RECAP OF SW2 – FRIDAY

GIORDANO ALTOMARE & ADRIAN BUCHER

TOPIC

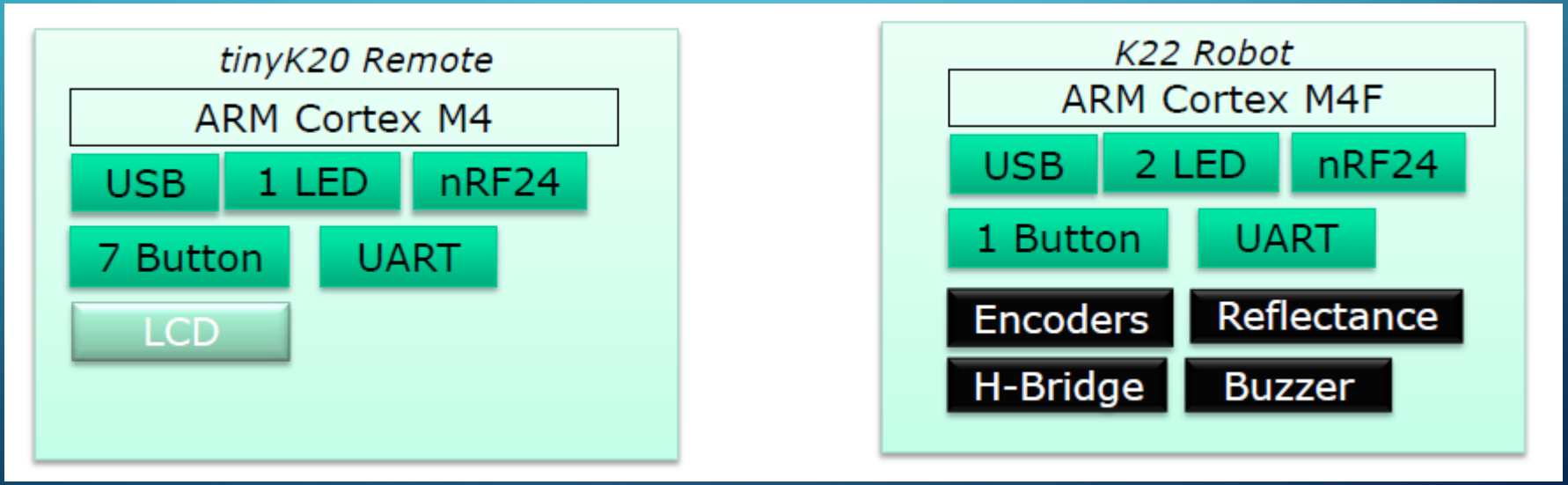
- Project structure

RECAP OF LAST WEEK'S RECAP:

- VCS
- pull/push/stage/commit/branching
- Ignoring files

PROJECT STRUCTURE

- The two Controllers have many system blocks in common
- Appr. 10-15% is different



PROJECT STRUCTURE

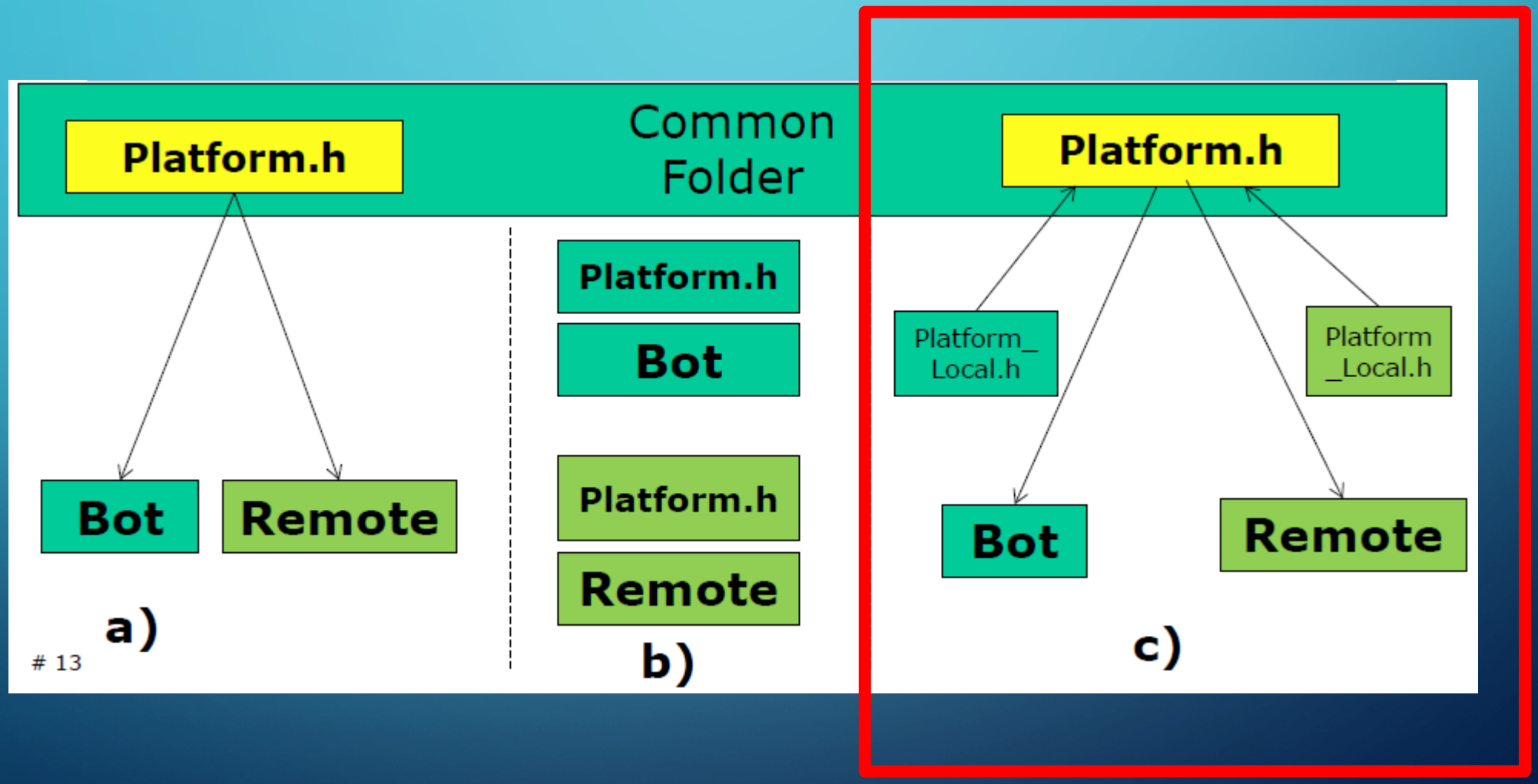
Three ways to share common used files & folders

1. real library (static, cannot configure at run time)
2. folder outside project (eclipse limitation, only project view!)
3. folder inside one project (common folder with links)
   - Be sure you link the folder by using a relative link
   - Add the linked folder in the compiler settings include path

PROJECT STRUCTURE

- Platform.h: activates driver for both (robo & remote) MCUs depending on..
- …your personal, NOT common used Platform_local.h configuration
- Don't mix up with sharing in the spirit of Version Control Systems like Git.

PROJECT STRUCTURE



KWÄSCHTSCHEN 1

- What was one of the topics from last week's recap?
  - Inheritance
  - Processor Expert
  - nonviolent communications
  - Version Control System
  - Project Structure

KWÄSCHTSCHEN 2

- How is the project structure of Mr. Stygers default project organized?
  - Real library
  - Folder outside project
  - Folder inside project (with relative link)
  - Folder inside project (with absolute link)
  - Virtual folder

KWÄSCHTSCHEN 3

- What do you have to consider when adding a new relative or absolute linked folder with header files to your project?
  - Don't use capital letters
  - When sharing in Git add the folder in the .gitignore list
  - Check the platform.h for adjustments
  - Nothing to consider, because Eclipse will do it for you
  - Tell the compiler where to look for header files

KWÄSCHTSCHEN 4

- Why do we use a common folder?
  - For backup and saving your project
  - Common drivers don't need to be individually implemented (time-saving)
  - You can verify your teammate's working progress
  - To have at least *something* in common
  - To add the extra level of complexity to the course

KWÄSCHTSCHEN 5

- How should you not identify your board in your project (for driver mapping)?
  - In the project settings (Project Level)
  - With preprocessor macros (Compiler settings)
  - With macros in source (#define)
  - At runtime with the ID of the MCU
  - Choose the project name in Eclipse that it ends with _Robot or _Remote