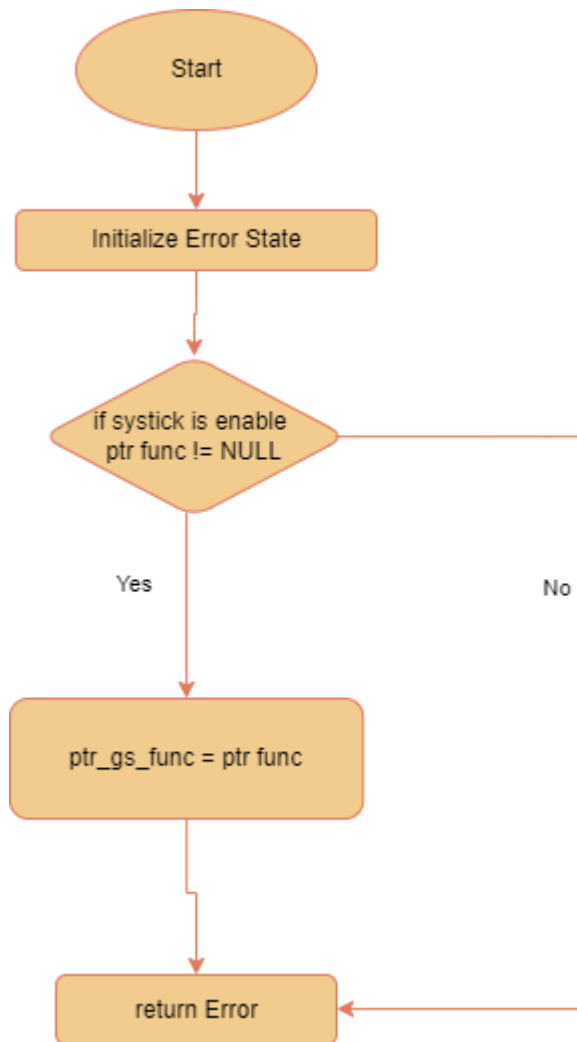
```
enu_systickErrorState_t systick_init(void);
```



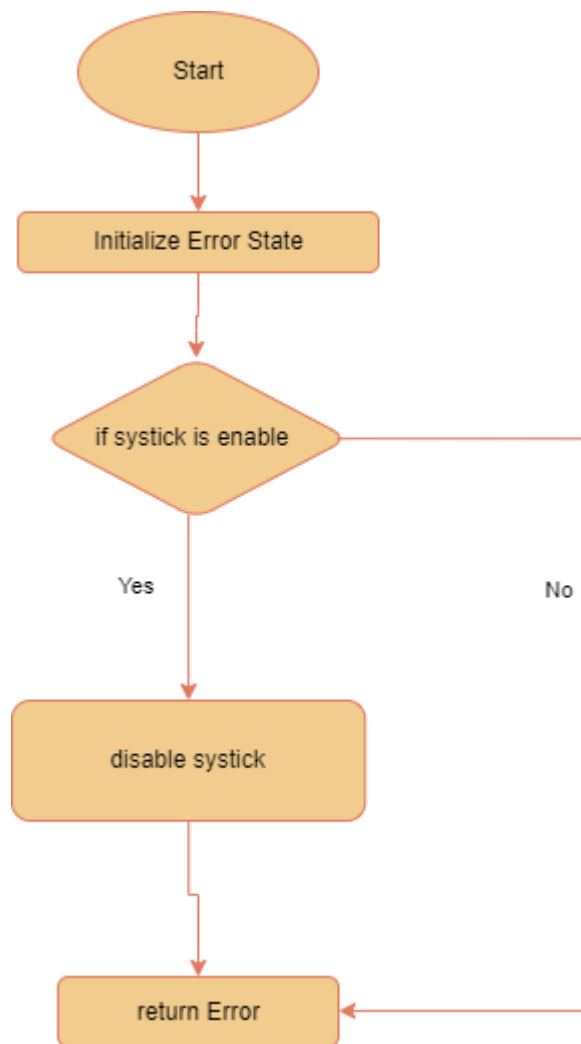
```
enu_systickErrorState_t systick_deinit(void);
```



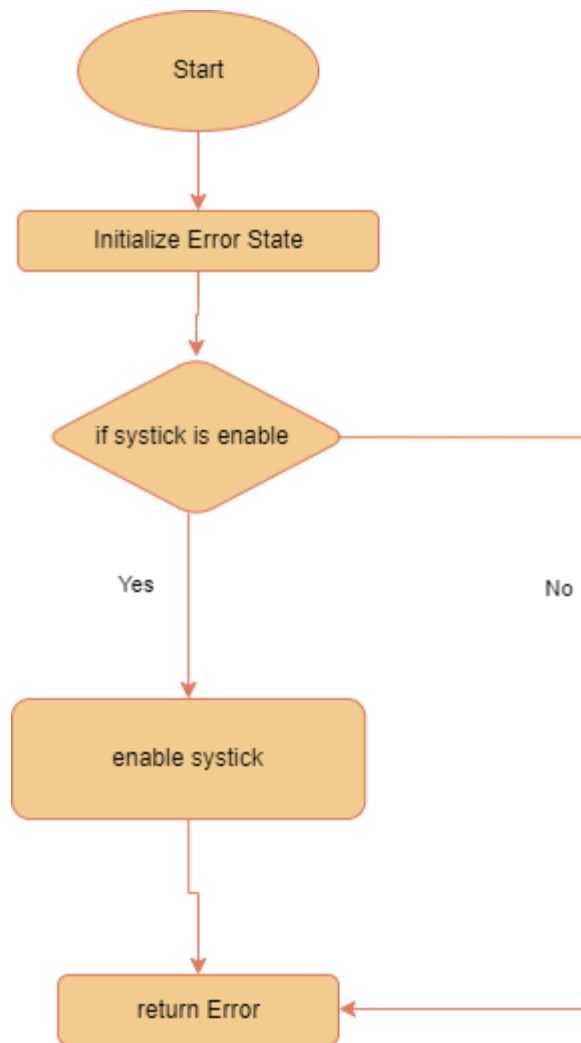
```
enu_systickErrorState_t systick_setCallBackInterruptMode(ptr_func_systickCallBack_t*  
ptr_func_l_systickCallBack);
```



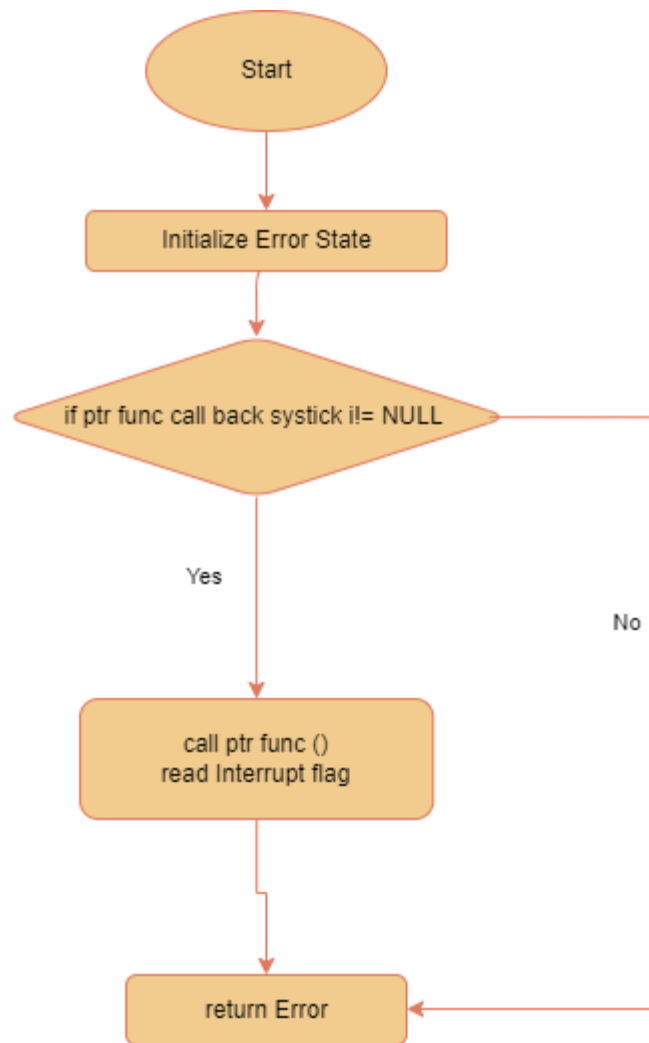

```
enu_systickErrorState_t systick_stop(void);
```



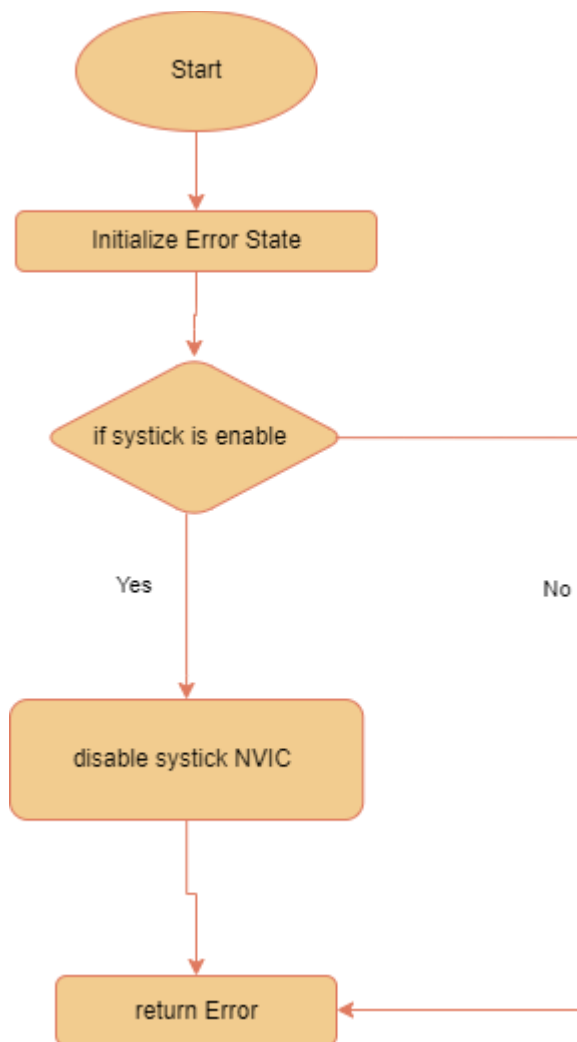
```
enu_systickErrorState_t systick_resume(void);
```



```
enu_systickErrorState_t systick_enableIRQ(void);
```

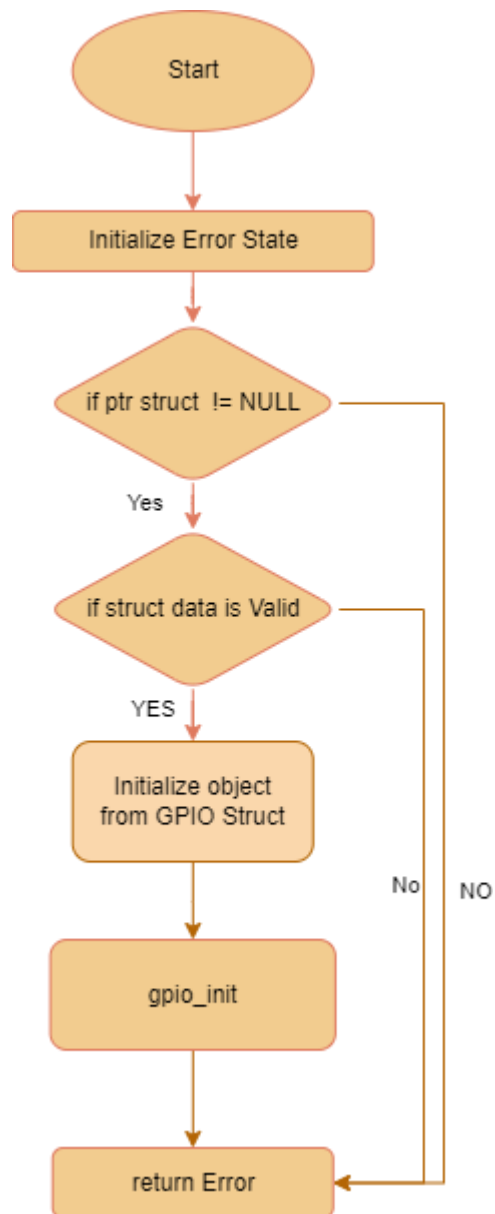


```
.enu_systickErrorState_t systick_disableIRQ(void);
```

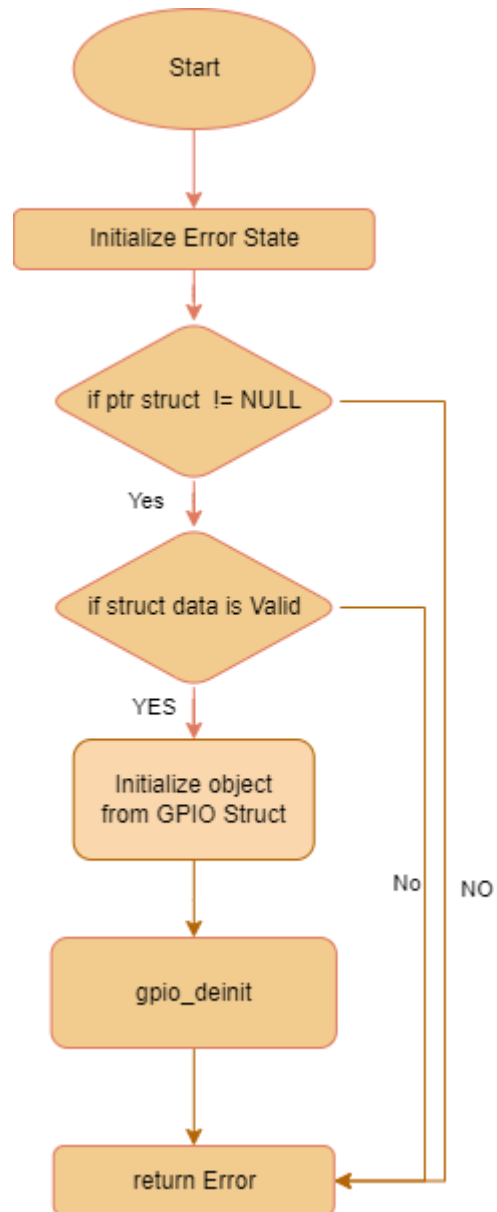


LED Functions

```
enu_gpioErrorState_t gpio_init(const str_gpioPinOrGroupOfPins_t* str_ptr_pinOrGroup ,  
enu_gpioPinsLock_t enu_gpioPinsLock ) )
```



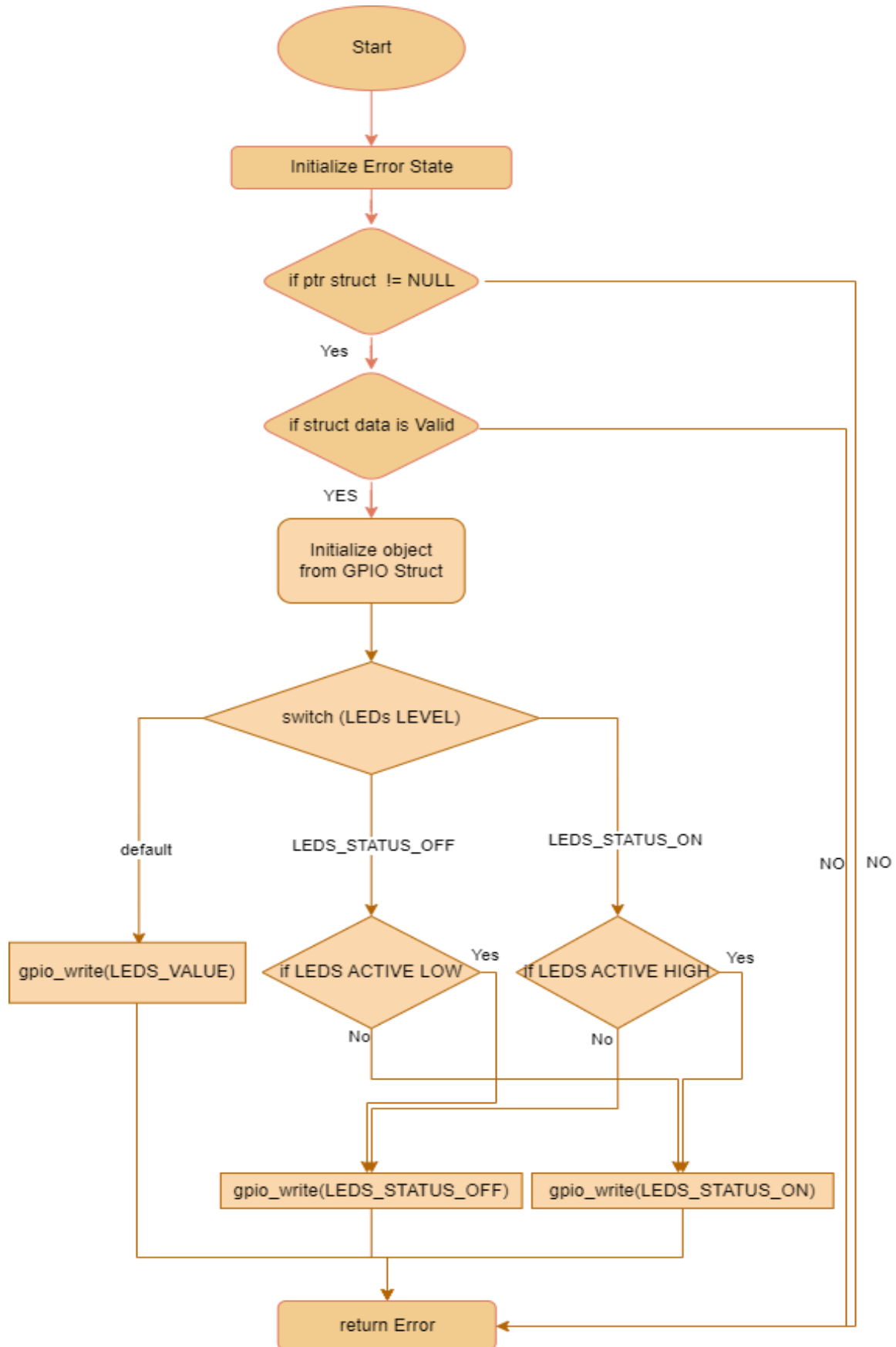
```
enu_ledsErrorState_t leds_deinit(const str_ledsConfig_t * str_ptr_ledOrGroup)
```



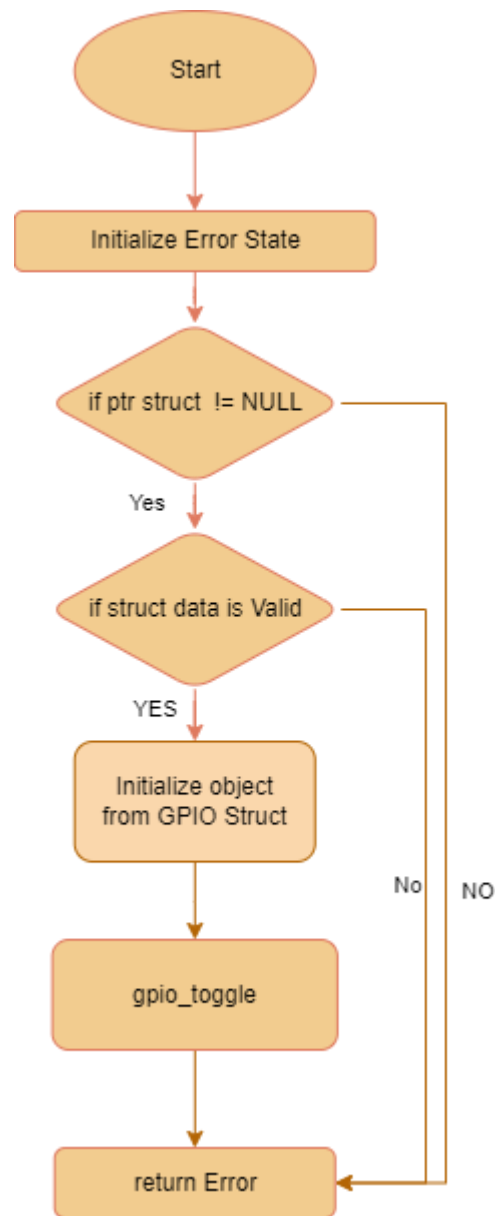
```

enu_ledsErrorState_t leds_changeStatus(const str_ledsConfig_t* str_ptr_ledOrGroup,
enu_ledsStatus_t enu_newLedsStatus)

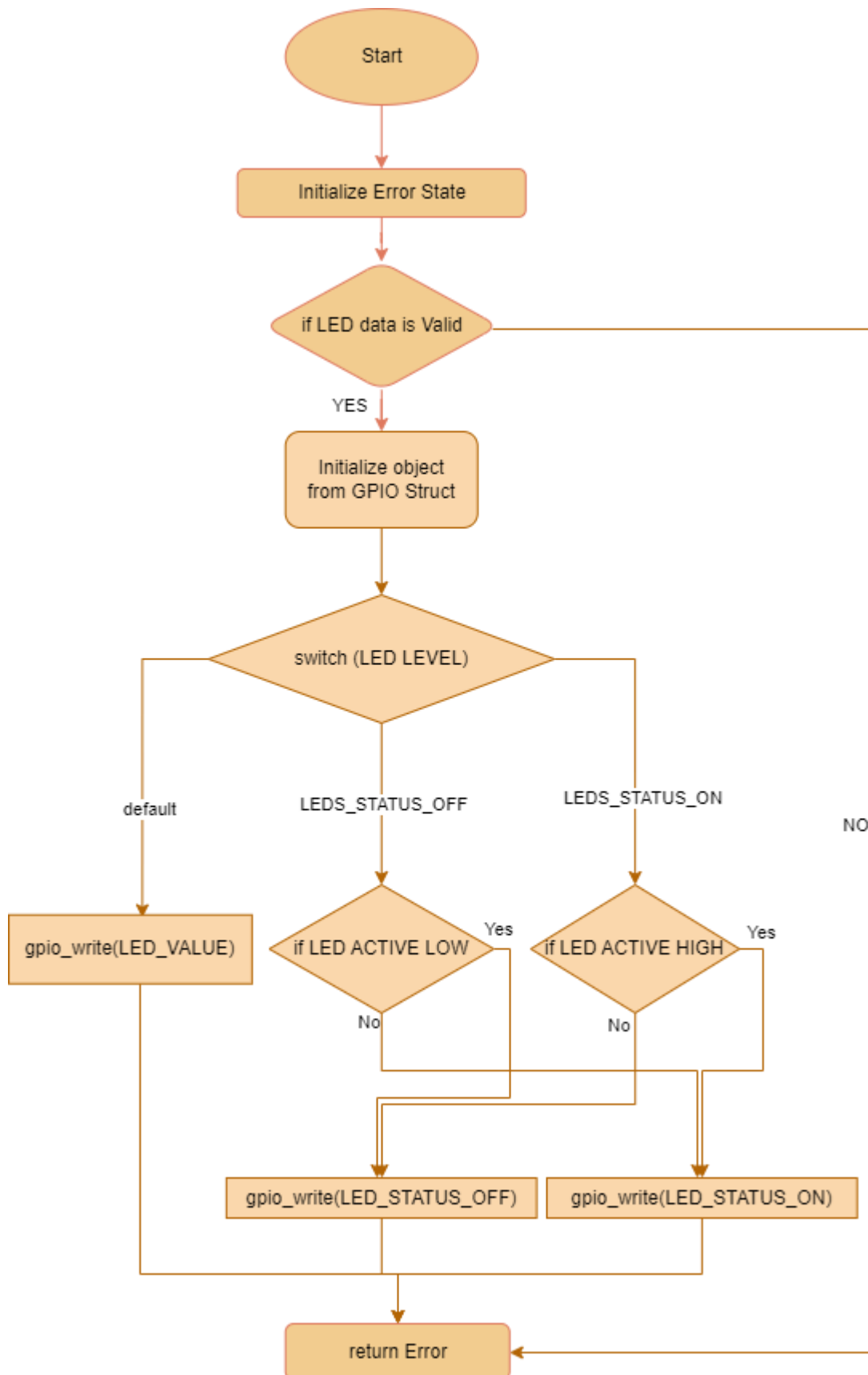
```



```
enu_ledsErrorState_t leds_toggle(const str_ledsConfig_t* str_ptr_ledOrGroup)
```

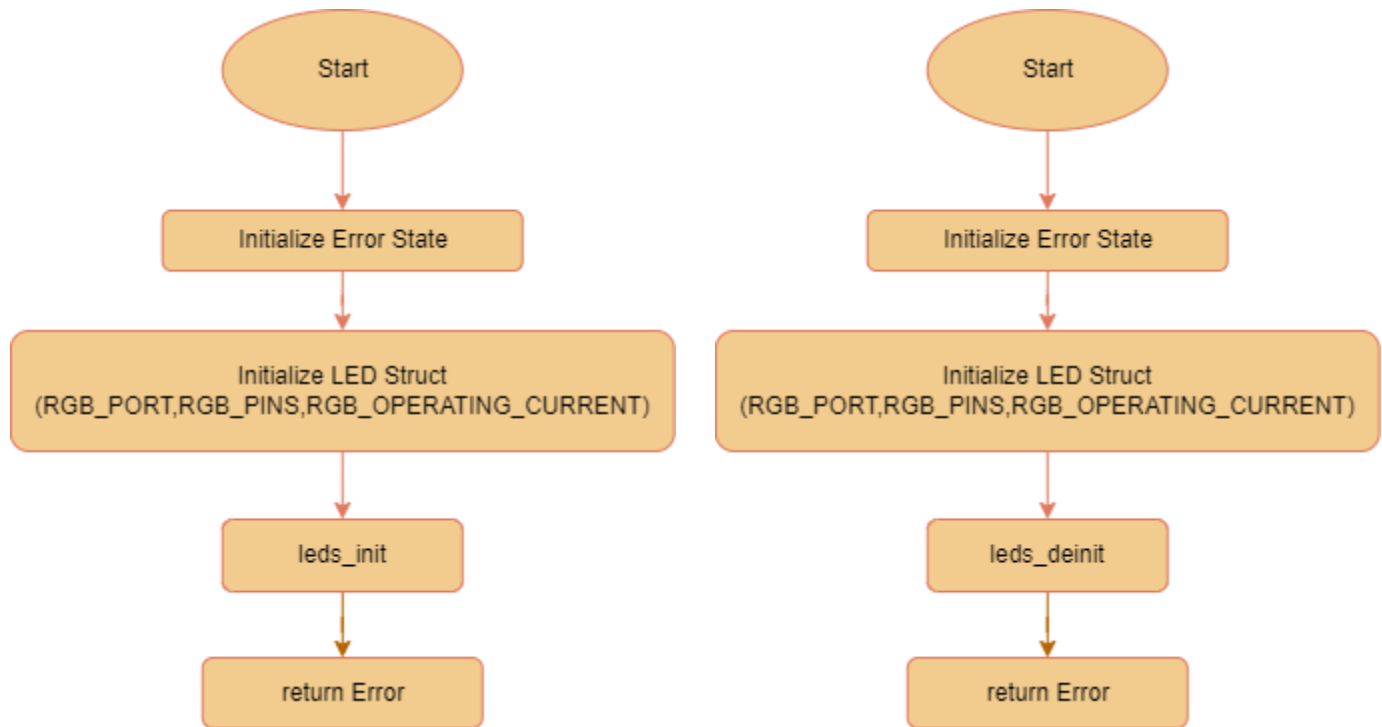



```
enu_ledsErrorState_t leds_changeSingleLEDStatus(enu_ledsPort_t enu_ledPort,  
enu_ledPinOrLedsGroup_t enu_ledPin, enu_ledsActiveState_t enu_ledActiveState, enu_ledsStatus_t  
enu_newLedStatus)
```

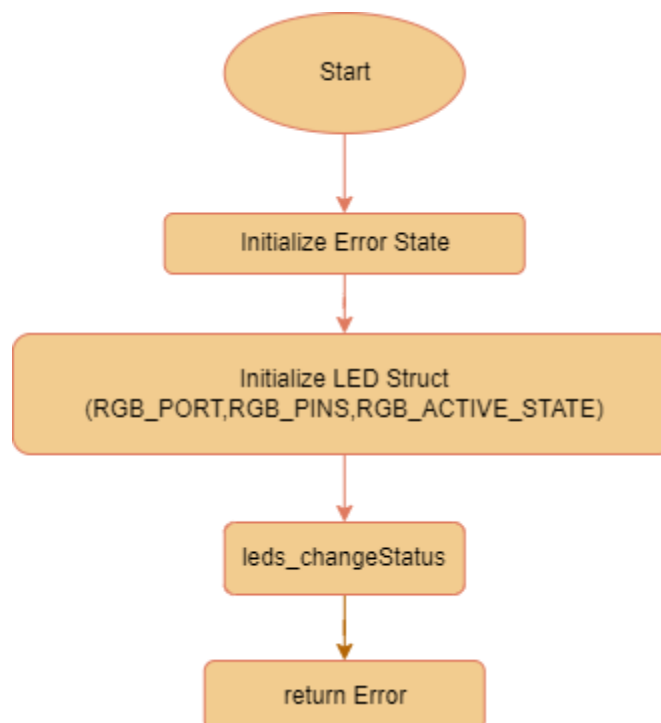


RGB Functions

`enu_rgbErrorState_t rgb_init(void)` & `enu_rgbErrorState_t rgb_deinit(void)`

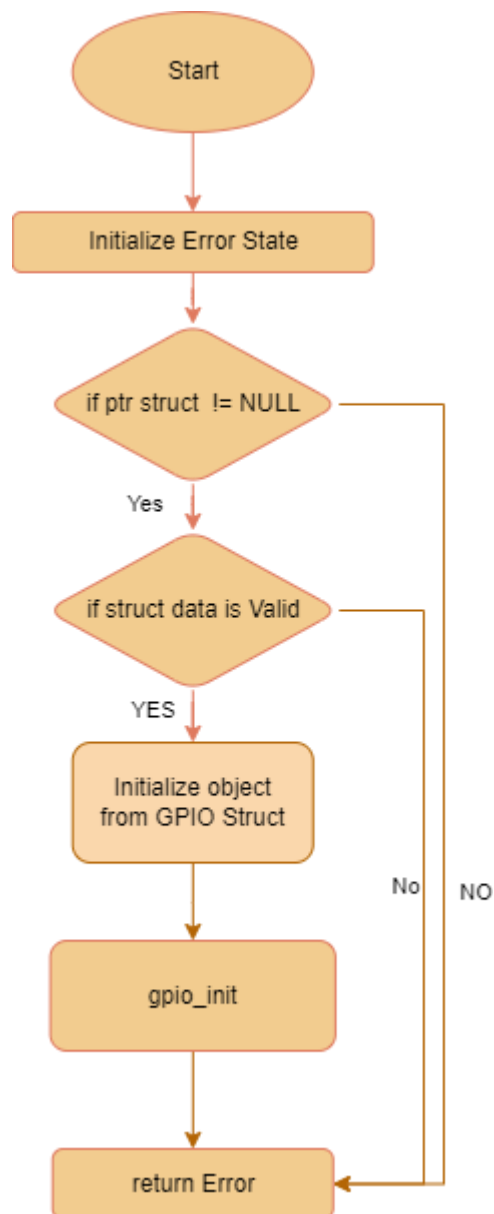


`enu_rgbErrorState_t rgb_changeColor(enu_rgbColorON_t enu_rgbColorON)`

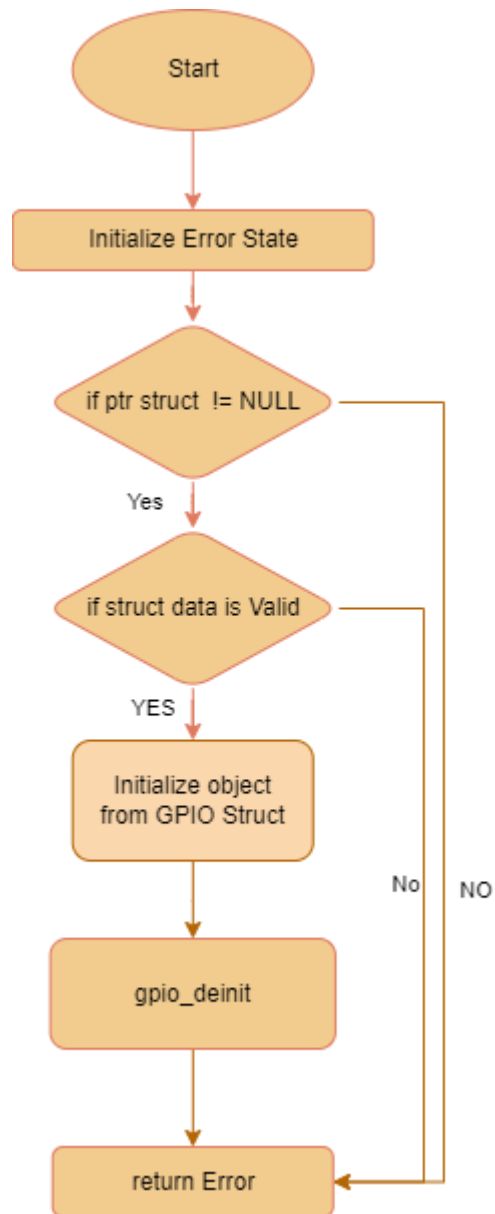


BUTTON Functions

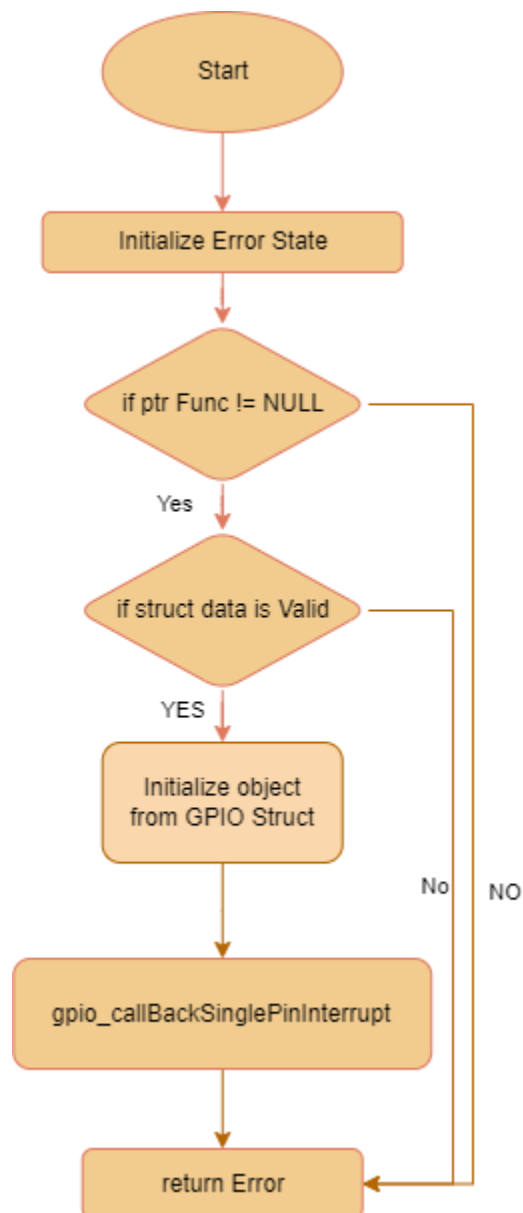
```
enu_buttonsErrorState_t buttons_init(const str_buttonsConfig_t * str_ptr_buttonOrGroup)
```



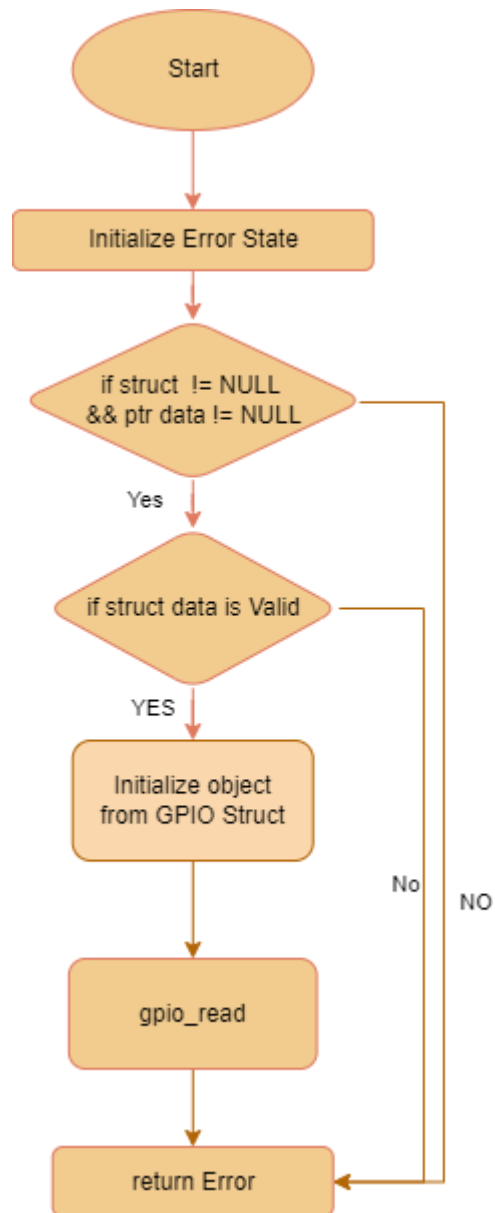
`enu_buttonsErrorState_t` buttons_deinit(`const` `str_buttonsConfig_t` * `str_ptr_buttonOrGroup`)



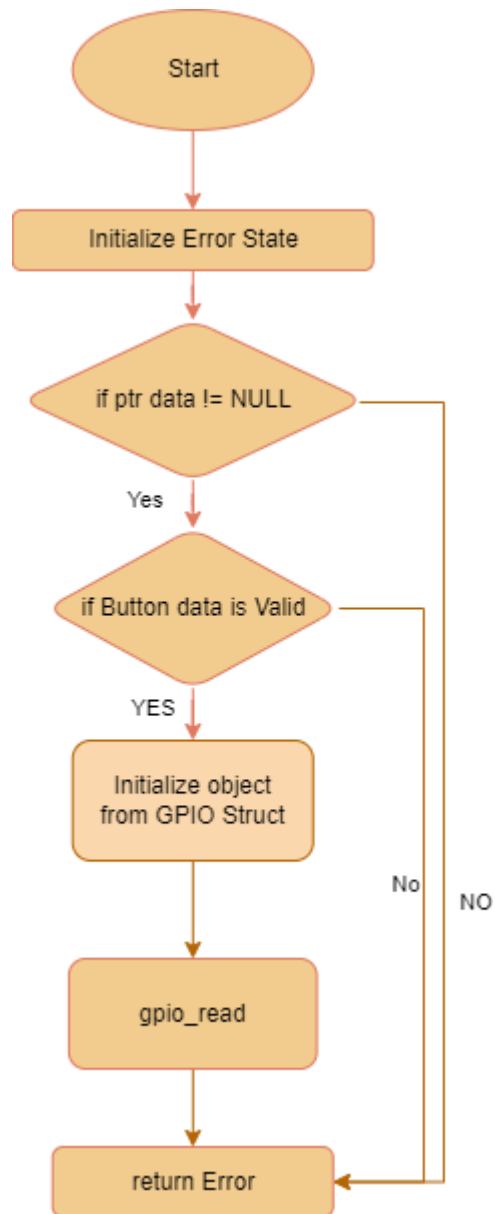
```
enu_buttonsErrorState_t buttons_callBackSingleButtonInterrupt(enu_buttonsPort_t  
enu_buttonsPort,enu_buttonPinOrButtonsGroup_t enu_buttonsPin,ptr_Func_buttonsCallBack_t*  
ptr_func_interruptCallBack)
```



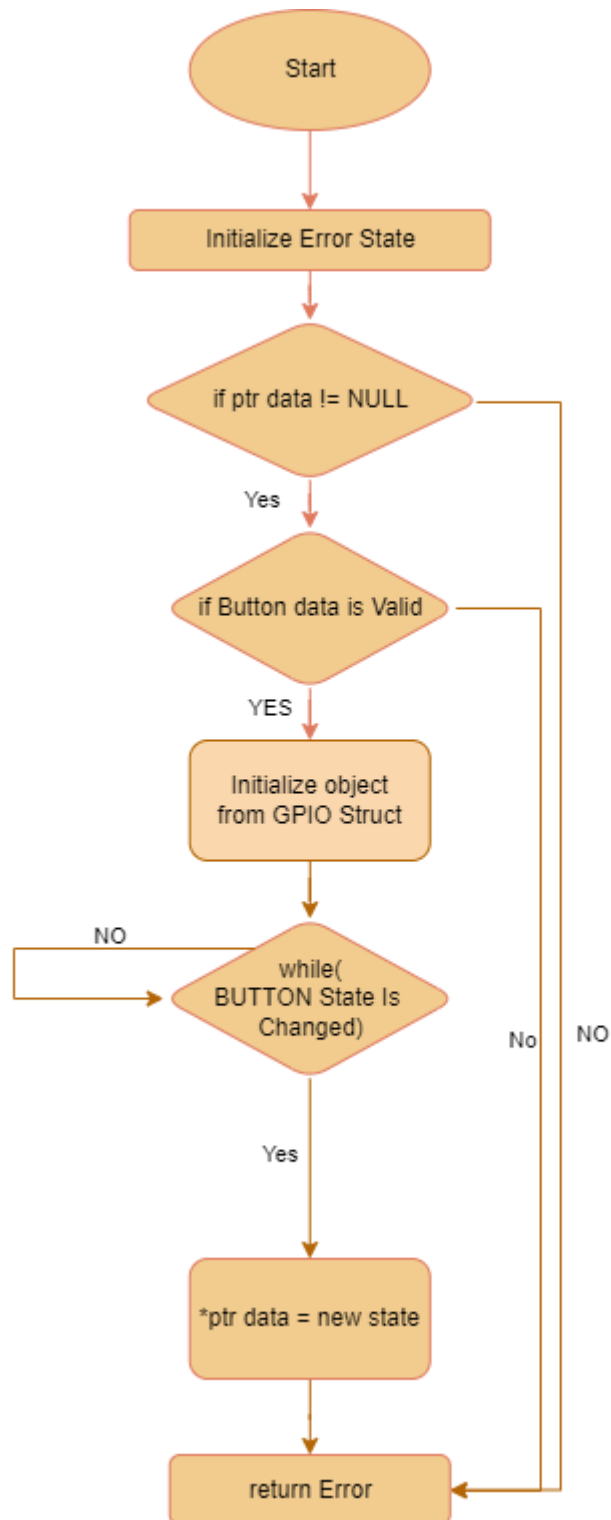
```
enu_buttonsErrorState_t buttons_readStatus(const str_buttonsConfig_t * str_ptr_buttonOrGroup ,  
enu_buttonsStatus_t * enu_buttonsStatus)
```



```
enu_buttonsErrorState_t buttons_readSingleButtonStatus(enu_buttonsPort_t  
enu_buttonsPort,enu_buttonPinOrButtonsGroup_t enu_buttonsPin, enu_buttonsStatus_t *  
enu_buttonsStatus)
```

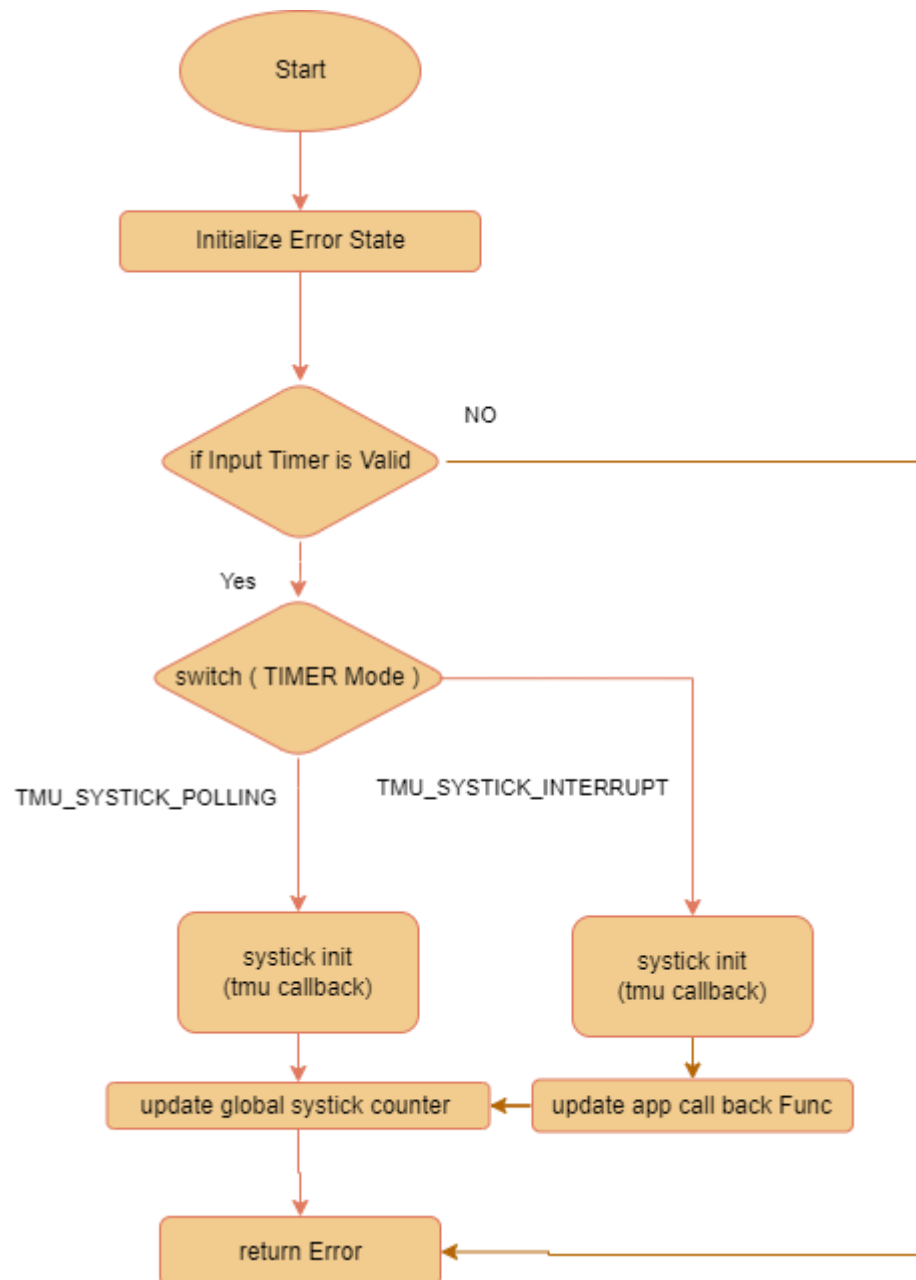


```
enu_buttonsErrorState_t buttons_readSingleButtonChange_Polling(enu_buttonsPort_t  
enu_buttonsPort,enu_buttonPinOrButtonsGroup_t enu_buttonsPin, enu_buttonsStatus_t *  
enu_buttonsStatus)
```

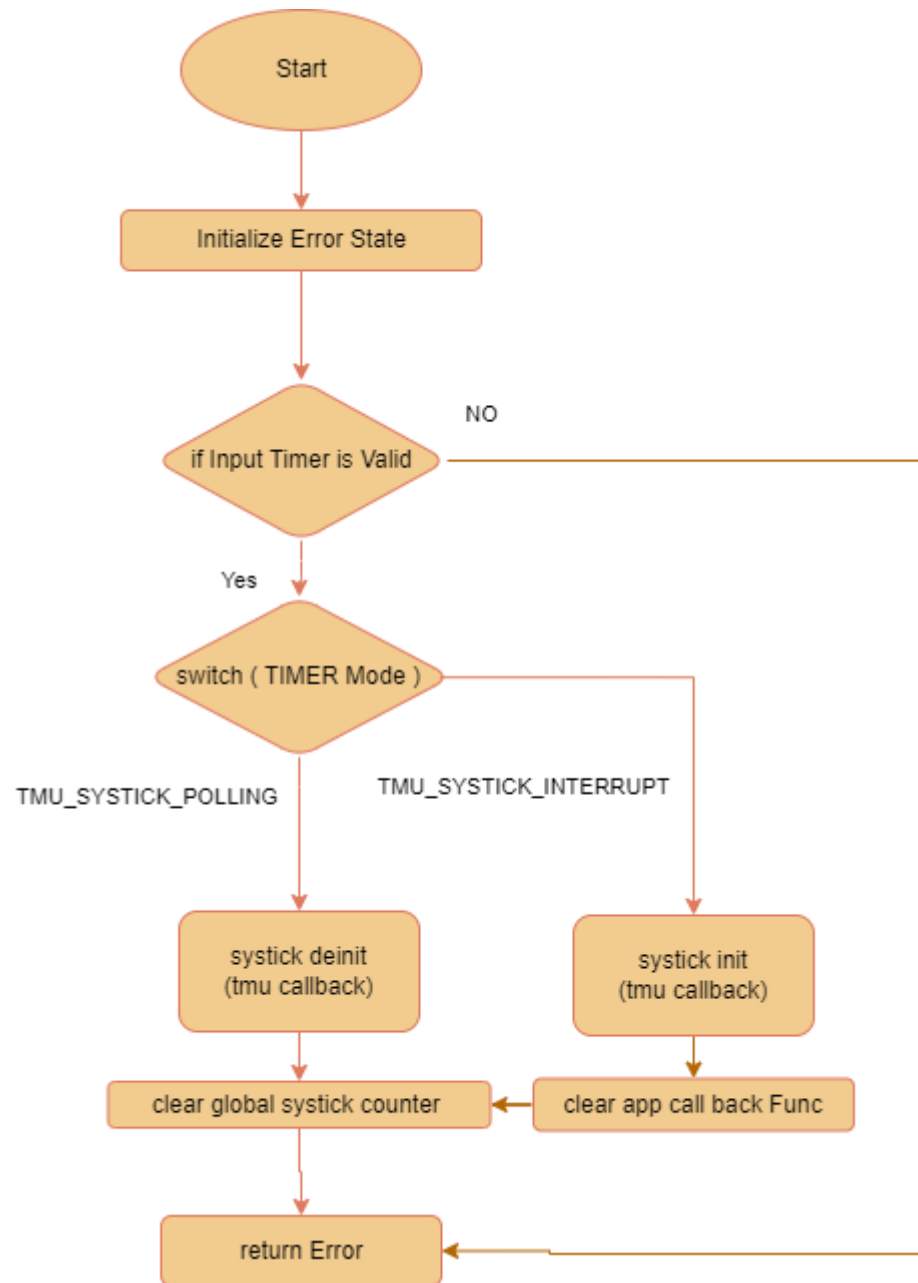


TMU Functions

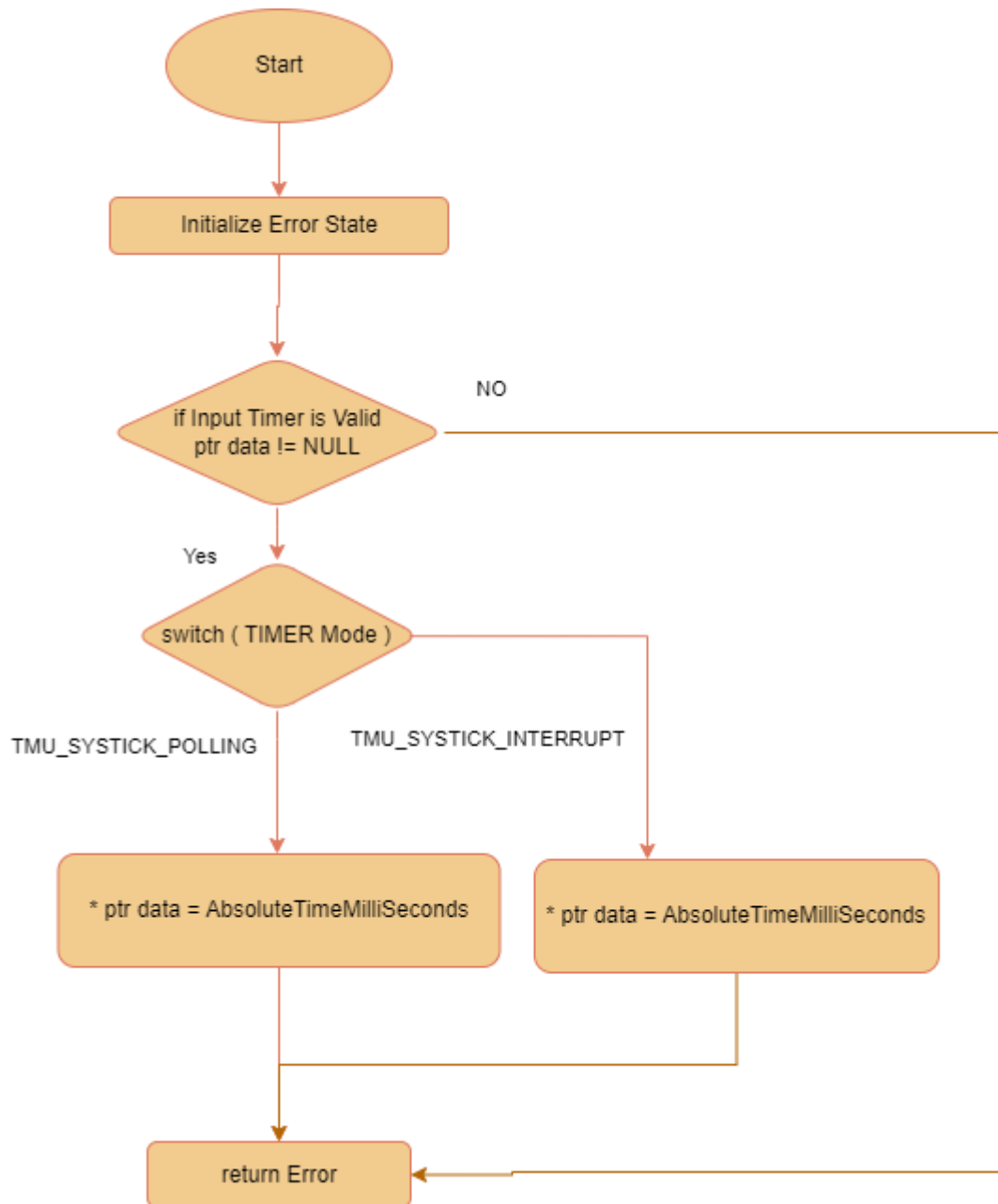
```
enu_tmuErrorState_t tmu_init(enu_tmSelecttimer_t enu_l_Selecttimer , uint64_t  
uint64_l_timeInMilliseconds , ptr_func_tmuCallBack_t * ptr_func_l_systickCallBack );
```



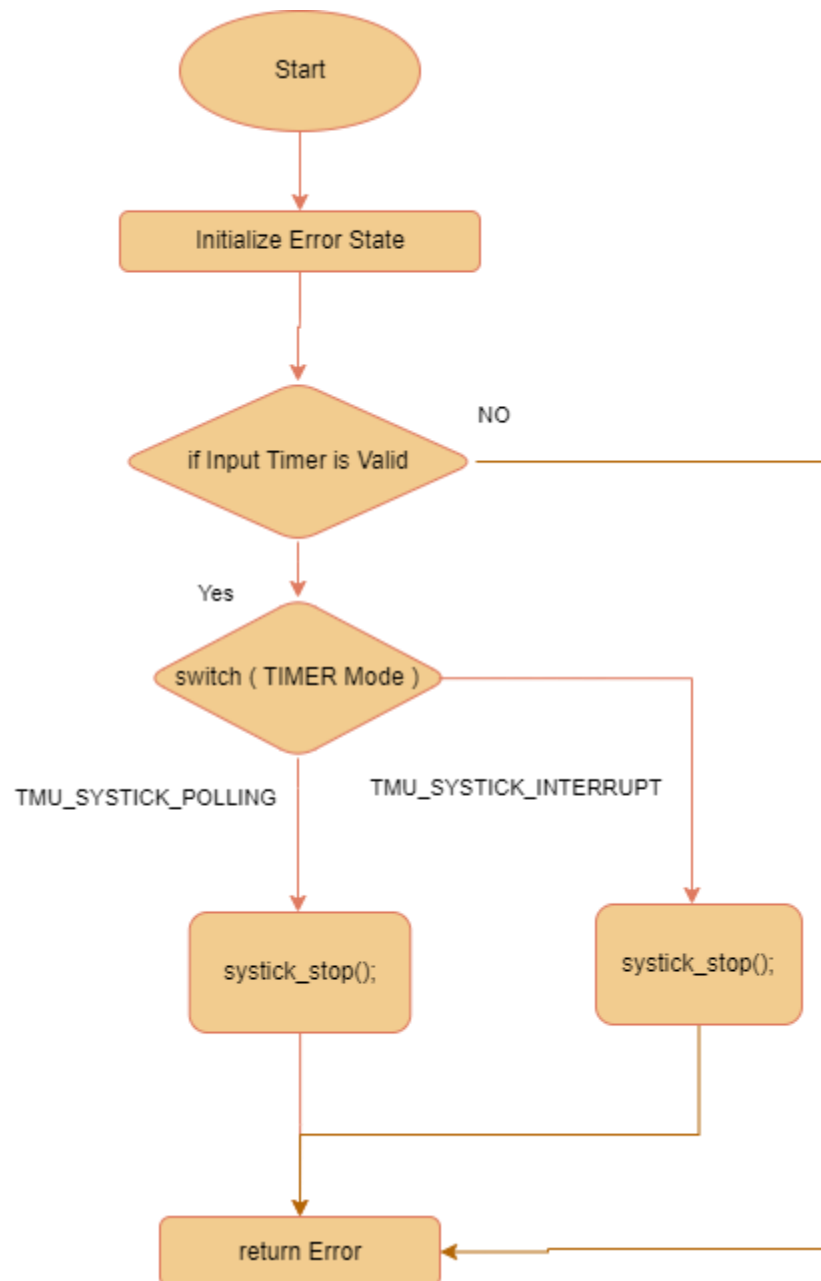
```
enu_tmuErrorState_t tmu_deinit(enu_tmuSelecttimer_t enu_l_Selecttimer );
```



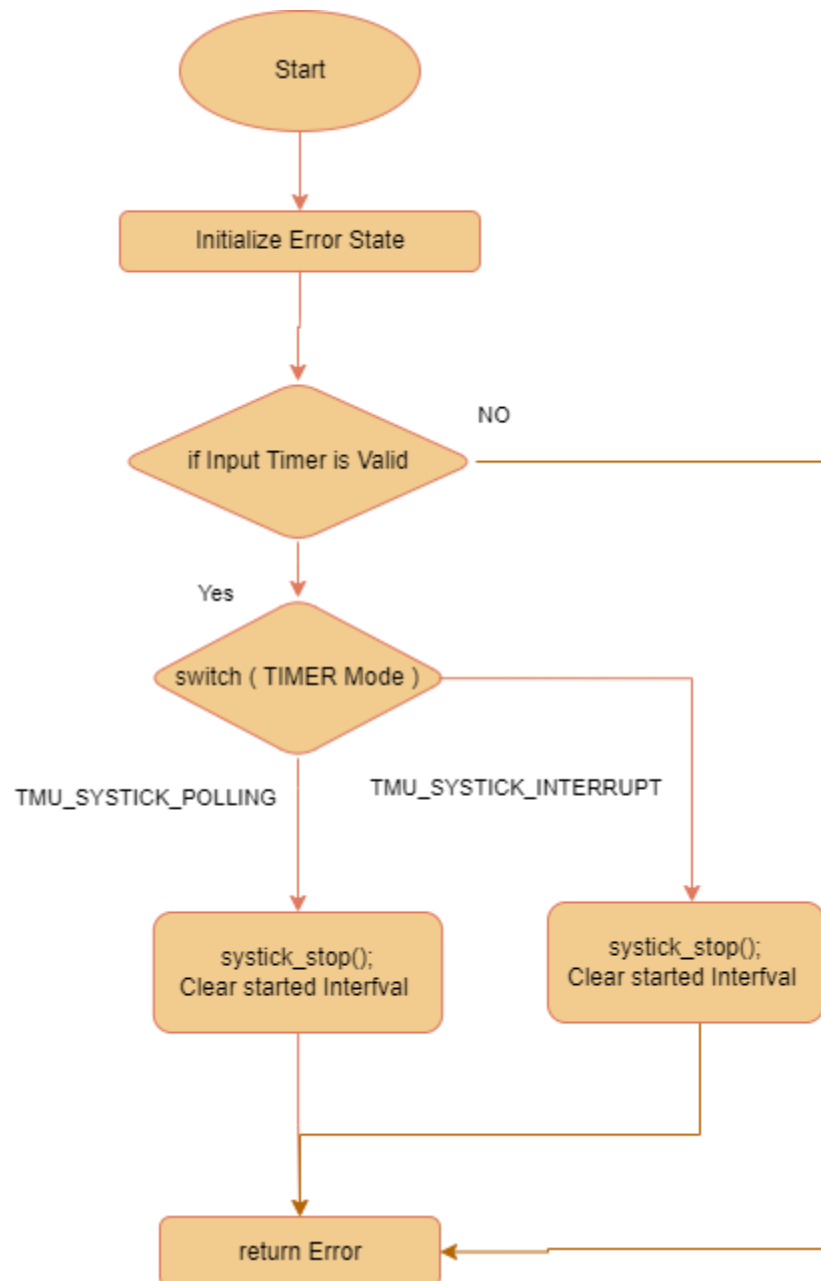
```
enu_tmuErrorState_t tmu_getAbsoluteTimeMilliseconds(enu_tmusselecttimer_t enu_l_Selecttimer
,uint64_t * uint64_ptr_l_absoluteTimeMilliseconds);
```



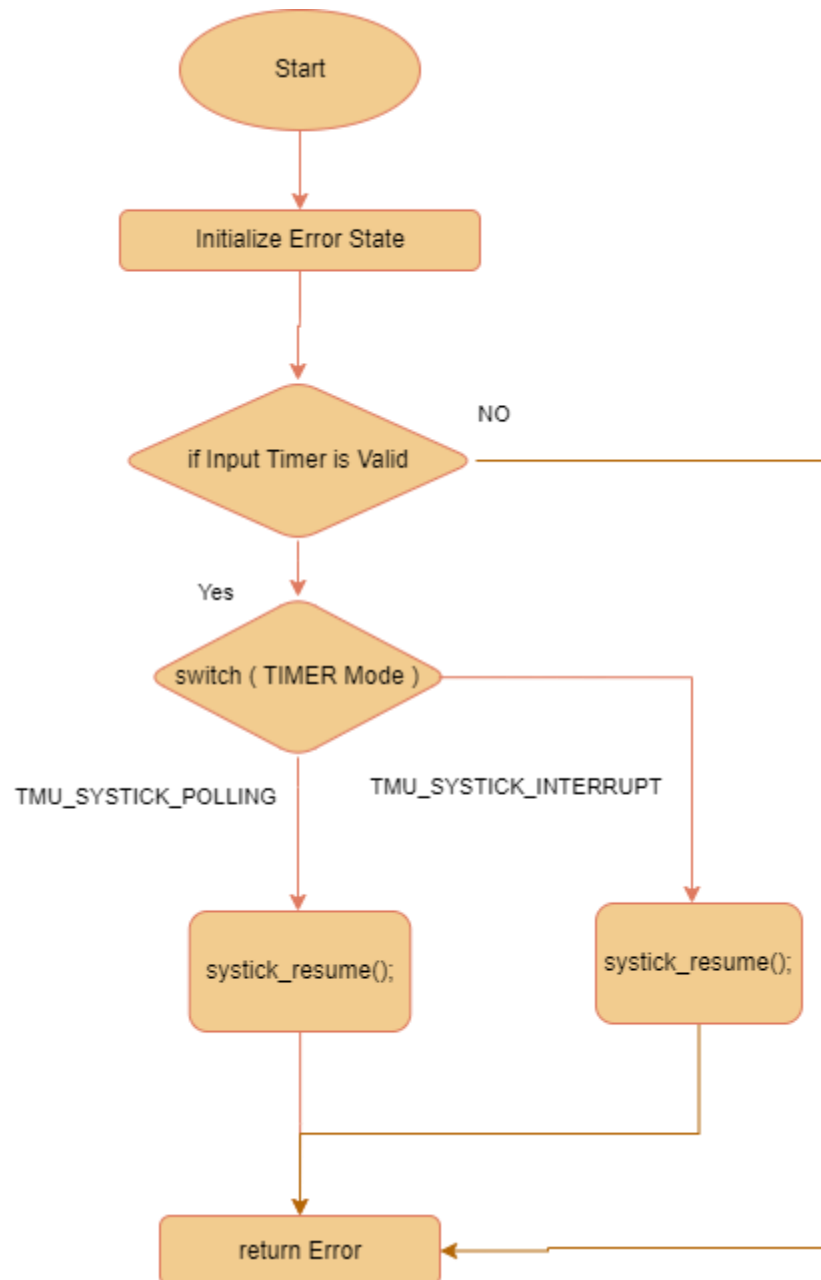
```
enu_tmuErrorState_t tmu_stop(enu_tmselecttimer_t enu_l_Selecttimer );
```



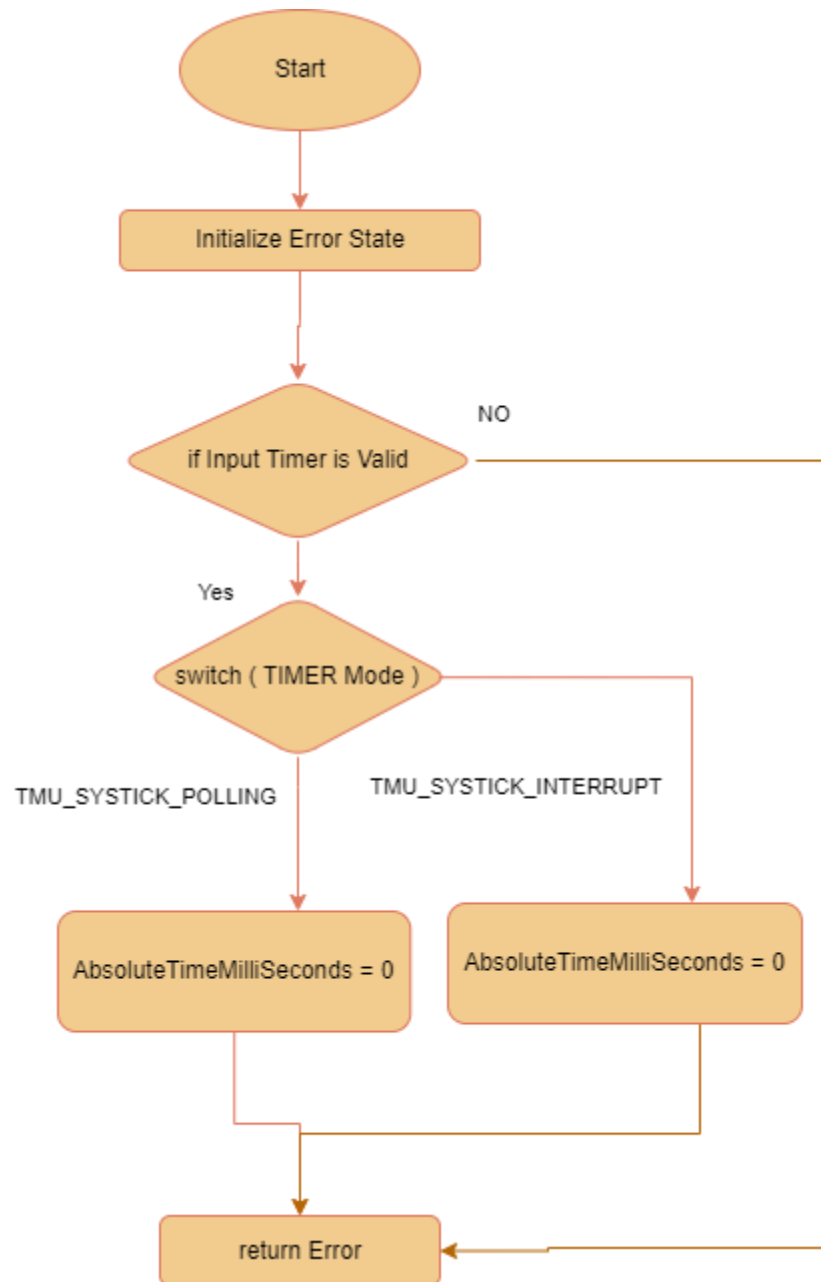
```
enu_tmuErrorState_t tmu_stopAndClearStartedInterval(enu_tmuSelecttimer_t enu_l_Selecttimer );
```



```
enu_tmuErrorState_t tmu_resume(enu_tmuSelecttimer_t enu_l_Selecttimer );
```

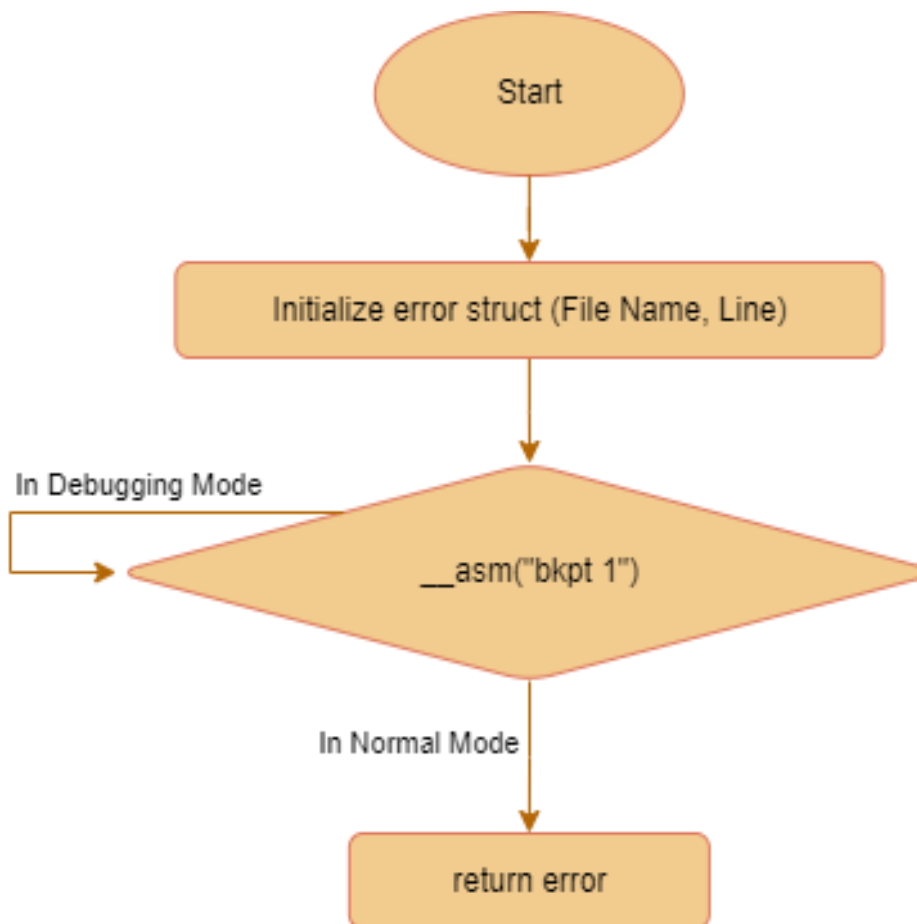


```
enu_tmuErrorState_t tmu_clearAbsoluteTime(enu_tmuSelecttimer_t enu_l_Selecttimer );
```



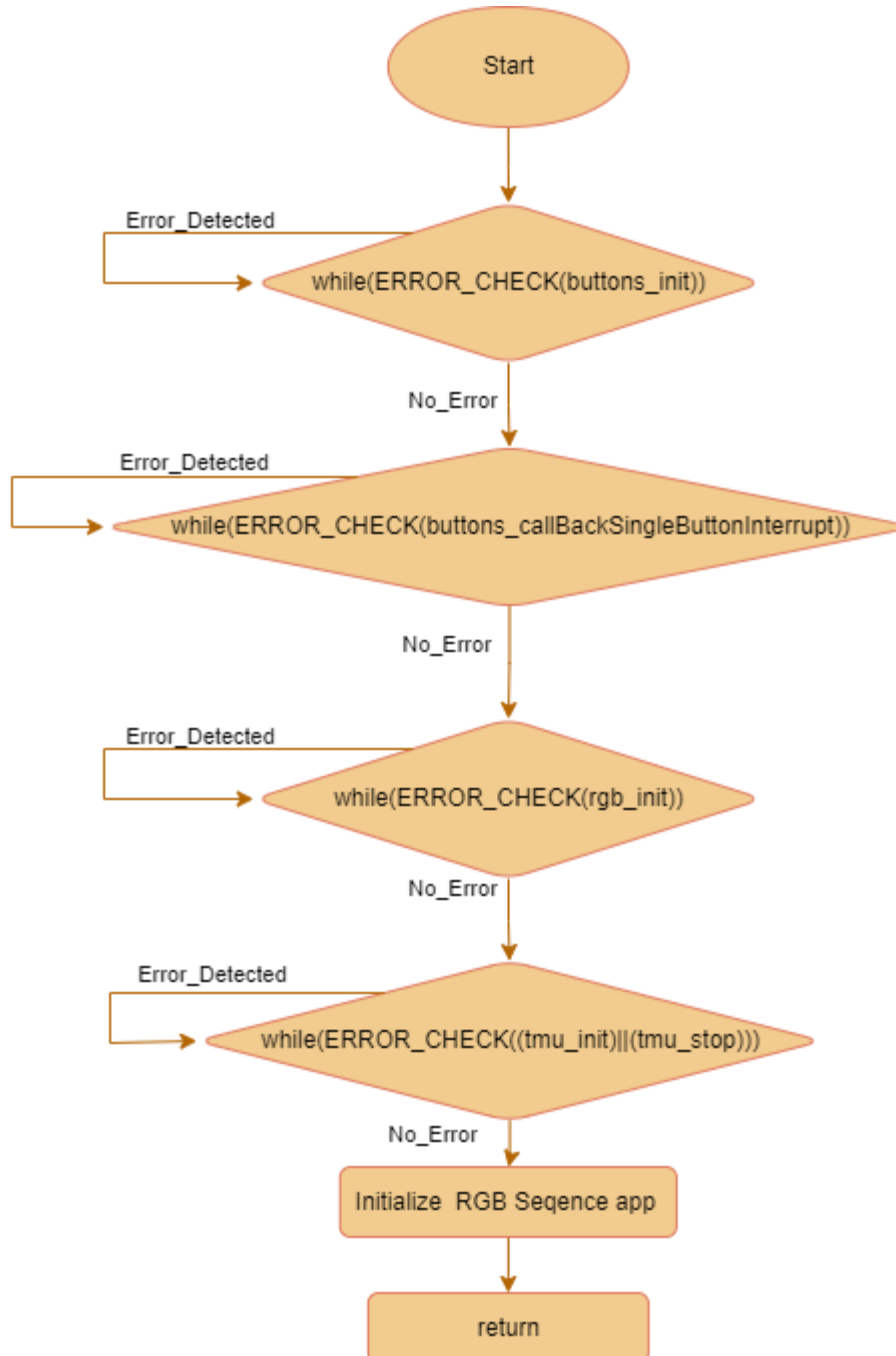
LIB (ERROR_CHECK) Function

```
enu_stdErrorState_t ERROR_DETECTED(const uint8_t* uint8_l_flieName, uint32_t uint32_l_line)
```

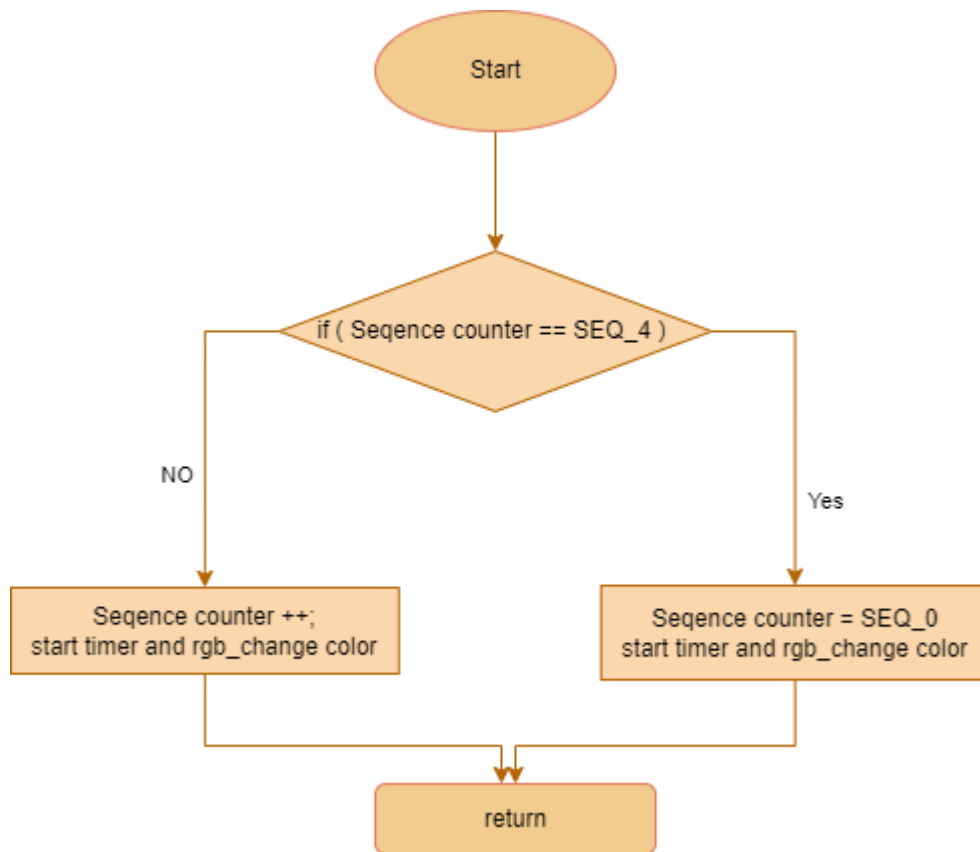


APP Functions

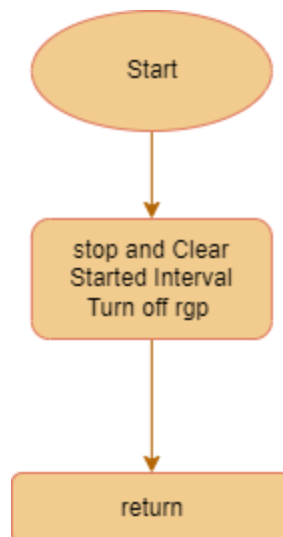
`void app_rgbInit(void)`



```
static void app_buttonPressed(void)
```



```
void app_ledTimeout (void)
```



Configuration

RGB_LED:

Pre-Build Configuration

```
#ifndef _RGB_CONFIG_H_
#define _RGB_CONFIG_H_
/*****
/*          INCLUDE FROM LED          */
*****/
#include "..\LED\leds_interface.h"
/*****
/*          Choose Any From          */
/*LEDS_PORTA, LEDS_PORTB, LEDS_PORTC, LEDS_PORTD, LEDS_PORTE, LEDS_PORTF*/
*****/
#define RGB_PORT          LEDS_PORTF
/*****
/*          Choose Any From          */
/*    LED_P0, LED_P1, LED_P2, LED_P3, LED_P4, LED_P5, LED_P6, LED_P7    */
*****/
#define RED_PIN          LED_P1
#define GREEN_PIN        LED_P2
#define BLUE_PIN         LED_P3
/*****
/*          Choose Any From          */
/*    LEDS_OPERATING_CURRENT_2MA, LEDS_OPERATING_CURRENT_4MA          */
/*          LEDS_OPERATING_CURRENT_8MA          */
*****/
#define RGB_OPERATING_CURRENT LEDS_OPERATING_CURRENT_2MA
/*****
/*          Choose Any From          */
/*          LEDS_ACTIVE_HIGH, LEDS_ACTIVE_LOW          */
*****/
#define RGB_ACTIVE_STATE  LEDS_ACTIVE_HIGH
/*****
#endif /* _RGB_CONFIG_H_ */
```

Linking Configuration

```
/*****
/*          INCLUDE FROM LIB          */
*****/
#include "..\..\LIB\error_check.h"
/*****
/*          INCLUDE FROM LED          */
*****/
#include "..\LED\leds_interface.h"
/*****
typedef enum
{
```

```

    RED_PIN    = LED_P1,
    GREEN_PIN  = LED_P2,
    BLUE_PIN   = LED_P3,
    RGB_PORT   = LEDS_PORTF,
}enu_rgbInfo_t;

str_ledsConfig_t  str_gl_rgbConfig =
{
    .enu_ledsPort = RGB_PORT,
    .enu_ledsPinOrGroup = RED_PIN|GREEN_PIN|BLUE_PIN,
    .enu_ledsActiveState = LEDS_ACTIVE_HIGH,
    .enu_ledsOperatingCurrent = LEDS_OPERATING_CURRENT_2MA,
};
/*****

```

SYSTICK:

Pre-Build Configuration

```

/*****
#define SYSTICK_TICKS_MICRO_SECOND          1000
#define SYSTICK_ENABLE_INTERRUPT            _INTERRUPT_MODE_
                                           /* _POLLING_MODE_ */
/*****

```

Linking Configuration

```

/*****
typedef enum
{
    SYSTICK_POLLING_MODE = 0,
    SYSTICK_INTERRUPT_MODE,
}enu_systickmode_t;

typedef struct
{
    uint32_t uint32_systickTicksMicroScond ;
    enu_systickmode_t enu_systickMode ;
}str_systickConfig_t;

const str_systickConfig_t str_systickLinkingConfig =
{
    .uint32_systickTicksMicroScond = 1000,
    .enu_systickMode = SYSTICK_INTERRUPT_MODE
};
/*****

```

LED:

Run-Time Configuration

```
#ifndef _LED_INTERFACE_H_
#define _LED_INTERFACE_H_
/*****
typedef enum
{
    /*****
    LEDS_OK = STATE_OK, /* STATE_OK From LIB #include "error_check.h" */
    LEDS_WRONG_INPUT_VALUE,
    LEDS_WRONG_INPUT_NULL,
    LEDS_NOT_INITIALIZED,
    /*****
}enu_ledsErrorState_t;
/*****
typedef enum
{
    /*****
    LEDS_PORTA = 0,
    LEDS_PORTB,
    LEDS_PORTC,
    LEDS_PORTD,
    LEDS_PORTE,
    LEDS_PORTF,
    /*****
}enu_ledsPort_t;
/*****
typedef enum /* You Can Use It To Choose Group Of LEDs = (LED_P0 | LED_P5 | LED_P7 )
, Or Only One Led */
{
    /*****
    LED_NO_PIN_SELECTED = 0,
    /*****
    LED_P0 = 0b1,
    LED_P1 = 0b10,
    LED_P2 = 0b100,
    LED_P3 = 0b1000,
    LED_P4 = 0b10000,
    LED_P5 = 0b100000,
    LED_P6 = 0b1000000,
    LED_P7 = 0b10000000,
    /*****
    LEDS_ALL_PINS = 0xFF,
    LEDS_P0_TO_P3 = 0x0F,
    LEDS_P4_TO_P7 = 0xF0,
    /*****
}enu_ledPinOrLedsGroup_t;
/*****
typedef enum /* You Can Operate Chosen Leds with Value From 0 to 255 or Use
On or Off State For All Chosen Leds */
{
    /*****
    LEDS_STATUS_MAX_VALUE = 0xFF,
    LEDS_STATUS_OFF = 0x100,
    LEDS_STATUS_ON = 0x101,
    /*****/pre>
```

```

}enu_ledsStatus_t;
/*****/
typedef enum
{
    /*****/
    LEDS_ACTIVE_LOW = 0,
    LEDS_ACTIVE_HIGH ,
    /*****/
} enu_ledsActiveState_t;
/*****/
typedef enum
{
    /*****/
    LEDS_OPERATING_CURRENT_2MA = 0, //Default as Output
    LEDS_OPERATING_CURRENT_4MA ,
    LEDS_OPERATING_CURRENT_8MA ,
    /*****/
} enu_ledsOperatingCurrent_t;
/*****/
/*****/ LEDS STRUCT *****/
/*****/
typedef struct
{
    /*****/
    enu_ledsPort_t enu_ledsPort;
    enu_ledPinOrLedsGroup_t enu_ledsPinOrGroup;
    enu_ledsActiveState_t enu_ledsActiveState;
    enu_ledsOperatingCurrent_t enu_ledsOperatingCurrent;
    /*****/
}str_ledsConfig_t;
#endif /* _LED_INTERFACE_H_ */

/*****/

```

BUTTON:

```

-----

Run-Time Configuration

-----

#ifndef _BUTTON_INTERFACE_H_
#define _BUTTON_INTERFACE_H_
/*****/
typedef void (ptr_Func_buttonsCallBack_t) (void);
/*****/

typedef enum
{
    /*****/
    BUTTONS_OK = STATE_OK, /* STATE_OK From LIB #include "error_check.h" */
    BUTTONS_WRONG_INPUT_VALUE,
    BUTTONS_WRONG_INPUT_NULL ,
    BUTTONS_NOT_INITIALIZED ,
    /*****/
}enu_buttonsErrorState_t;
/*****/
typedef enum
{
    /*****/
    BUTTONS_PORTA = 0,

```

```

BUTTONS_PORTB
BUTTONS_PORTC
BUTTONS_PORTD
BUTTONS_PORTE
BUTTONS_PORTF
/*****/
}enu_buttonsPort_t;
/*****/
typedef enum /* You Can Use It To Choose Group Of BUTTONs = (BUTTON_P0 | BUTTON_P5 |
BUTTON_P7 ) , Or Only One BUTTON */
{
/*****/
BUTTON_NO_PIN_SELECTED = 0,
/*****/
BUTTON_P0 = 0b1,
BUTTON_P1 = 0b10,
BUTTON_P2 = 0b100,
BUTTON_P3 = 0b1000,
BUTTON_P4 = 0b10000,
BUTTON_P5 = 0b100000,
BUTTON_P6 = 0b1000000,
BUTTON_P7 = 0b10000000,
/*****/
BUTTONS_ALL_PINS = 0xFF,
BUTTONS_P0_TO_P3 = 0x0F,
BUTTONS_P4_TO_P7 = 0xF0,
/*****/
}enu_buttonPinOrButtonsGroup_t;
/*****/
typedef enum /* You Can Read From Chosen BUTTONs Value From 0 to 255 or Read Low
or High State Form All Chosen BUTTONs */
{
/*****/
BUTTONS_PIN_STATUS_MAX_VALUE = 0xFF,
BUTTONS_PIN_STATUS_LOW = 0x100,
BUTTONS_PIN_STATUS_HIGH = 0x101,
/*****/
}enu_buttonsStatus_t;
/*****/
typedef enum
{
/*****/
BUTTONS_EXTERNAL_PULL_RES = 0,
BUTTONS_INTRTNAL_PULL_UP
BUTTONS_INTRTNAL_PULL_DOWN ,
/*****/
}enu_buttonsPullMode_t;
/*****/
typedef enum
{
/*****/
BUTTONS_NO_INTERRUPT = 0,
BUTTONS_CHANGE_RISING_EDGE ,
BUTTONS_CHANGE_FALLING_EDGE ,
BUTTONS_CHANGE_BOTH_EDGES ,
/*****/
}enu_buttonsInterruptMode_t;
/*****/
/*****/
/*****/
typedef struct
{

```

```

/*****
enu_buttonsPort_t          enu_buttonsPort;
enu_buttonPinOrButtonsGroup_t  enu_buttonsPinOrGroup;
enu_buttonsPullMode_t      enu_buttonsPullMode;
enu_buttonsInterruptMode_t  enu_buttonsInterruptMode;
*****/
}str_buttonsConfig_t;
#endif /* _BUTTON_INTERFACE_H_ */
/*****

```

GPIO:

Run-Time Configuration

```

#ifndef _GPIO_INTERFACE_H__
#define _GPIO_INTERFACE_H__
/*****
typedef void (ptr_Func_gpioCallBack_t) (void);
*****/
typedef enum
{
/*****
GPIO_OK = STATE_OK          , /* STATE_OK From LIB #include "error_check.h" */
GPIO_WRONG_INPUT_VALUE    ,
GPIO_WRONG_INPUT_NULL     ,
GPIO_NOT_INITIALIZED_OR_LOCKED,
*****/
} enu_gpioErrorState_t;
/*****
typedef enum
{
/*****
GPIO_UNLOCK ,
GPIO_LOCK   ,
*****/
} enu_gpioPinsLock_t;
/*****
typedef enum
{
GPIO_DIRECTION_INPUT = 0,
GPIO_DIRECTION_OUTPUT ,
} enu_gpioPinDirection_t;
*****/
typedef enum
{
/*****
GPIO_INPUT_NO_DRIVE    = 0,
*****/
GPIO_OUTPUT_DRIVE_2MA = 1, //Default as Output
GPIO_OUTPUT_DRIVE_4MA ,
GPIO_OUTPUT_DRIVE_8MA ,
*****/
} enu_gpioPinDrive_t;
/*****
typedef enum
{
/*****
GPIO_FLOATING = 0 ,

```



```

    GPIO_PULLUP
    GPIO_PULLDOWN
    /***/
} enu_gpioPullMode_t;
/***/
typedef enum
{
    /***/
    GPIO_MODE_DIGITAL = 0,
    GPIO_MODE_ANALOG
    GPIO_MODE_AF
    /***/
} enu_gpioPinModeConfig_t;
/***/
typedef enum
{
    /***/
    GPIO_NO_INTERRUPT = 0,
    GPIO_RISING_EDGE
    GPIO_FALLING_EDGE
    GPIO_BOTH_EDGES
    /***/
} enu_gpioInterruptMode_t;
/***/
typedef enum
{
    /***/
    GPIO_PORTA = 0,
    GPIO_PORTB
    GPIO_PORTC
    GPIO_PORTD
    GPIO_PORTE
    GPIO_PORTF
    /***/
} enu_gpioPort_t;
/***/
typedef enum /* You Can Use It As Group Of Pins = (GPIO_PIN_0 | GPIO_PIN_5 | GPIO_PIN_6)
And So On */
{
    /***/
    GPIO_NO_PIN = 0,
    /***/
    GPIO_PIN_0 = 0b1,
    GPIO_PIN_1 = 0b10,
    GPIO_PIN_2 = 0b100,
    GPIO_PIN_3 = 0b1000,
    GPIO_PIN_4 = 0b10000,
    GPIO_PIN_5 = 0b100000,
    GPIO_PIN_6 = 0b1000000,
    GPIO_PIN_7 = 0b10000000,
    /***/
    GPIO_ALL_PINS = 0xFF,
    GPIO_P0_TO_P3 = 0x0F,
    GPIO_P4_TO_P7 = 0xF0,
    /***/
} enu_gpioPins_t;
/***/
typedef enum /* You Can Use Value From 0 to 255 For Chosen Pins and Can Use Low or High
Level For All Chosen Pins */
{
    /***/
    GPIO_MAX_VALUE = 0xFF,

```

```

    GPIO_LOW_LEVEL  = 0x100,
    GPIO_HIGH_LEVEL = 0x101,
    /**/
} enu_gpioLevelOrValue_t;
/**/
/***** GPIO STRUCT *****/
/*****
typedef struct
{/**/
    enu_gpioPort_t          enu_gpioPort;
    enu_gpioPins_t          enu_gpioPinOrGroup;
    enu_gpioPinModeConfig_t enu_modeConfig;
    enu_gpioPinDirection_t  enu_direction;
    enu_gpioPinDrive_t      enu_pinDrive;
    enu_gpioPullMode_t      enu_pullMode;
    enu_gpioInterruptMode_t enu_interruptMode;
} str_gpioPinOrGroupOfPins_t;
#endif
/**/

```

