

Honeywell-Resideo

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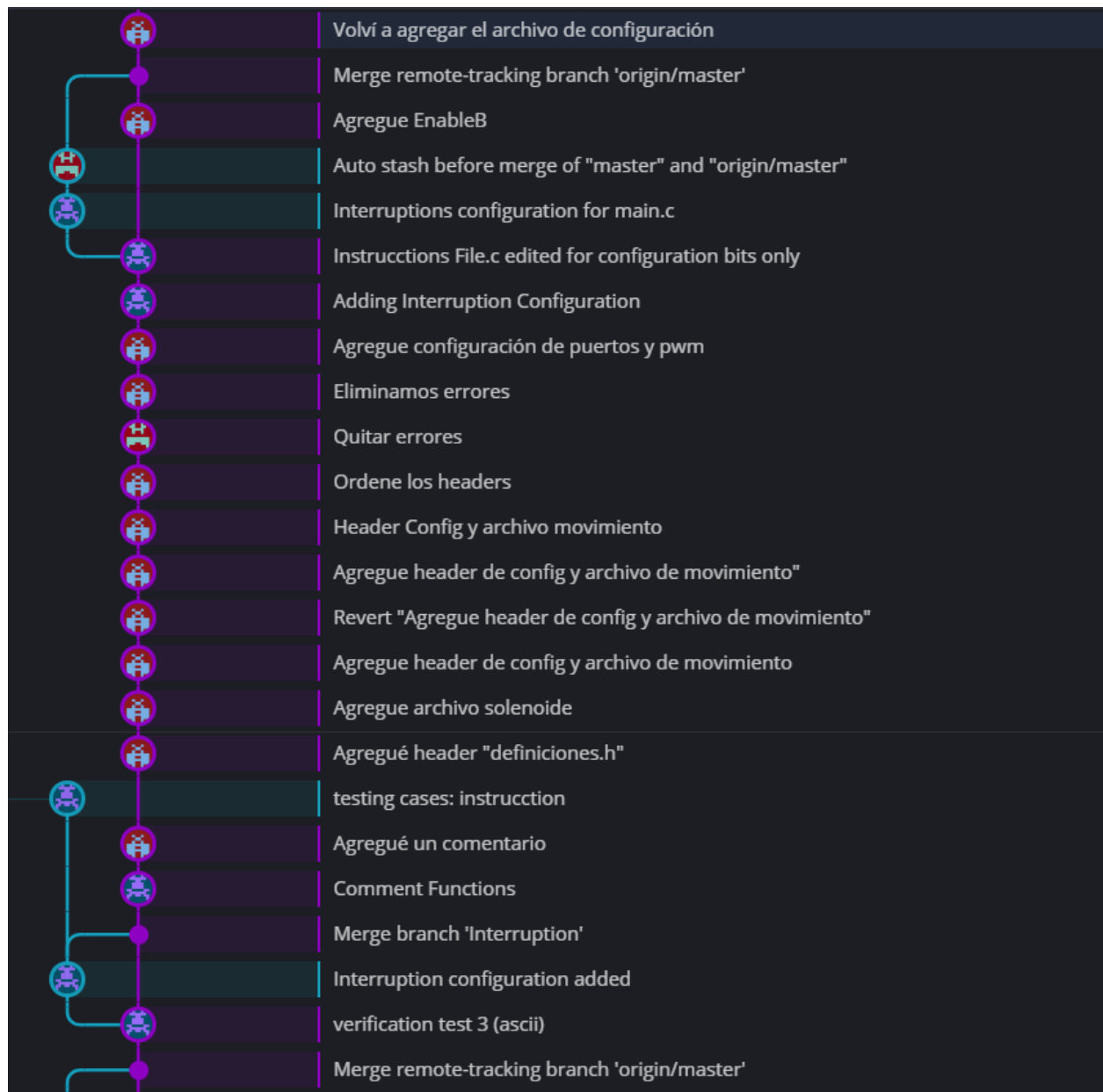
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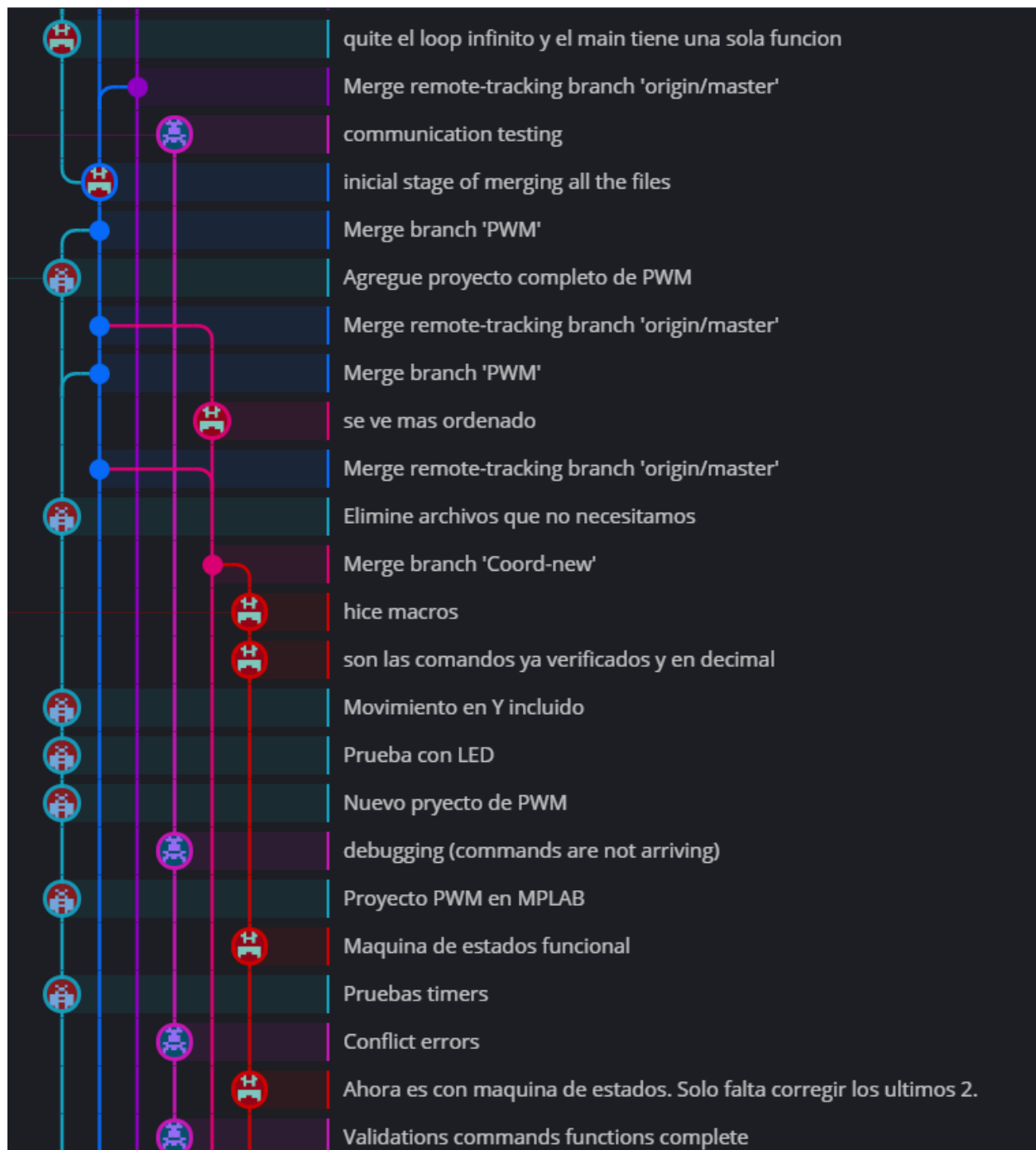


Code Review evidence

Using GitKraken as a Git GUI, the next images shows the commits and branches the project had.







Code review and improvement: Code was improved not only in better algorithm but also on syntax, readability and easier to maintain. Other tools, such TortoiseSVN, helped to compare code.

Using *diff with* tool, it was easier to compare files. An example is this file from the project, where magic numbers were used and some conditions/instructions hadn't been implemented.

CodeReview.txt

```
#include <pic18f4550.h>
#include <xc.h>
#include <string.h>
#include <stdlib.h>
#include <stdint.h>
#include "UART.h"
#include "cases.h"
#include "Definiciones.h"
#include "Configuracion.h"
#include "Interruptions.h"
#include "PWM.h"

int coord(char* P1, char*L, uint16_t* x , uint16_t* y , char*P2){
    char buffer[EndCommandCharacter+1];
    char read;
    char flagBuffer = OFF;
    char counterRevision = 0;

    TURN_ON_RECEIVER

    for(int i=StartCommandCharacter; i<(EndCommandCharacter+1); i++){
        read= UARTRead();
        buffer[i]=read;

        if(i == (EndCommandCharacter))
        {
            TURN_OFF_RECEIVER
        }
    }

    if(RCSTALbits.OERR == ON)                //Error has occurred
    {
        TXSTALbits.TXEN = OFF;
        RCSTALbits.CREN = OFF;
        __delay_ms(15);
        TXSTALbits.TXEN = ON;
        RCSTALbits.CREN = ON;
    }

    *P1= buffer[StartCommandCharacter];
    *L= buffer[InstructionCharacter];
    *P2= buffer[EndCommandCharacter];

    for(char n=CharacterX1; n<(CharacterY3+1); n++)
    {
        if(buffer[n] <= MAXIMAL_ASCII_NUMBER && buffer[n] >= MINIMAL_ASCII_NUMBER)
        {
            counterRevision++;
        }
    }
}
```

CodeReview1.txt

```
#include <pic18f4550.h>
#include <xc.h>

#include <stdlib.h>
#include <stdint.h>
#include "UART.h"
#include "cases.h"
#include "Definiciones.h"
#include "Configuracion.h"

int coord(char* Pl, char*L, uint16_t* x , uint16_t* y , char*P2){
    char buffer [9];
    char read;
    //printf("\nComando:");
    for(int i=0; i<=8; i++){
        read= UARTRead(); //scanf("%c", &read);

        buffer[i]=read;
    }
    *Pl= buffer[0];
    *L= buffer[1];
    *x = 1*(buffer[4]-48) + 10*(buffer[3]-48) + 100*(buffer[2]-48);
    *y = 1*(buffer[7]-48) + 10*(buffer[6]-48) + 100*(buffer[5]-48);
    *P2= buffer[8];
}
```

Also, GitKraken can compare commits

Edit in working directory

File View

Diff View

Blame

History



```
47 PR2 = PR2VALUE; // Load period value de formula
48
49 /**** generate PWM on CCP1 ****/
50 CCP1CON = 0x0C; /* Set PWM mode and no decimal for PWM */ //PR2
51 CCP1L = CCP1X; /* load 50% duty cycle value */
52
53 /**** generate PWM on CCP2 ****/
54 CCP2CON = 0x0C; /* Set PWM mode and no decimal for PWM */
55 CCP2L = CCP2X; /* load 50% duty cycle value */
56
57 /*configure Timer 2 for PWM*/
58 T2CON = 0x03; /* pre-scalar, timer2 is 16 */
59 TMR2 = 0; /* Clear Timer2 initially */
60 TMR2ON = 1; /* Timer ON for start counting*/
61
62 return;
63 }
```

```
64 void InicialX(void) { /*Movemos x hacia atrs hasta que llegue a coordenada
65 /*Direccin hacia atrs*/
66 DIR_A=0;
67 DIR_B=0;
68 /*Encendemos motores mientras la coordenada no sea 0*/
69 do
70 {
71 ENABLE_A=1;
72 ENABLE_B=1;
73 }while (CoordAntX!=0);
74 /*Cuando ya lleg, se apagan motores*/
75
76 ENABLE_A=0;
77 ENABLE_B=0;
78 }
79 void InicialY(void) { /*Movemos y hacia atrs hasta que llegue a coordenada
```

```
47 PR2 = PR2VALUE; // Load period value de formula
48
49 /**** generate PWM on CCP1 ****/
50 CCP1CON = 0x0C; /* Set PWM mode and no decimal for PWM */ //PR2
51 CCP1L = CCP1X; /* load 50% duty cycle value */
52
53 /**** generate PWM on CCP2 ****/
54 CCP2CON = 0x0C; /* Set PWM mode and no decimal for PWM */
55 CCP2L = CCP2X; /* load 50% duty cycle value */
56
57 /*configure Timer 2 for PWM*/
58 T2CON = 0x03; /* pre-scalar, timer2 is 16 */
59 TMR2 = 0; /* Clear Timer2 initially */
60 TMR2ON = 1; /* Timer ON for start counting*/
61
62 return;
63 }
```

```
64 void InicialX(void) { /*Movemos x hacia atrs hasta que llegue a coordenada
65 /*Direccin hacia limit switch*/
66 DIR_A=0;
67 DIR_B=0;
68 /*Encendemos motores mientras la coordenada no sea 0*/
69 while(CoordAntX!=0){
70 if(CoordAntX==0)
71 {
72 ENABLE_A=1;
73 ENABLE_B=1;
74 }else{
75 if(CoordAntX!=0){
76 /*Cuando ya lleg, se apagan motores*/
77 ENABLE_A=0;
78 ENABLE_B=0;
79 }
80 }
81 }
82 }
```