

# PRESSURE CONTROLLER

Supervisor: Eng. Keroles Hassan Abd Eltawab



OCTOBER 2021
LEARN-IN-DEPTH(ONLINE DIPLOMA)
First Term Project

# Table of Contents

Ch1. Customer Point of View	2
1.1. Case Study	2
1.2. Chosen Design Approch	2
1.3. System Requirements	2
1.4. System Analysis	3
1.4.1 UML Use Case Diagram	3
1.4.2 UML Activity Diagram	3
1.4.3. UML Sequence Diagram:	4
1.5. System Design	4
1.5.1. Block Diagram	4
1.5.2. State Machines	5
1.5.3. Simulated Sequence Diagram	6
1.6 Proteus Simulation	7
Case 1. Pressure Below Threshold. Pressure is 20	7
Case 2. Pressure Above Threshold Pressure is 48	8
Ch2. Technical Point of View	8
2.1. State Machines Accombined with Codes:	8
2.1.1. Pressure Sensor Module:	8
2.1.2 Pressure Controller Module	9
2.1.3. Alarm Actuator Module	9
2.2. Final Image Mapfile	10
2.3. Final Image Sections	10
2.4. Final Image Symbols	11

#### Ch1. Customer Point of View

### 1.1. Case Study

- A" client" expects a software of a system with the following Specification:
  - ▶ 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.
  - ▶ (Optional Feature) keeps track of the measured values
- Assumptions:
  - ▶ The controller set up and shutdown procedures are not modelled
  - ▶ The controller maintenance is not modelled
  - ► The pressure sensor never fails
  - ► The alarm never fails
  - ► The controller never faces power cut

# 1.2. Chosen Design Approch

• Waterfull Method has been chosen for its simplicity.

# 1.3. System Requirements

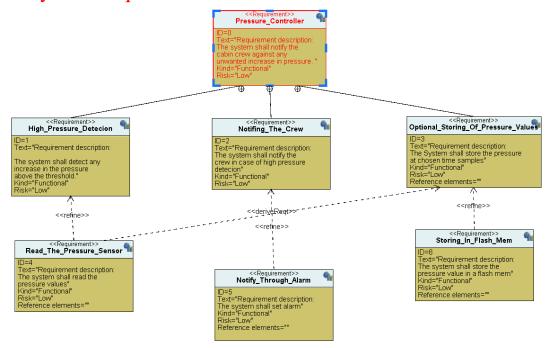


Figure 1: Requirements Diagram

# 1.4. System Analysis

# 1.4.1 UML Use Case Diagram

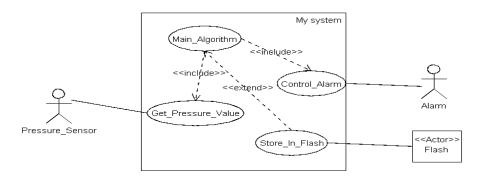


Figure 2: Use Case Diagram For The System

# 1.4.2 UML Activity Diagram

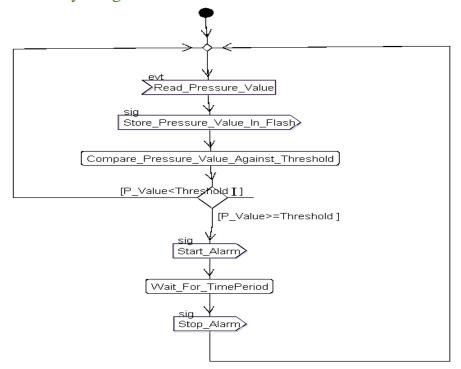


Figure 3: Activity Diagram For The System

# 1.4.3. UML Sequence Diagram:

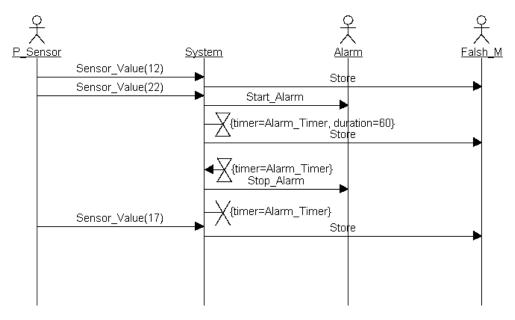


Figure 4: Built Sequence

# 1.5. System Design

# 1.5.1. Block Diagram

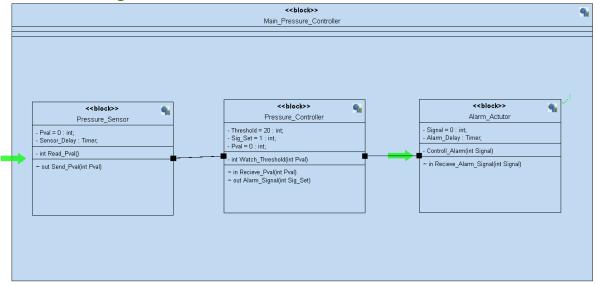


Figure 5: Block Diagram

#### 1.5.2. State Machines

#### 1.5.2.1. State Machines For The Sensor Block

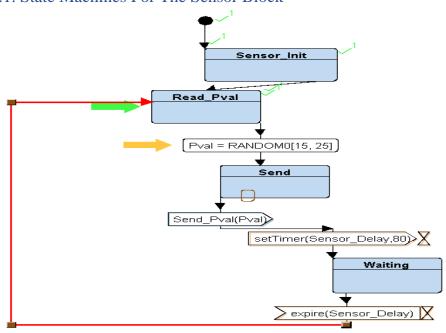


Figure 6: Sensor State Machines

#### 1.5.2.2. State Machines For The Pressure Controller

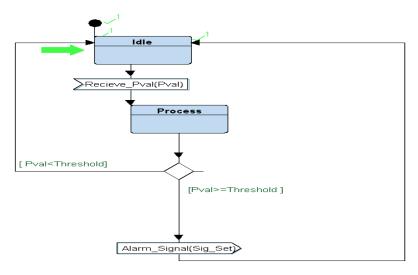


Figure 7: P Controller State Machines

#### 1.5.2.3. State Machines For Alarm Actuator

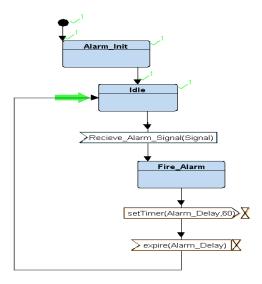
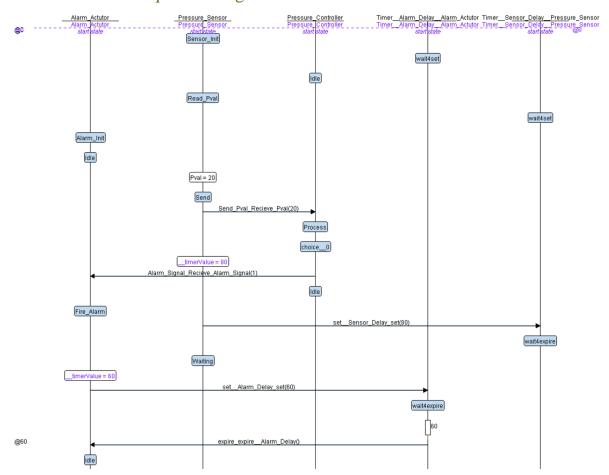
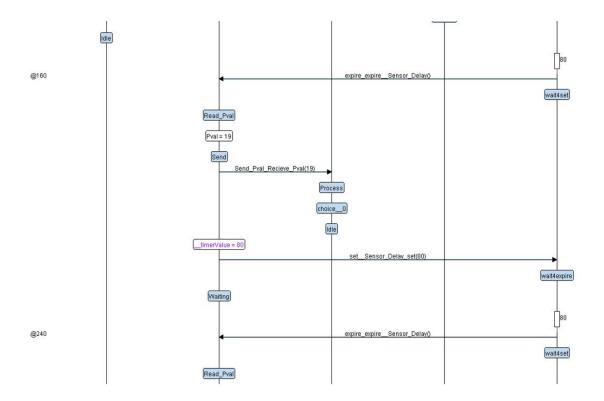


Figure 8: Alarm State Machines

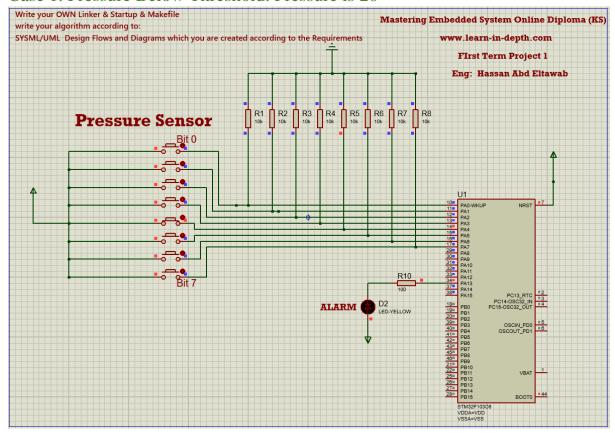
# 1.5.3. Simulated Sequence Diagram



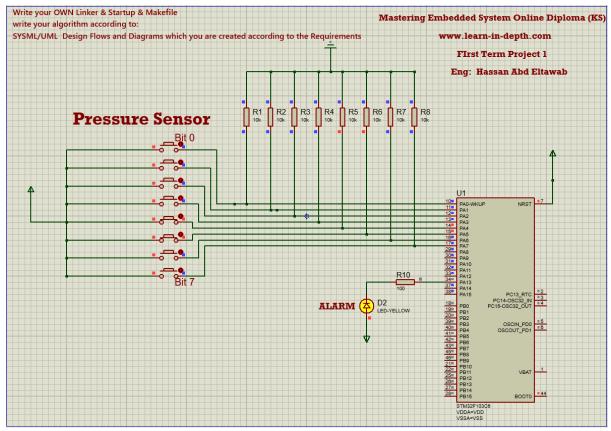


### 1.6 Proteus Simulation

Case 1. Pressure Below Threshold. Pressure is 20



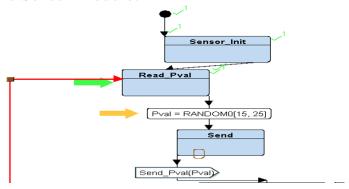
Case 2. Pressure Above Threshold Pressure is 48



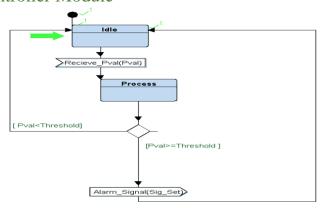
# Ch2. Technical Point of View

### 2.1. State Machines Accombined with Codes:

#### 2.1.1. Pressure Sensor Module:



#### 2.1.2 Pressure Controller Module



```
/*The Idle State*/
/*Void PController_Idle(){
PController_state=PController_Idle;

/*The Processing State*/
/*The Processing State*/

/*The Processing State*/

/*The Processing State*/

/*The Processing State*/

/*The Processing State*/

/*The Processing State*/

/*The Processing State*/

/*The Processing State*/

/*The Processing State*/

/*The Processing State*/

/*The Processing State*/

/*The Processing State*/

/*The Processing State*/

/*The Processing State*/

/*The Processing State*/

/*The Processing State*/

/*The Processing State*/

/*The Processing State*/

/*The Processing State*/

/*The Processing State*/

/*The Processing State*/

/*The Processing State*/

/*The Processing State*/

/*The Processing State*/

/*The Processing State*/

/*The Processing State*/

/*The Processing State*/

/*The Processing State*/

/*The Processing State*/

/*The Processing State*/

/*The Processing State*/

/*The Processing State*/

/*The Processing State*/

/*The Processing State*/

/*The Processing State*/

/*The Processing State*/

/*The Processing State*/

/*The Processing State*/

/*The Processing State*/

/*The Processing State*/

/*The Processing State*/

/*The Processing State*/

/*The Processing State*/

/*The Processing State*/

/*The Processing State*/

/*The Processing State*/

/*The Processing State*/

/*The Processing State*/

/*The Processing State*/

/*The Processing State*/

/*The Processing State*/

/*The Processing State*/

/*The Processing State*/

/*The Processing State*/

/*The Processing State*/

/*The Processing State*/

/*The Processing State*/

/*The Processing State*/

/*The Processing State*/

/*The Processing State*/

/*The Processing State*/

/*The Processing State*/

/*The Processing State*/

/*The Processing State*/

/*The Processing State*/

/*The Processing State*/

/*The Processing State*/

/*The Processing State*/

/*The Processing State*/

/*The Processing State*/

/*The Processing State*/

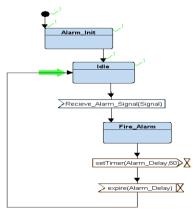
/*The Processing State*/

/*The Processing State*/

/*The Processing State*/

/*The Pro
```

#### 2.1.3. Alarm Actuator Module



```
void Alarm_Idle(){
    Alarm_State=Alarm_Idle;
}
/*Fire Alarm State Upon Recieving Signal*/
void Alarm_Fire(){
    Set_Alarm_actuator(0);
    //_delay_ms(60000);
    Delay(1000000);
    Set_Alarm_actuator(1);
    Alarm_State=Alarm_Idle;
}
void Alarm_Signal(int signal){
    if (signal){
        Alarm_State=Alarm_Fire;
    }
}
```

### 2.2. Final Image Mapfile

```
Memory Configuration
Name
                 Origin
                                    Length
                                                        Attributes
flash
                 0x000000008000000 0x0000000000020000 xr
                 0x000000020000000 0x000000000005000 xrw
sram
*default*
                 Linker script and memory map
                0x00000000008000000
.text
                                        0x31c
 *(.vectors*)
 .vectors
                0x0000000008000000
                                         0x1c startup.o
                0x00000000008000000
                                                  vectors
*(.rodata*)
                0x000000000800031c
                                                   _E_text = .
                0×00000000000000000
                                          0x0 load address 0x000000000800031c
.data
                0x0000000020000000
                                                   _S_DATA = .
 *(.data)
 .data
                0x0000000020000000
                                           0x0 startup.o
 .data
                0x0000000020000000
                                           0x0 P Controller.o
 .data
                0x0000000020000000
                                           0x0 Alarm Act.o
                0x0000000020000000
 .data
                                          0x0 main.o
 .data
                0x0000000020000000
                                          0x0 P_Sensor.o
 .data
                0x000<mark>0</mark>000020000000
                                           0x0 driver.o
                0x0000000000000000
                                                   . = ALIGN (0x4)
                0x0000000020000000
                                                   _E_DATA = .
.bss
                0x0000000020000000
                                       0x1014 load address 0x0000000000800031c
                0x0000000020000000
                                                   _S_bss = .
 *(.bss*)
                0x0000000020000000
 .bss
                                          0x0 startup.o
                axaaaaaaaaaaaaaaa
                                          0x0 P Controller.o
 .bss
 .bss
                0x0000000020000000
                                          0x0 Alarm_Act.o
                0x0000000020000000
 .bss
                                          0x0 main.o
                0x0000000020000000
                                          0x0 P Sensor.o
 .bss
 .bss
                0x0000000020000000
                                          0x0 driver.o
                0x0000000020000000
                                                  \cdot = ALIGN (0x4)
                0x0000000020000000
                                                   _E_bss = .
```

# 2.3. Final Image Sections

```
$ arm-none-eabi-objdump.exe -h Pressure_Controller_Project.elf
Pressure_Controller_Project.elf:
                                     file format elf32-littlearm
Sections:
Idx Name
                  Size
                            VMA
                                      LMA
                                                 File off
                                                           Algn
                                      08000000
                  0000031c
                            08000000
                                                00010000
  0 .text
                  CONTENTS,
                            ALLOC, LOAD, READONLY, CODE
                                                           2**0
                            20000000 0800031c
  1 .data
                  00000000
                                                00020000
                  CONTENTS,
                            ALLOC, LOAD, DATA
  2 .bss
                  00001014
                            20000000 0800031c
                                                00020000
                                                           2**2
                  00003381 00000000 00000000
  3 .debug_info
                                                00020000
```

# 2.4. Final Image Symbols