

# STATIC DESIGN

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## 1. System Design

Hardware Components:

1. ATmega32 microcontroller
2. One push button connected to INT0 pin for pedestrian
3. Three LEDs for cars - Green, Yellow, and Red, connected on port A, pins 0, 1, and 2
4. Three LEDs for pedestrians - Green, Yellow, and Red, connected on port B, pins 0, 1, and 2

Software requirements:

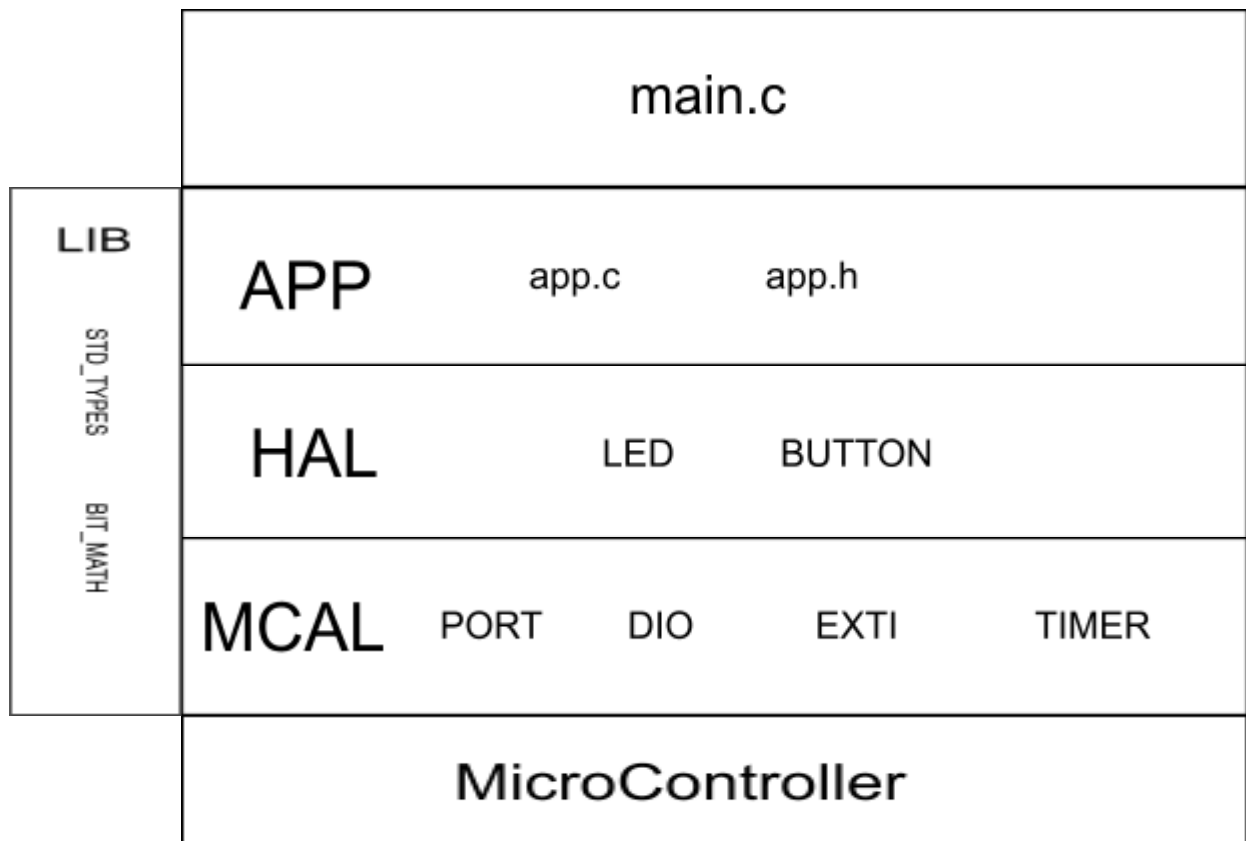
In normal mode:

1. Cars' LEDs will be changed every five seconds starting from Green then yellow then red then yellow then Green.
2. The Yellow LED will blink for five seconds before moving to Green or Red LEDs.

In pedestrian mode:

1. Change from normal mode to pedestrian mode when the pedestrian button is pressed.
2. If pressed when the cars' Red LED is on, the pedestrian's Green LED and the cars' Red LEDs will be on for five seconds, this means that pedestrians can cross the street while the pedestrian's Green LED is on.
3. If pressed when the cars' Green LED is on or the cars' Yellow LED is blinking, the pedestrian Red LED will be on then both Yellow LEDs start to blink for five seconds, then the cars' Red LED and pedestrian Green LEDs are on for five seconds, this means that pedestrian must wait until the Green LED is on.
4. At the end of the two states, the cars' Red LED will be off and both Yellow LEDs start blinking for 5 seconds and the pedestrian's Green LED is still on.
5. After the five seconds the pedestrian Green LED will be off and both the pedestrian Red LED and the cars' Green LED will be on.
6. Traffic lights signals are going to the normal mode again

## 2.Layered Architecture



## 3.full detailed APIs

### 2.1.1 PORT

<b>Name</b>	<b>Port Init</b>
<b>Syntax</b>	void Port_Init()
<b>Sync/Async</b>	Synchronous
<b>Reentrancy</b>	Non-Reentrant
<b>Parameters (in)</b>	-
<b>Parameters (out)</b>	-
<b>Return Value</b>	void
<b>Description</b>	Initialize Port Module

### 2.2.1 DIO

<b>Name</b>	<b>DIO GET PIN</b>
<b>Syntax</b>	DIO_u8GetPinValue(u8 copy_u8Port , u8 copy_u8Pin ,u8* copy_Pu8Value)
<b>Sync/Async</b>	Synchronous
<b>Reentrancy</b>	Non-Reentrant
<b>Parameters (in)</b>	Port, Pin
<b>Parameters (out)</b>	Value
<b>Return Value</b>	u8
<b>Description</b>	Read Pin Status

### 2.2.2 DIO

<b>Name</b>	<b>Set Port Value</b>
<b>Syntax</b>	u8 DIO_u8SetPortValue(u8 copy_u8Port , u8 copy_u8Value)
<b>Sync/Async</b>	Synchronous
<b>Reentrancy</b>	Non-Reentrant
<b>Parameters (in)</b>	Port, Pin
<b>Parameters (out)</b>	-

<b>Return Value</b>	u8
<b>Description</b>	Set Port value all high or low

### 2.2.3 DIO

<b>Name</b>	<b>Toggle Pin Value</b>
<b>Syntax</b>	u8 DIO_u8TogglePinValue(u8 copy_u8Port , u8 copy_u8Pin)
<b>Sync/Async</b>	Synchronous
<b>Reentrancy</b>	Non-Reentrant
<b>Parameters (in)</b>	Port, Pin
<b>Parameters (out)</b>	-
<b>Return Value</b>	u8
<b>Description</b>	Change Pin Value

### 2.2.4 DIO

<b>Name</b>	<b>Set Pin Value</b>
<b>Syntax</b>	u8 DIO_u8SetPinValue(u8 copy_u8Port , u8 copy_u8Pin , u8 copy_u8Value)
<b>Sync/Async</b>	Synchronous
<b>Reentrancy</b>	Non-Reentrant
<b>Parameters (in)</b>	Port, Pin,Value
<b>Parameters (out)</b>	-
<b>Return Value</b>	u8
<b>Description</b>	Change Pin Value from high to low and opposite

### 2.3.1 GIE

<b>Name</b>	<b>GIE Enable</b>
<b>Syntax</b>	void GIE_voidEnable(void);
<b>Sync/Async</b>	Synchronous
<b>Reentrancy</b>	Non-Reentrant
<b>Parameters (in)</b>	-
<b>Parameters (out)</b>	-
<b>Return Value</b>	void
<b>Description</b>	Set Global Interrupt Enable

### 2.3. GIE

<b>Name</b>	<b>GIE Disable</b>
<b>Syntax</b>	void GIE_voidDisable(void);
<b>Sync/Async</b>	Synchronous
<b>Reentrancy</b>	Non-Reentrant
<b>Parameters (in)</b>	-
<b>Parameters (out)</b>	-
<b>Return Value</b>	void
<b>Description</b>	Set Global Interrupt Disable

### 2.4.1 TIMERO

<b>Name</b>	<b>TIMERO Init</b>
<b>Syntax</b>	void TIMERO_voidInit(void);
<b>Sync/Async</b>	Synchronous
<b>Reentrancy</b>	Non-Reentrant
<b>Parameters (in)</b>	-
<b>Parameters (out)</b>	-

<b>Return Value</b>	void
<b>Description</b>	Initialize TIMERO

#### 2.4.2 TIMERO

<b>Name</b>	<b>Timer0 Delay</b>
<b>Syntax</b>	void Timer0_vDelayms(u16 Copy_u16delay)
<b>Sync/Async</b>	Synchronous
<b>Reentrancy</b>	Non-Reentrant
<b>Parameters (in)</b>	-
<b>Parameters (out)</b>	-
<b>Return Value</b>	void
<b>Description</b>	Make a delay by timer 0

#### 2.5.1 LED

<b>Name</b>	<b>LED Init</b>
<b>Syntax</b>	void LED_Init(void);
<b>Sync/Async</b>	Synchronous
<b>Reentrancy</b>	Non-Reentrant
<b>Parameters (in)</b>	-
<b>Parameters (out)</b>	-
<b>Return Value</b>	void
<b>Description</b>	Initialize LED

#### 2.5.2 LED

<b>Name</b>	<b>LED ON</b>
<b>Syntax</b>	void LED_voidON(u8 copy_u8Port,u8 copy_u8Pin);
<b>Sync/Async</b>	Synchronous
<b>Reentrancy</b>	Non-Reentrant
<b>Parameters (in)</b>	Port,Pin
<b>Parameters (out)</b>	-
<b>Return Value</b>	void
<b>Description</b>	Set LED on

### 2.5.2 LED

<b>Name</b>	<b>LED OFF</b>
<b>Syntax</b>	void LED_voidOFF(u8 copy_u8Port,u8 copy_u8Pin);
<b>Sync/Async</b>	Synchronous
<b>Reentrancy</b>	Non-Reentrant
<b>Parameters (in)</b>	Port,Pin
<b>Parameters (out)</b>	-
<b>Return Value</b>	void
<b>Description</b>	Set LED Off

### 2.5.2 LED

<b>Name</b>	<b>LED TOGGLE</b>
<b>Syntax</b>	void LED_voidTOGGLE(u8 copy_u8Port,u8 copy_u8Pin);
<b>Sync/Async</b>	Synchronous
<b>Reentrancy</b>	Non-Reentrant
<b>Parameters (in)</b>	Port,Pin

<b>Parameters (out)</b>	-
<b>Return Value</b>	void
<b>Description</b>	Set LED Toggle

#### 2.6.1 BUTTON

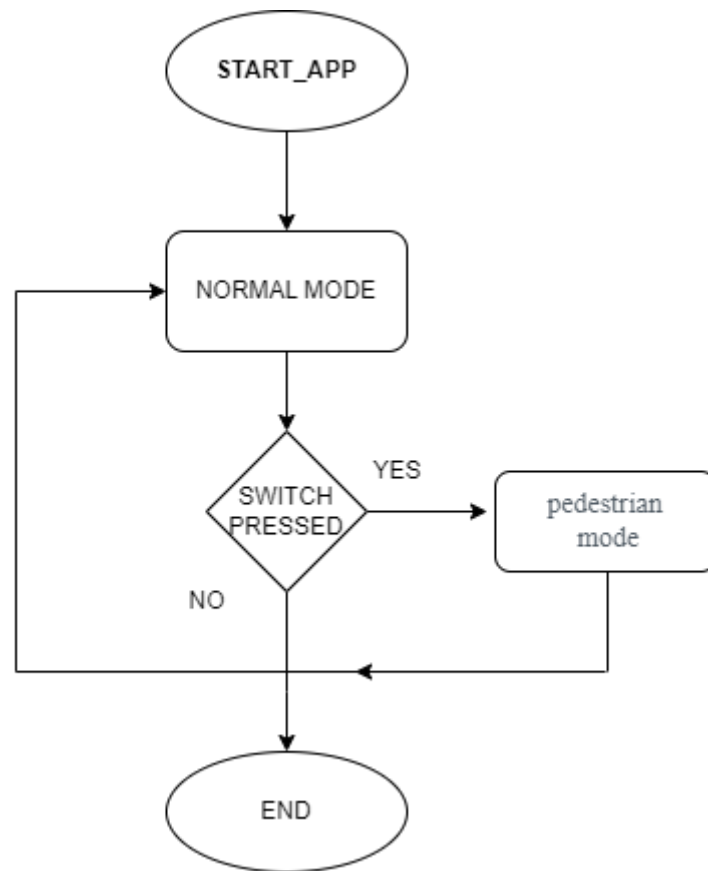
<b>Name</b>	<b>Button Init</b>
<b>Syntax</b>	void Button_Init(void);
<b>Sync/Async</b>	Synchronous
<b>Reentrancy</b>	Non-Reentrant
<b>Parameters (in)</b>	-
<b>Parameters (out)</b>	-
<b>Return Value</b>	void
<b>Description</b>	Initialize Button

#### 2.6.2 BUTTON

<b>Name</b>	<b>Button Get State</b>
<b>Syntax</b>	u8 Button_GetState(void);
<b>Sync/Async</b>	Synchronous
<b>Reentrancy</b>	Non-Reentrant
<b>Parameters (in)</b>	-
<b>Parameters (out)</b>	-
<b>Return Value</b>	u8
<b>Description</b>	Get Button state



## 4.FLOW CHART



## 5.system constraints

