

LED sequence V1.0

**Kareem Magdy
Albolaqi**

Sprint

3

Project description

Initially, all LEDs are OFF

Once BUTTON0 is pressed, LED0 will be ON

Each press further will make another LED is ON

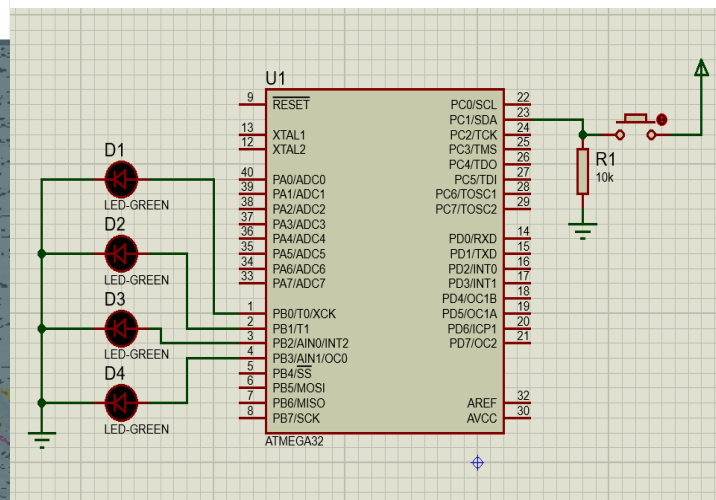
At the fifth press, LED0 will changed to be OFF

Each press further will make only one LED is OFF

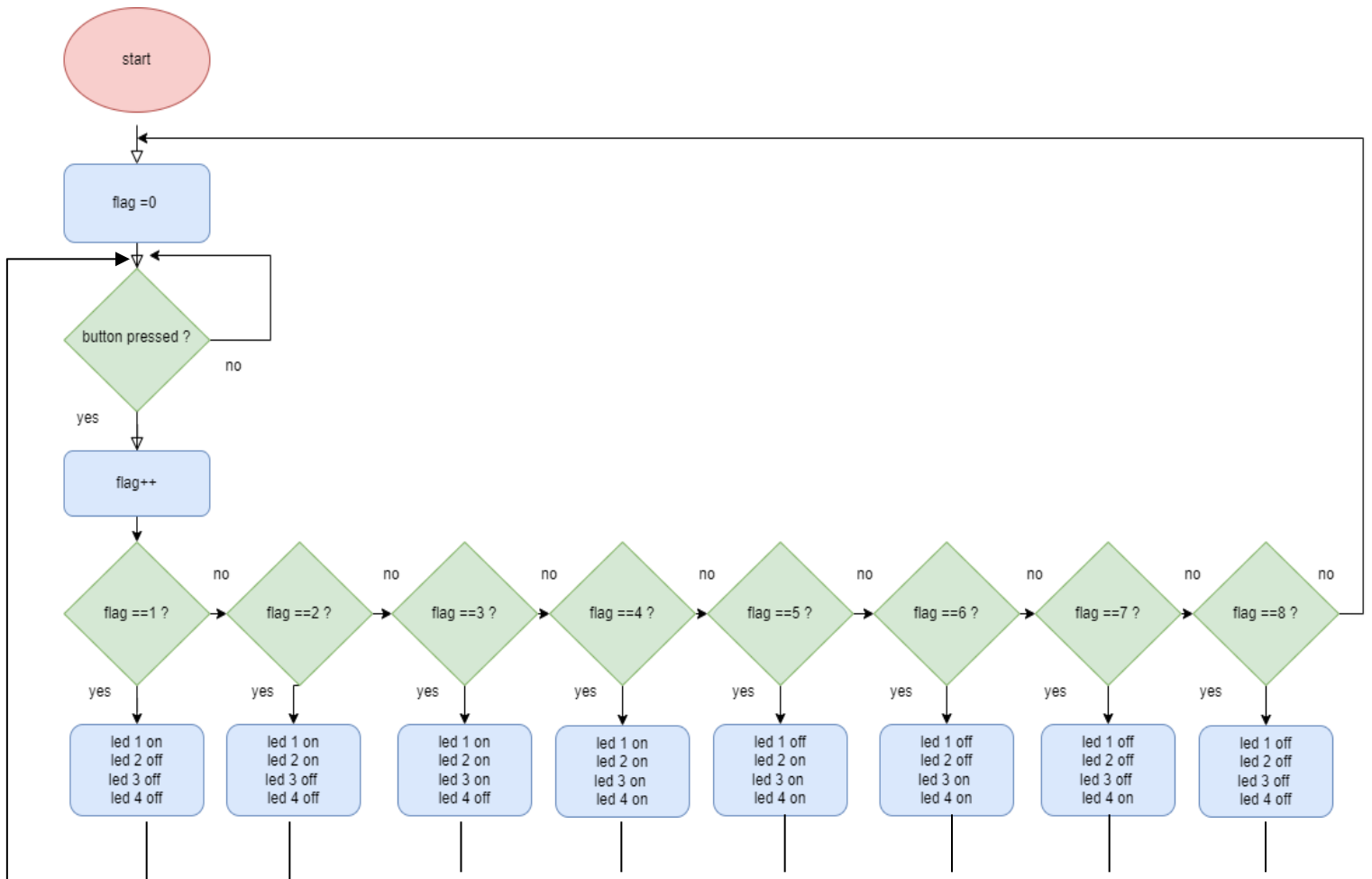
This will be repeated forever

The sequence is described below

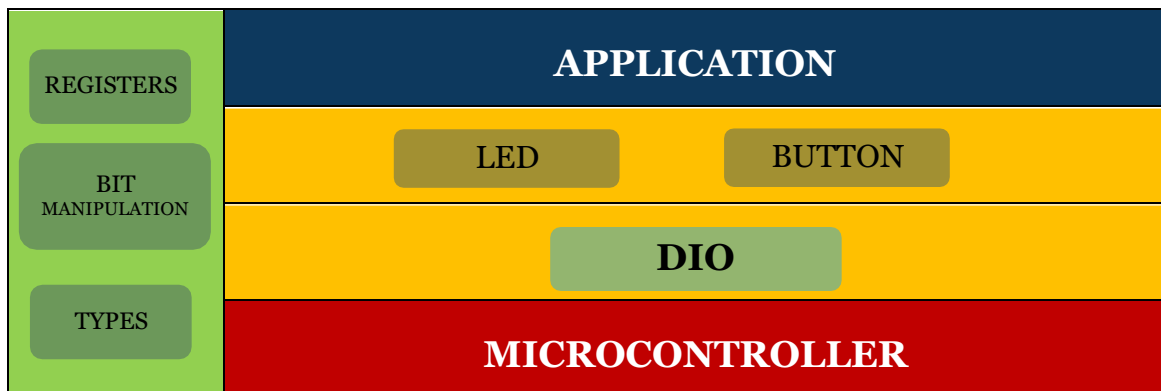
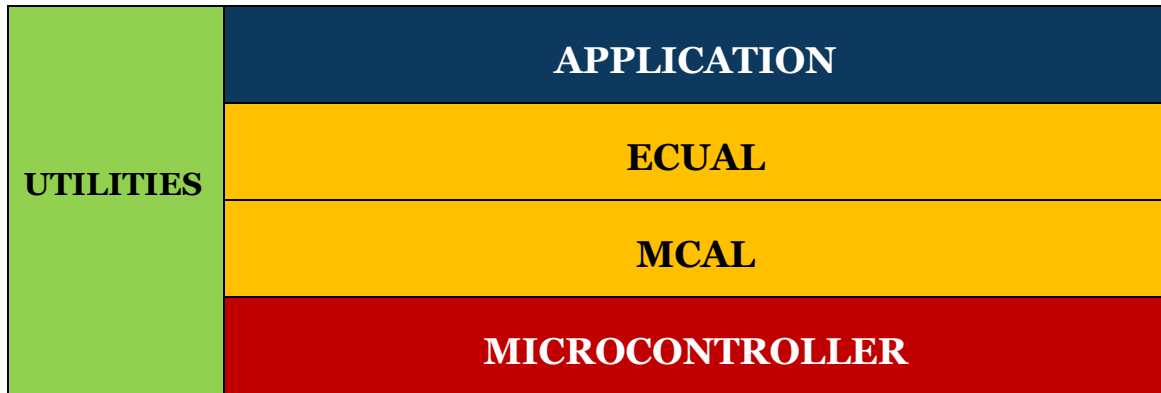
1. Initially (OFF, OFF, OFF, OFF)
2. Press 1 (ON, OFF, OFF, OFF)
3. Press 2 (ON, ON, OFF, OFF)
4. Press 3 (ON, ON, ON, OFF)
5. Press 4 (ON, ON, ON, ON)
6. Press 5 (OFF, ON, ON, ON)
7. Press 6 (OFF, OFF, ON, ON)
8. Press 7 (OFF, OFF, OFF, ON)
9. Press 8 (OFF, OFF, OFF, OFF)
10. Press 9 (ON, OFF, OFF, OFF)



PROJECT FLOWCHART



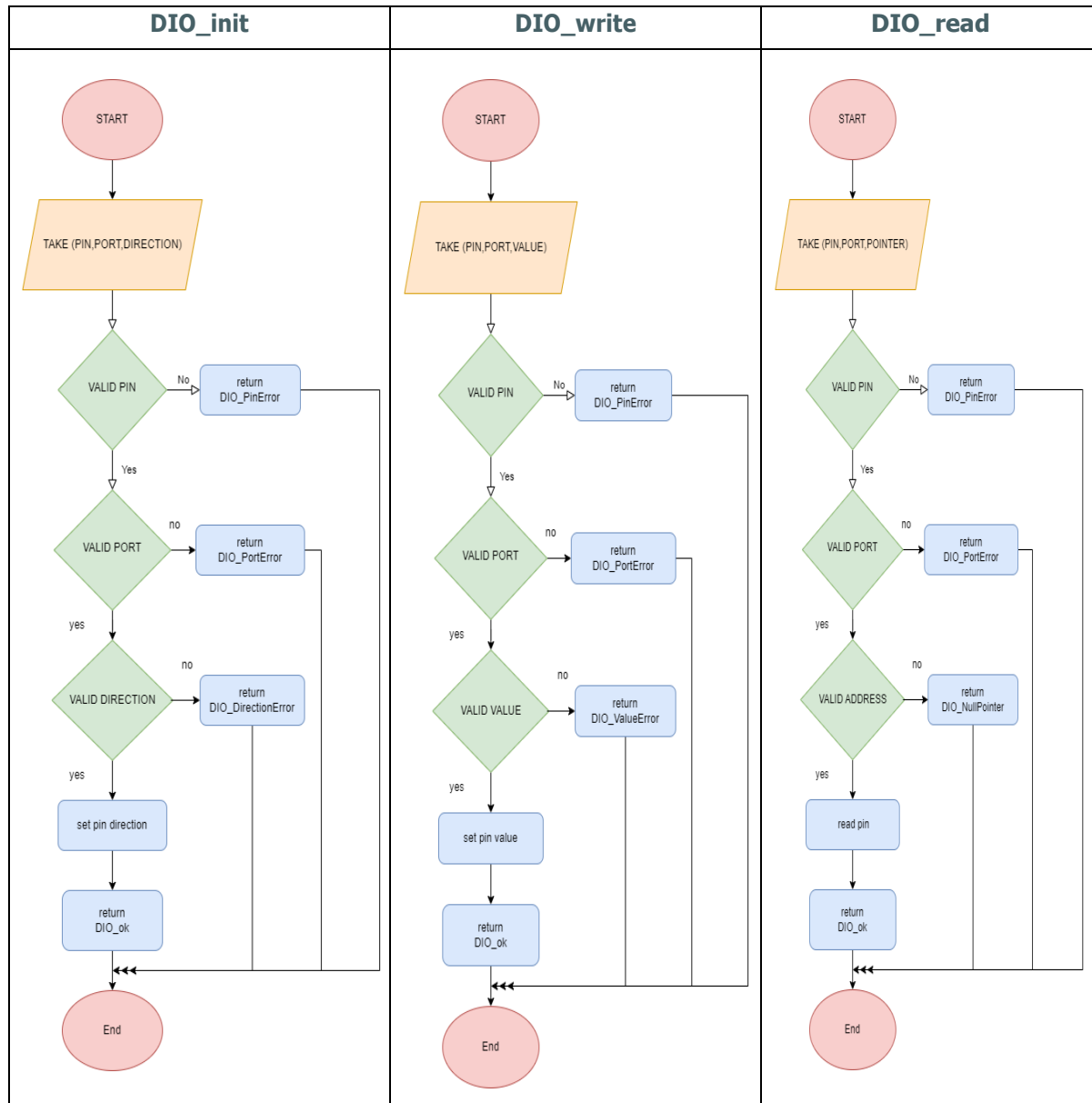
LAYERD ARCHTICTURE



PROJECT MODULES APIS

DIO DRIVER

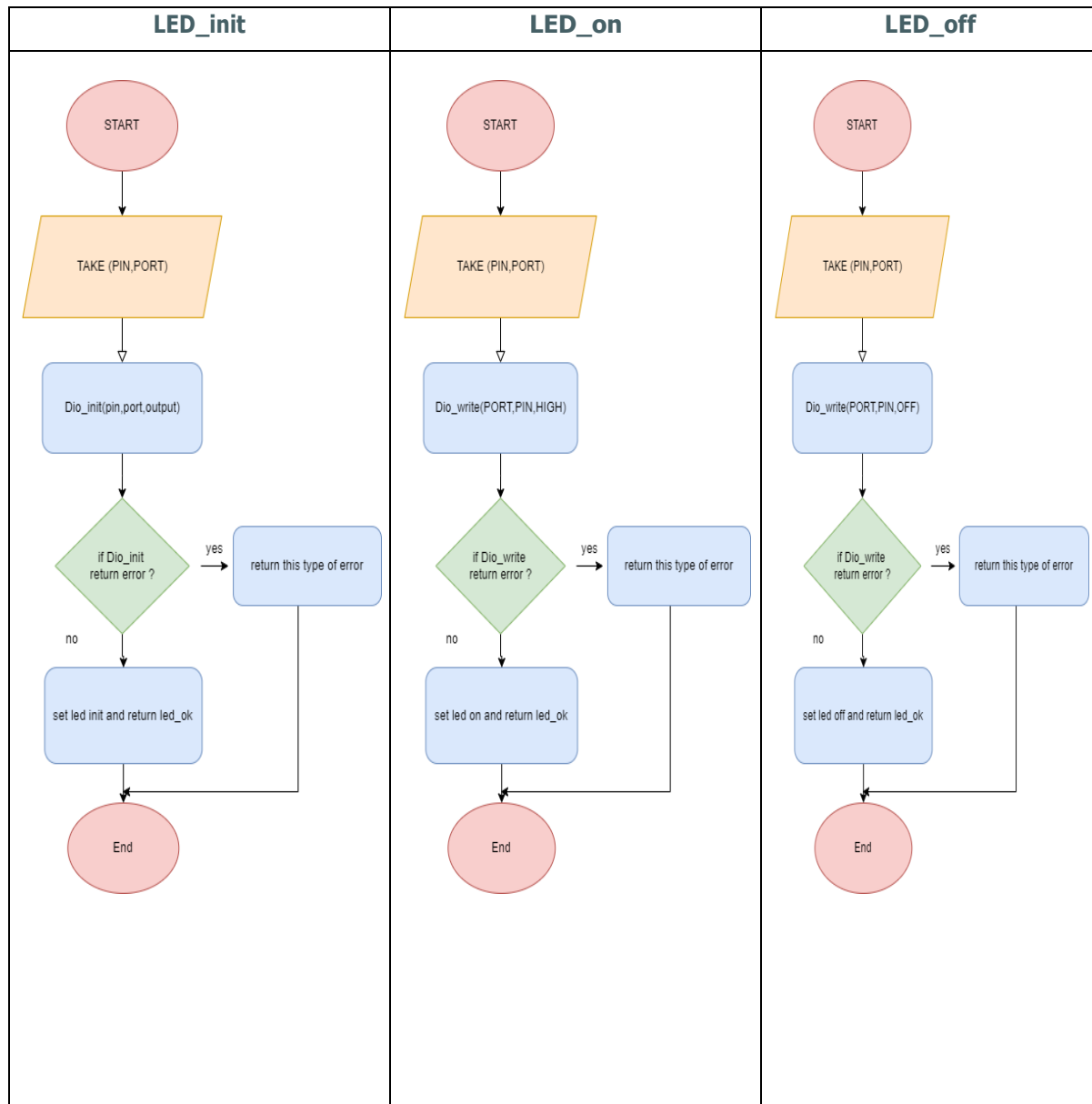
```
Dio_ErrorStatus DIO_init(PORT_NUM PortNum, PIN_NUM PinNum , PIN_DIR direction);
Dio_ErrorStatus DIO_write(PORT_NUM PortNum, PIN_NUM PinNum , uint8_t value);
Dio_ErrorStatus DIO_read(PORT_NUM PortNum, PIN_NUM PinNum , uint8_t* value);
```



PROJECT MODULES APIS

LED DRIVER

```
Dio_ErrorStatus LED_init(PORT_NUM portNum , PIN_NUM pinNum);
Dio_ErrorStatus LED_on (PORT_NUM portNum , PIN_NUM pinNum);
Dio_ErrorStatus LED_off(PORT_NUM portNum , PIN_NUM pinNum);
```



PROJECT MODULES APIS

BUTTON DRIVER

```
Dio_ErrorStatus BUTTON_init(PORT_NUM portnum ,PIN_NUM pinnum);  
Dio_ErrorStatus BUTTON_read(PORT_NUM portnum ,PIN_NUM pinnum, uint8_t *value);
```

