



PRESSURE CONTROLLER PROJECT REPORT

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Assignment: 1

Topic: FirstTerm Project₁ •

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Case Study: •

A pressure controller informs the crew of a cabin with an alarm when

the pressure exceeds 20 bars in the cabin. •

The alarm duration equals 60 seconds. •

Keep track of the measured values. •

Assumptions: •

- The system setup and shutdown procedures are not modeled. •

- The system maintenance is not modeled. •

- The pressure sensor never fails. •

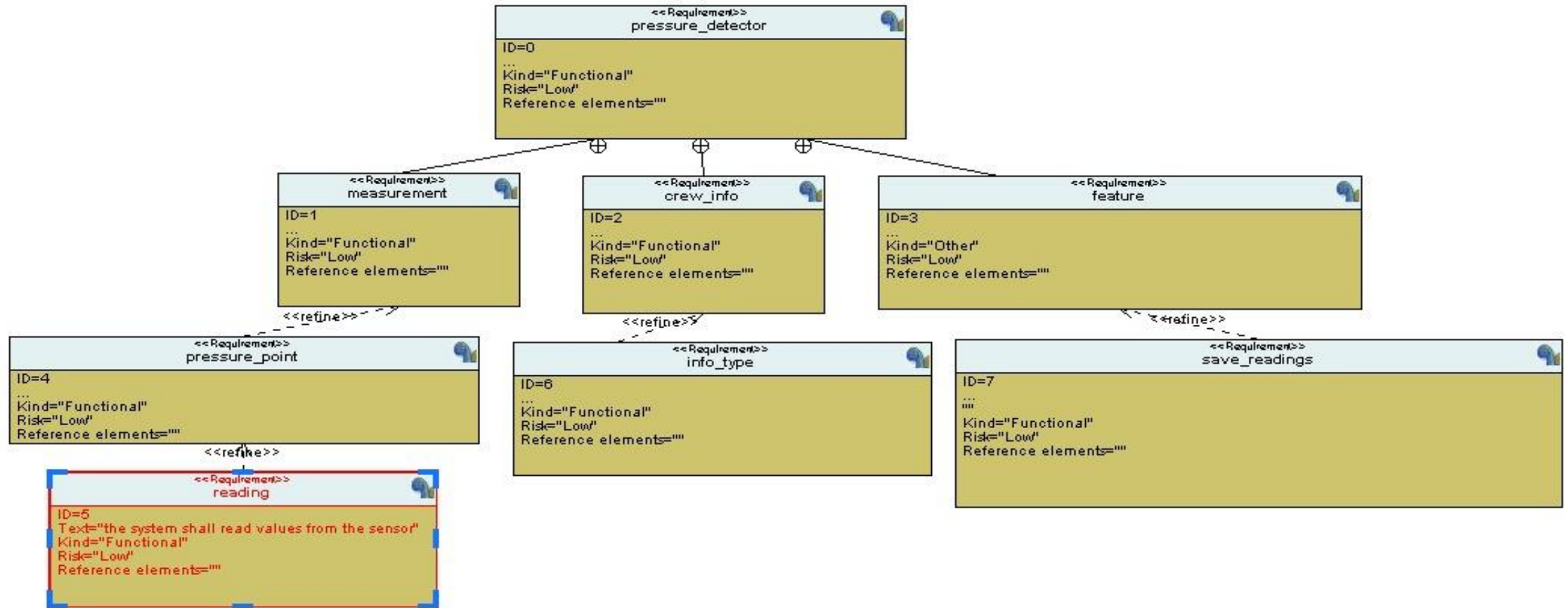
- The alarm never fails. •

- The system never faces power cut. •

Methodology:

Since the system has multiple modules that are not easy to integrate, the system will use a testing-based model like v-model. Every phase in this project will be tested and especially the implementation phase. Each software module will be implemented and unit-tested separately then integrated and integration testing will be performed.

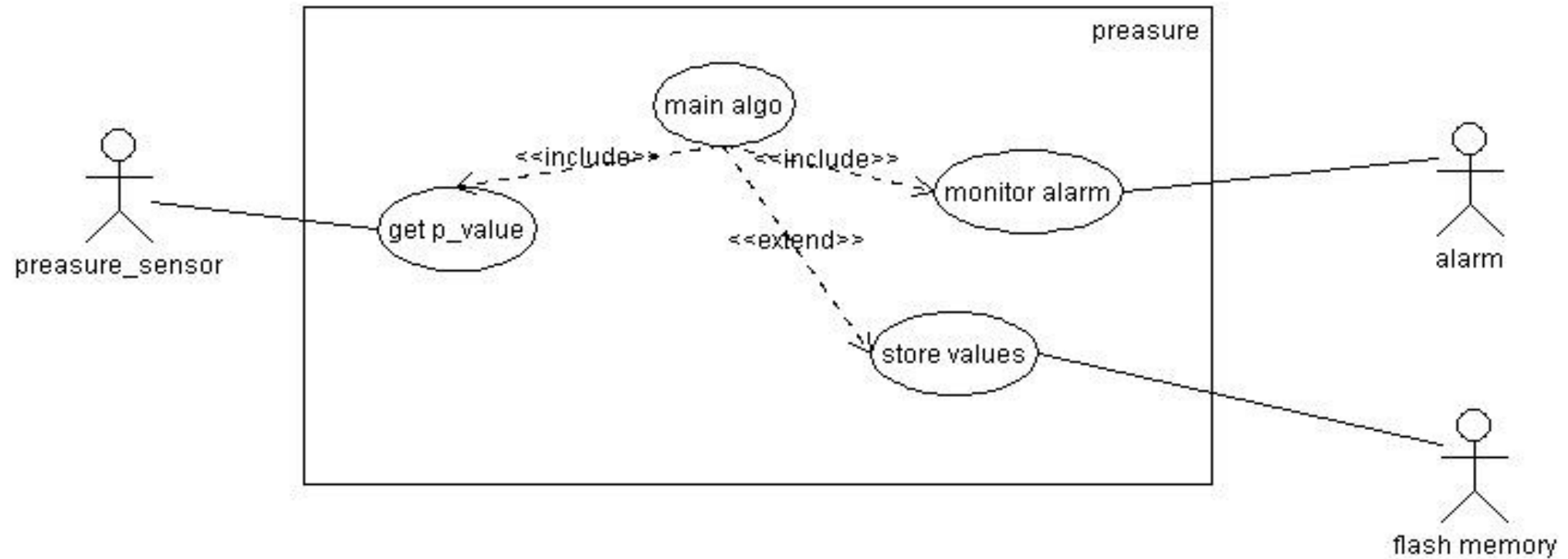
REQUIREMENT DIAGRAM:



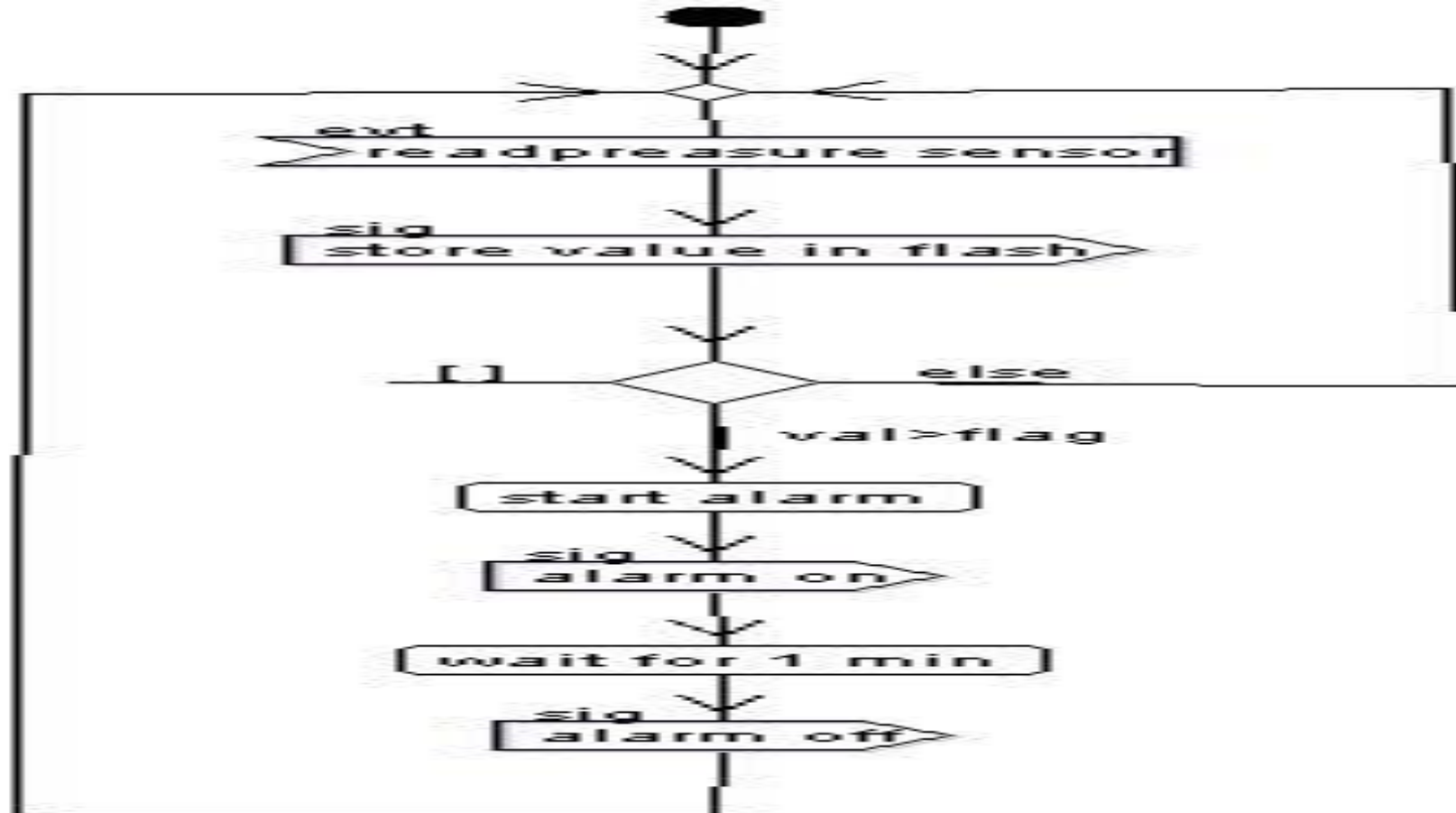
Space Exploration (HW/SW Partitioning): •

For the hardware, we have STM32 microcontroller •
with a cortex-m3
processor that will be more than enough for this •
application.

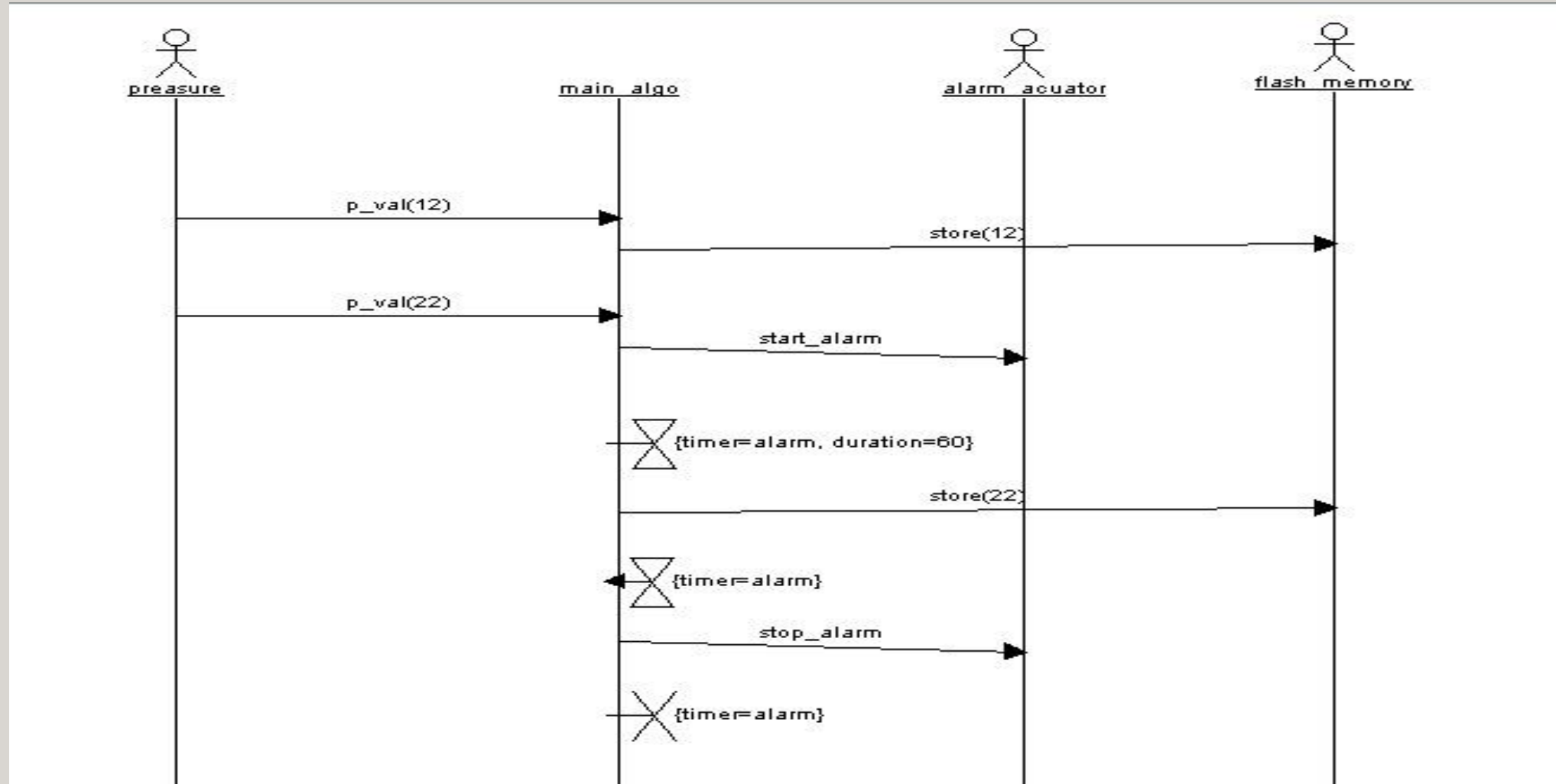
SYSTEM ANALYSIS: USE CASE DIAGRAM:



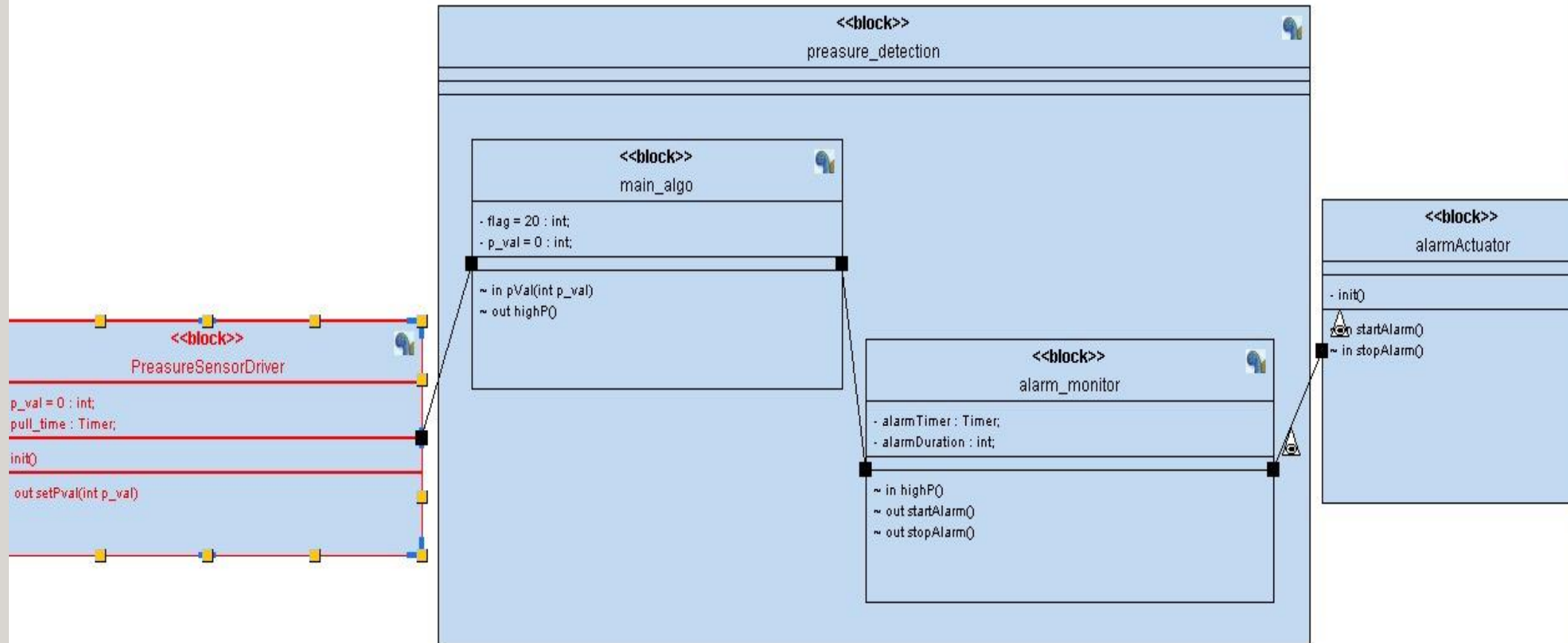
SYSTEM ANALYSIS:ACTIVITY DIAGRAM:



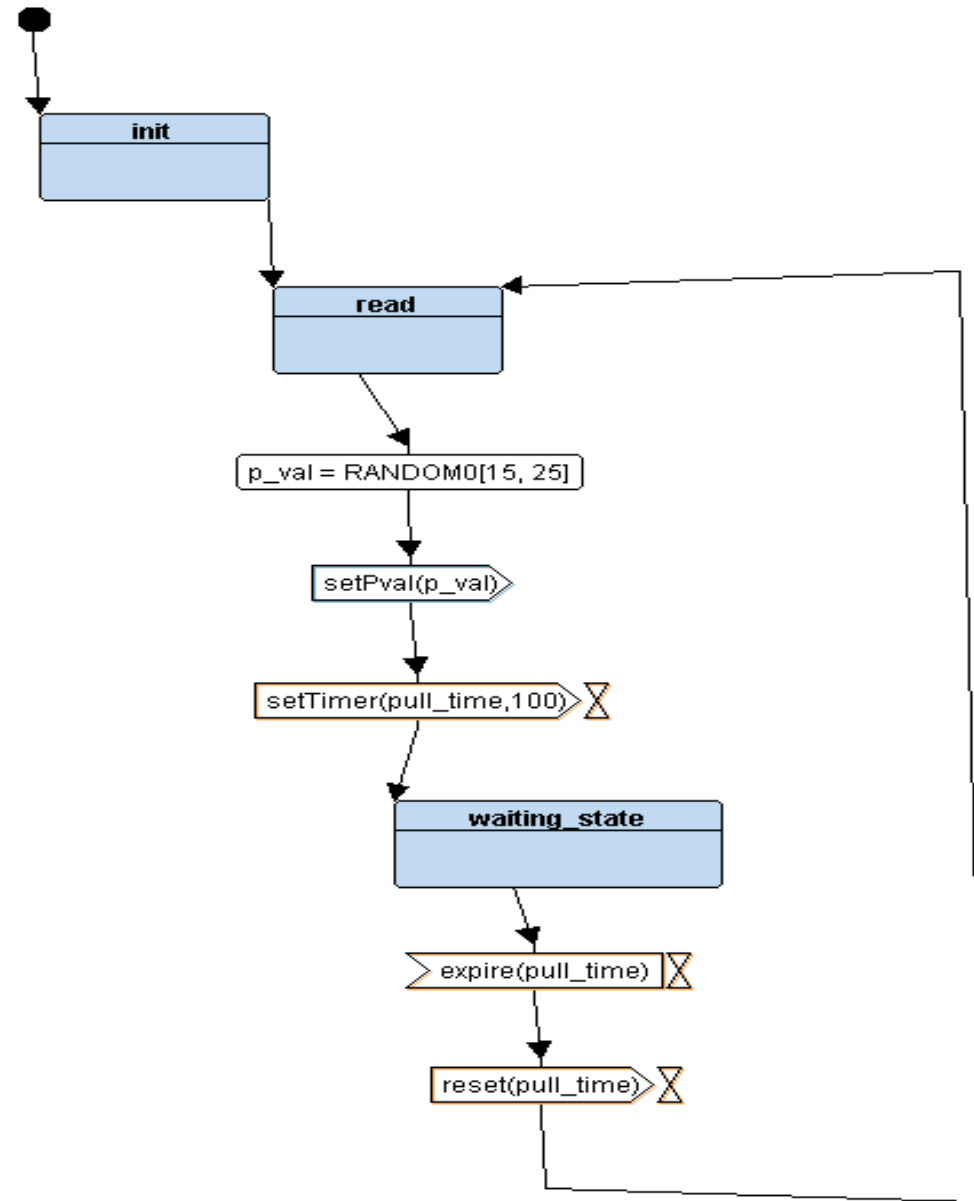
SYSTEM ANALYSIS: SEQUENCE DIAGRAM:



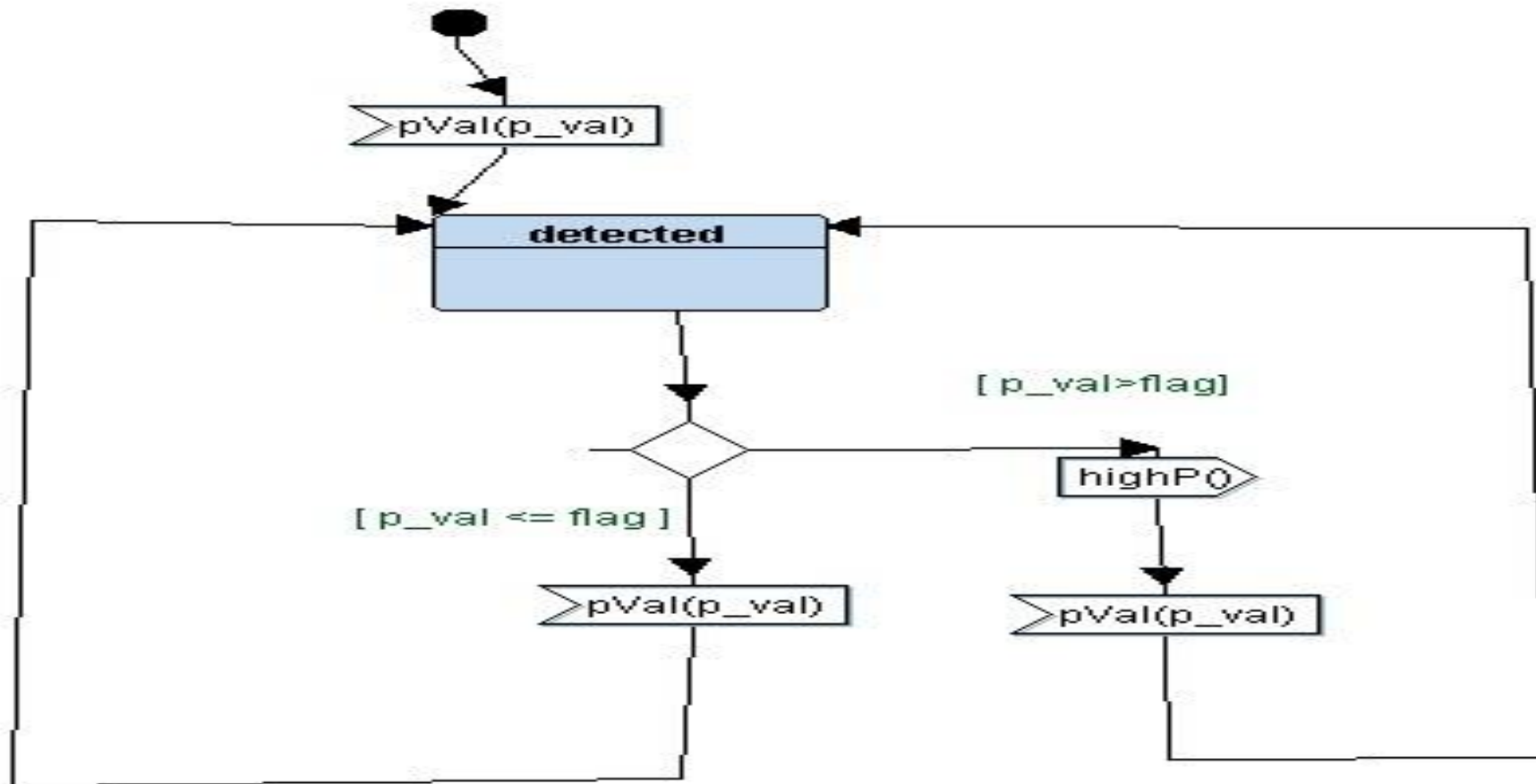
SYSTEM DESIGN:



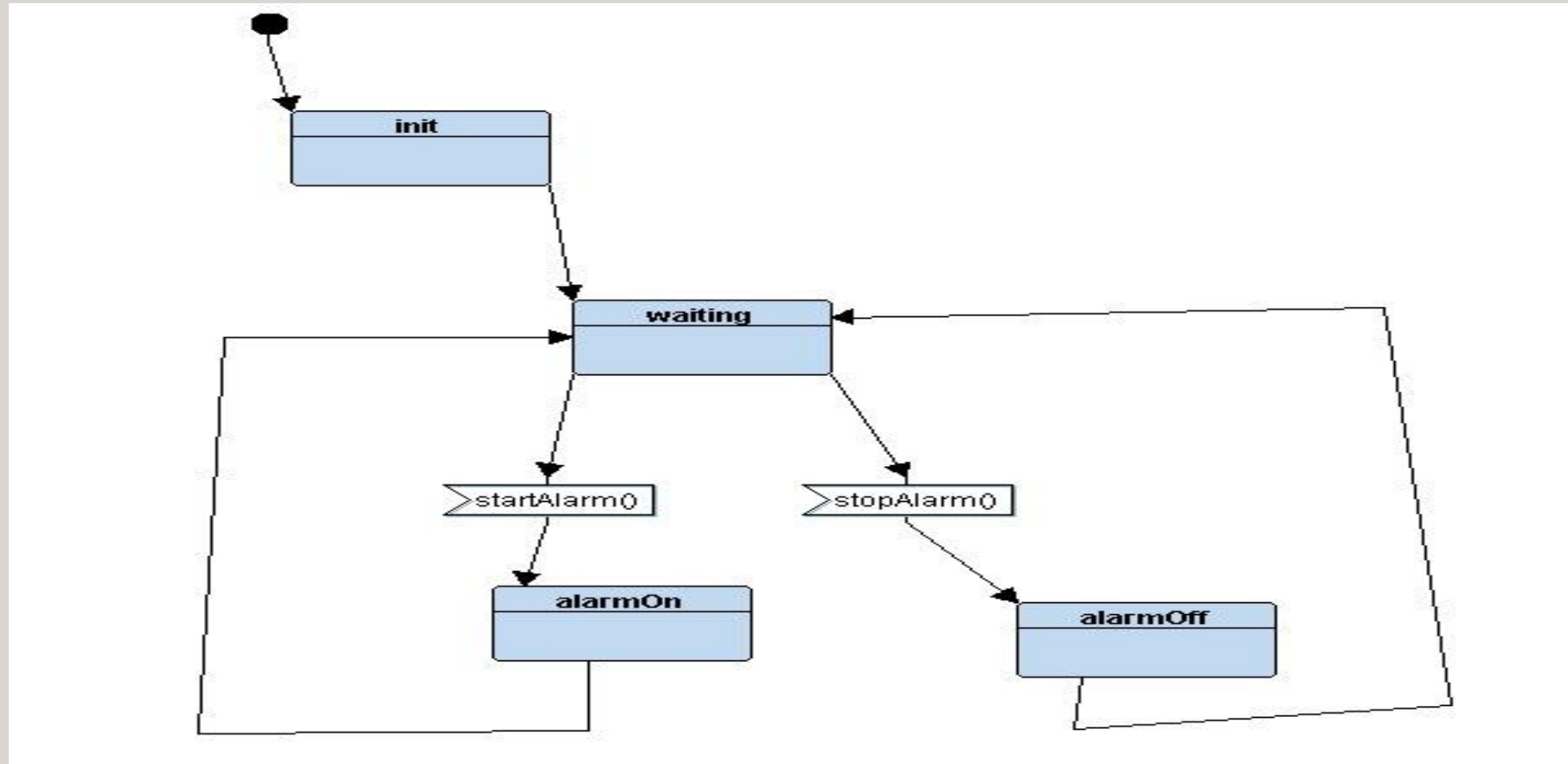
I-PRESSURE SENSOR STATE DIAGRAM



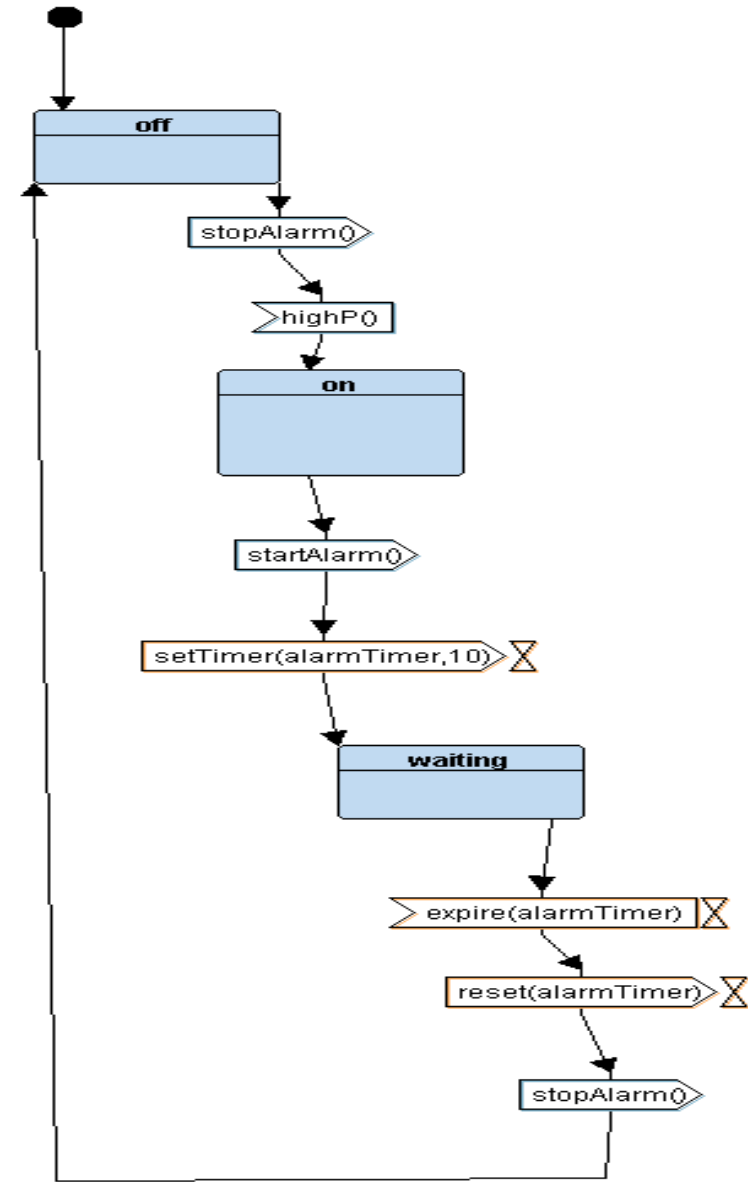
2-MAIN PROGRAM STATE DIAGRAM:



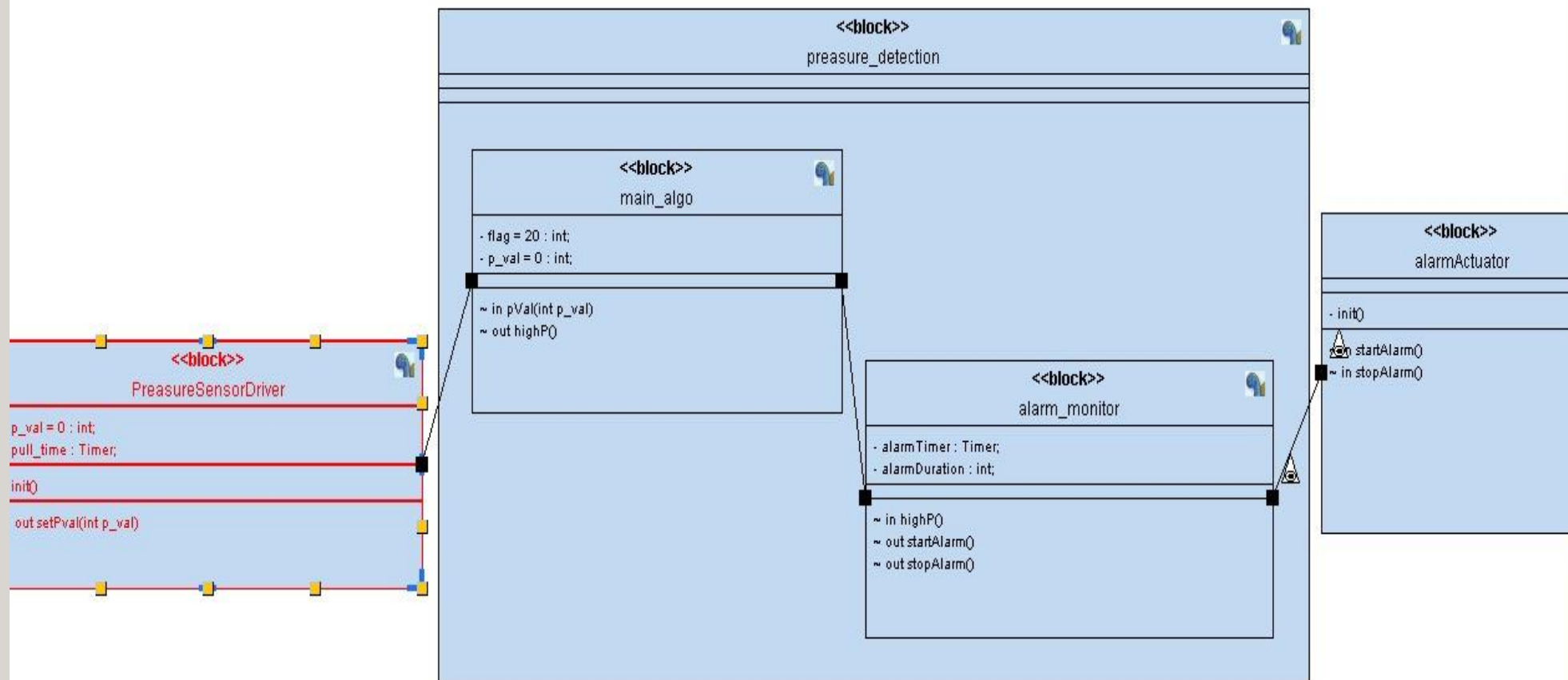
3-ALARM ACTUATOR STATE DIAGRAM:



4-ALARM MONITOR STATE DIAGRAM:



MAIN.C



SYSTEM CODE


```
int main()
{

    uint32 (*Pressure_state)() = &pressure_sensor;
    void (*Alarm_Actuator_state)() = &ActuatorState;
    void (*Alarm_monitor_state)() = &MonitorState;
    void (*Algo_State)() = &AlgoState;
    GPIO_INITIALIZATION();
    while (1)
    {
        Pressure_state();
        Alarm_Actuator_state();
        Alarm_monitor_state();
        Algo_State();
    }
}
```

```
P_state Pstate = Pinit;
uint32 Pvalue;
uint32 pressure_sensor()
{
    switch (Pstate)
    {
    case Pinit:
        Pstate = Pread;
        break;
    case Pread:
        Pvalue = getPressureVal();
        Pstate = Pwait;
        break;
    case Pwait:
        Delay(1000);
        Pstate = Pread;
        break;
    default:
        break;
    }
    return Pvalue;
}
```

```
void AlgoState()  
{  
    switch (state)  
    {  
        case Algo_HIGH_PRESSURE:  
            if (Pvalue > Algo_pressure_threshold)  
            {  
                state = Algo_HIGH_PRESSURE;  
            }  
            else  
            {  
                state = Algo_NORMAL_PRESSURE;  
            }  
            break;  
        default:  
            break;  
    }  
}
```

```
void Delay(int nCount)
{
    for(; nCount != 0; nCount--);
}

int getPressureVal(){
    return (GPIOA_IDR & 0xFF);
}

void Set_Alarm_actuator(int i){
    if (i == 1){
        SET_BIT(GPIOA_ODR,13);
    }
    else if (i == 0){
        RESET_BIT(GPIOA_ODR,13);
    }
}

void GPIO_INITIALIZATION (){
    SET_BIT(APB2ENR, 2);
    GPIOA_CRL &= 0xFF0FFFFFFF;
    GPIOA_CRL |= 0x00000000;
    GPIOA_CRH &= 0xFF0FFFFFFF;
    GPIOA_CRH |= 0x22222222;
}
```

```
Mon_State Monitor_State=MonitorWait;
void MonitorState()
{
    switch (Monitor_State)
    {
        case MonitorOFF:
            ActState = AlarmOFF;
            if (Pvalue > Algo_pressure_threshold)
                Monitor_State = MonitorON;
            else
                Monitor_State = MonitorOFF;
            break;
        case MonitorON:
            ActState = AlarmON;
            Monitor_State = MonitorWait;
            break;
        case MonitorWait:
            Monitor_State = MonitorOFF;
            Delay(500);
            break;
        default:
            break;
    }
}
```



```
Act_State ActState=ActuatorINIT;
void ActuatorState()
{
    switch (ActState)
    {
        case ActuatorINIT:
        case ActuatorWAIT:
            ActState = ActuatorWAIT;
            break;
        case AlarmON:
            Set_Alarm_actuator(0);
            ActState = ActuatorWAIT;
            break;
        case AlarmOFF:
            Set_Alarm_actuator(1);
            ActState = ActuatorWAIT;
            break;
        default:
            break;
    }
}
```

SCHEMATIC CIRCUIT

