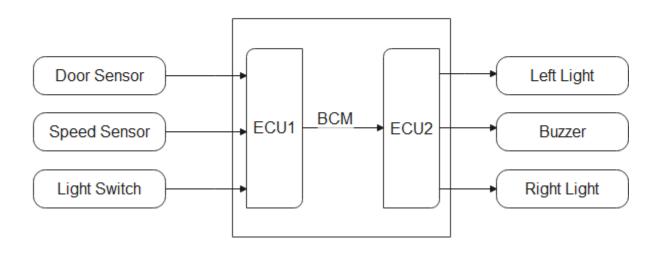
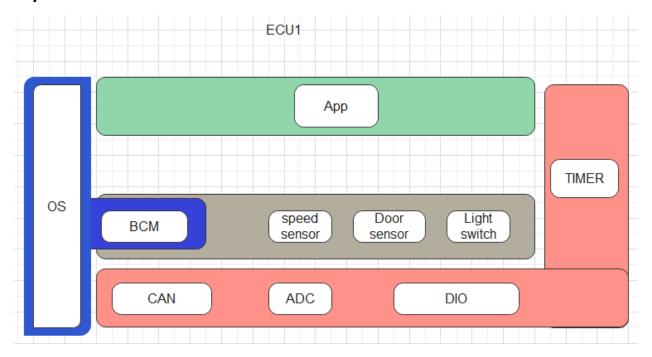
# **System Block diagram**

# **Block Diagram**



# **Layered architecture**



### **ECU Components and Modules**

- 1. OS
- OS\_Init
- OS\_Update
- 2. Time
  - TIM\_Init
  - TIM\_GetTime
  - TIM\_GetMod
- 3. Switch
  - LSW\_Init
  - LSW\_Update
  - LSW\_GetState
- 4. Door sensor
  - DSens\_Init
  - DSens\_GetState
- 5. Speed sensor
  - SpSens\_Init
  - SpSens\_GetSpeed
- 6. BCM
  - BCM\_Init
  - BCM\_GetData
  - BCM\_SetData

### **Modules for ECU1**

#### **Typedefs**

#### TIM\_ValueType

Name	TIM_ValueType
Туре	uint
Range	The range of this type is $\mu$ C dependent (width of the timer register) and has to be described by the supplier.
Description:	Type for reading and setting the timer values (in number of ticks).

#### TIM\_ModeType

Name	TIM_ModeType
Туре	Enum
Range	TIM_MOD_NORMAL: Normal operation mode of the Timer TIM_MOD_SLEEP: Operation for reduced power operation mode. In sleep mode only wakeup capable channels are available.
Description:	Select different power mode

# TIM\_ChannelType

Name	TIM_ChannelType
Туре	uint
Range	The range of this type is μC and application dependent
Description:	Numeric ID for channel timer

# Dio\_LevelType

Name	Dio_LevelType
Туре	uint8
Range	STD_LOW 0V
	STD_HIGH 5V or 3.3V
Description:	These are the possible levels a DIO channel can have (input or output)

### Dio\_PortType

Name	Dio_PortType
Туре	uint8
Range	Shall cover all available DIO Ports.
Description:	Numeric ID of a DIO port.

# Dio\_ChannelType

Name	Dio_ChannelType
Туре	uint
Range	Shall cover all available DIO channels
Description:	Numeric ID of a DIO channel.

# Can\_HwHandleType

Name	Can_HwHandleType
Туре	uint8, uint16
Range	Shall cover all available DIO channels
Description:	Numeric ID of a DIO channel.

# MCAL Layer API's

### 1- Timer

# TIM\_Init

Name	TIM_Init
Syntax	void TIM_Init(const Gpt_ConfigType* ConfigPtr)
Sync/Async:	Synchronous
Reentrancy	Non Reentrant
Parameters(in):	ConfigPtr : pointer to configuration set
Parameters(out):	None
Return value:	None
Description:	Initializes the hardware timer module.

#### TIM\_GetTime

Name	TIM_GetTime
Syntax	TIM_ValueType TIM_GetTime (TIM_ChannelType Channel)
Sync/Async:	Synchronous
Reentrancy	Reentrant
Parameters(in):	Channel : Numeric id for timer channel
Parameters(out):	None
Return value:	TIM_ValueType : Elapsed timer value (in number of ticks)
Description:	Returns the time already elapsed.

# TIM\_GetMod

Name	TIM_GetMod
Syntax	TIM_ModeType TIM_GetMod (TIM_ChannelType Channel)
Sync/Async:	Synchronous
Reentrancy	Reentrant
Parameters(in):	Channel : Numeric id for timer channel
Parameters(out):	None
Return value:	TIM_ModeType : mode of timer channel
Description:	Returns the timer mode

#### 2- DIO

### Dio\_ReadChannel

Name	Dio_ReadChannel
Syntax	Dio_LevelType Dio_ReadChannel( Dio_ChannelType ChannelId )
Sync/Async:	Synchronous
Reentrancy	Reentrant
Parameters(in):	Channelld
Parameters(out):	None
Return value:	Dio_LevelType
Description:	Return the value of the specified channel

# Dio\_WriteChannel

Name	Dio_WriteChannel
Syntax	Dio_LevelType Dio_WriteChannel( Dio_ChannelType ChannelId,
,	Dio_LevelType level )
Sync/Async:	Synchronous
Reentrancy	Reentrant
Parameters(in):	Channelld
	level
Parameters(out):	None
Return value:	None
Description:	Set the level of a channel

# 3- ADC

# Adc\_Init

Name	ADC_Init
Syntax	void Adc_Init( const Adc_ConfigType* ConfigPtr )
Sync/Async:	Synchronous
Reentrancy	Reentrant
Parameters(in):	ConfigPtr : pointer to configuration set
Parameters(out):	None
Return value:	None
Description:	Initializes the ADC hardware units and driver.

# ${\bf Adc\_StartGroupConversion}$

Name	Adc_StartGroupConversion
Syntax	void Adc_StartGroupConversion( Adc_GroupType Group )
Sync/Async:	Asynchronous
Reentrancy	Reentrant
Parameters(in):	Group: ADC Channel group
Parameters(out):	None
Return value:	None
Description:	Starts the conversion of all channels of the requested ADC Channel group.

# Adc\_ReadGroup

Name	Adc_ReadGroup
Syntax	Std_ReturnType Adc_ReadGroup( Adc_GroupType Group,
·	Adc_ValueGroupType* DataBufferPtr )
Sync/Async:	Synchronous
Reentrancy	Reentrant
Parameters(in):	Group: ADC Channel group
Parameters(out):	DataBufferPtr: ADC results of all channels of the selected group are
	stored in the data buffer addressed with the pointer.
Return value:	Std_ReturnType: E_OK: results are available and written to the data buffer
	E_NOT_OK: no results are available or development error occured
Description:	Reads the group conversion result of the last completed conversion

#### 4- CAN

# Can\_Init

Name	Can_Init
Syntax	void Can_Init( const Can_ConfigType* Config )
Sync/Async:	Synchronous
Reentrancy	Non Reentrant
Parameters(in):	Config: Pointer to driver configuration.
Parameters(out):	DataBufferPtr: ADC results of all channels of the selected group are
	stored in the data buffer addressed with the pointer.
Return value:	Std_ReturnType: E_OK: results are available and written to the data buffer
	E_NOT_OK: no results are available or development error occured
Description:	initializes the module

### Can\_SetBaudrate

Name	Can_SetBaudrate
Syntax	Std_ReturnType Can_SetBaudrate( uint8 Controller, uint16 BaudRateConfig )
Sync/Async:	Synchronous
Reentrancy	Reentrant for different Controllers. Non reentrant for the same
	Controller.
Parameters(in):	Controller: CAN controller, whose baud rate shall be set
	BaudRateConfig
Parameters(out):	None
Return value:	Std_ReturnType: E_OK: Service request accepted, setting of (new) baud rate
	started E_NOT_OK: Service request not accepted
Description:	set the baud rate configuration of the CAN controller

### ${\bf Can\_Enable Controller Interrupts}$

Name	Can_EnableControllerInterrupts
Syntax	void Can_EnableControllerInterrupts( uint8 Controller )
Sync/Async:	Synchronous
Reentrancy	Reentrant
Parameters(in):	Controller: CAN controller for which interrupts shall be re-enabled
Parameters(out):	None.
Return value:	None
Description:	enables all allowed interrupts

# Can\_Write

Name	Can_Write
Syntax	Std_ReturnType Can_Write( Can_HwHandleType Hth, const Can_PduType*
	PduInfo )
Sync/Async:	Synchronous
Reentrancy	Reentrant
Parameters(in):	Hth: information which HW-transmit handle shall be used for transmit. Implicitly this is also the information about the controller to use because the Hth numbers are unique inside one hardware unit.
	PduInfo: Pointer to SDU user memory, Data Length and Identifier.
Parameters(out):	None
Return value:	Std_ReturnType: E_OK: Write command has been accepted E_NOT_OK: development error occurred
Description:	pass a CAN message to CanDrv for transmission

### **HAL Layer**

# LSW\_Init

Name	LSW_Init
Syntax	void LSW_Init (const Port_ConfigType* ConfigPtr)
Sync/Async:	Synchronous
Reentrancy	Non Reentrant
Parameters(in):	ConfigPtr : pointer to configuration set
Parameters(out):	None
Return value:	None
Description:	Initializes the port at which the switch will be connected

### LSW\_GetState

Name	LSW_GetState
Syntax	Dio_LevelType LSW_GetState (Dio_ChannelType Swld)
Sync/Async:	Synchronous
Reentrancy	Reentrant
Parameters(in):	Swld
Parameters(out):	None
Return value:	Dio_LevelType
Description:	Return the value of the specified Switch

# LSW\_Update

Name	LSW_Update
Syntax	void LSW_Update (Dio_ChannelType Swld)
Sync/Async:	Synchronous
Reentrancy	Reentrant
Parameters(in):	Swld
Parameters(out):	None
Return value:	None
Description:	update the specified Switch state

# SpSens\_Init

Name	SpSens_Init
Syntax	void SpSens_Init(Dio_PortType Port, Dio_PinType Pin)
Sync/Async:	Synchronous
Reentrancy	Reentrant
Parameters(in):	Port number
	Pin Number
Parameters(out):	None
Return value:	None
Description:	Initializes the speed sensor.

# SpSens\_GetSpeed

Name	SpSens_GetSpeed
Syntax	Uint16 SpSens_GetSpeed (Dio_PortType Port, Dio_PinType Pin)
Sync/Async:	Synchronous
Reentrancy	Reentrant
Parameters(in):	ConfigPtr : pointer to configuration set
Parameters(out):	None
Return value:	The speed value
Description:	Initializes the speed sensor.

# DSens\_Init

Name	DSens_Init
Syntax	void DSens_Init (const Port_ConfigType* ConfigPtr)
Sync/Async:	Synchronous
Reentrancy	Non Reentrant
Parameters(in):	ConfigPtr : pointer to configuration set
Parameters(out):	None
Return value:	None
Description:	Initializes the port at which the Door sensor will be connected

# DSens\_GetState

Name	DSens_GetState
Syntax	Dio_LevelType DSens_GetState (Dio_ChannelType Doorld)
Sync/Async:	Synchronous
Reentrancy	Reentrant
Parameters(in):	Doorld
Parameters(out):	None
Return value:	Dio_LevelType
Description:	Return the state of the Door sensor

### BCM\_Init

Name	BCM_Init
Syntax	void BCM_Init (const ComM_ConfigType* ConfigPtr)
Sync/Async:	Synchronous
Reentrancy	Non Reentrant
Parameters(in):	ConfigPtr : pointer to configuration set
Parameters(out):	None
Return value:	None
Description:	Initializes the communication manager

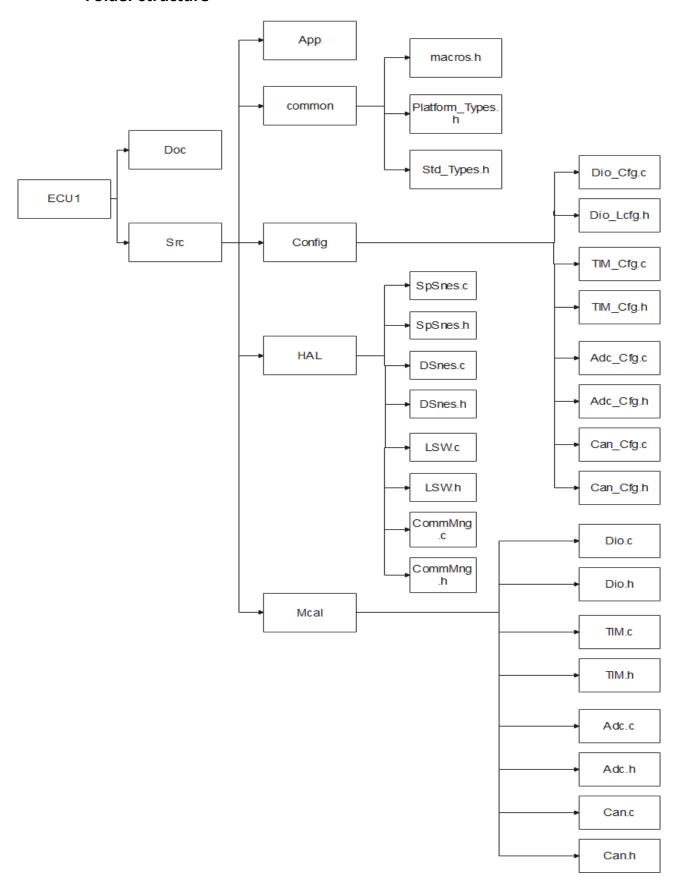
### BCM\_GetData

Name	BCM_GetData
Syntax	Uint8 BCM_GetData (uint8 BCMId, Uint8*pdata)
Sync/Async:	Synchronous
Reentrancy	Reentrant
Parameters(in):	BCMId : numeric id to determine which comm protocol is used
	pdata: pointer to data location
Parameters(out):	None
Return value:	Uint8 data length to be read
Description:	Return the received data length

# BCM\_SetData

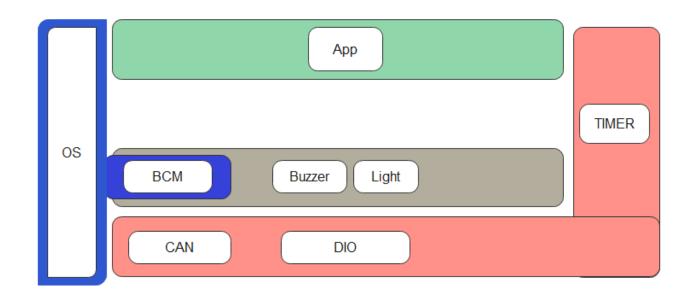
Name	BCM_SetData
Syntax	void BCM_SetData (uint8 BCMId, uint8 *pdata, uint8 len)
Sync/Async:	Synchronous
Reentrancy	Reentrant
Parameters(in):	BCMId : numeric id to determine which comm protocol is used
	pdata: data to be sent
	len: length of data
Parameters(out):	None
Return value:	void
Description:	Send data over a dedicated communication bus

#### **Folder structure**



# **Layered architecture**

ECU2



# **ECU Components and Modules**

- 7. OS
- OS\_Init
- OS\_Update
- 8. Time
  - TIM\_Init
  - TIM\_GetTime
  - TIM\_GetMod
- 9. Buzzer
  - BUZ\_Init
  - BUZZ\_Update
  - BUZZ\_GetState
- 10. Light
  - Light\_Init
  - Light\_Update
  - Light\_GetState
- 11. BCM
  - BCM\_Init
  - BCM\_GetData
  - BCM\_SetData

# **Modules for ECU1**

# Typedefs

### TIM\_ValueType

Name	TIM_ValueType
Туре	uint
Range	The range of this type is $\mu C$ dependent (width of the timer register) and has to be described by the supplier.
Description:	Type for reading and setting the timer values (in number of ticks).

### TIM\_ModeType

Name	TIM_ModeType
Туре	Enum
Range	TIM_MOD_NORMAL: Normal operation mode of the Timer
	TIM_MOD_SLEEP: Operation for reduced power operation mode. In sleep
	mode only wakeup capable channels are available.
Description:	Select different power mode

# TIM\_ChannelType

Name	TIM_ChannelType
Туре	uint
Range	The range of this type is μC and application dependent
Description:	Numeric ID for channel timer

# Dio\_LevelType

Name	Dio_LevelType
Туре	uint8
Range	STD_LOW 0V
	STD_HIGH 5V or 3.3V
Description:	These are the possible levels a DIO channel can have (input or output)

### Dio\_PortType

Name	Dio_PortType
Туре	uint8
Range	Shall cover all available DIO Ports.
Description:	Numeric ID of a DIO port.

# Dio\_ChannelType

Name	Dio_ChannelType
Туре	uint
Range	Shall cover all available DIO channels
Description:	Numeric ID of a DIO channel.

### Can\_HwHandleType

Name	Can_HwHandleType
Туре	uint8, uint16
Range	Shall cover all available DIO channels
Description:	Numeric ID of a DIO channel.

# MCAL Layer API's

#### 5- Timer

### TIM\_Init

Name	TIM_Init
Syntax	void TIM_Init(const Gpt_ConfigType* ConfigPtr)
Sync/Async:	Synchronous
Reentrancy	Non Reentrant
Parameters(in):	ConfigPtr : pointer to configuration set
Parameters(out):	None
Return value:	None
Description:	Initializes the hardware timer module.

### TIM\_GetTime

Name	TIM_GetTime
Syntax	TIM_ValueType TIM_GetTime (TIM_ChannelType Channel)
Sync/Async:	Synchronous
Reentrancy	Reentrant
Parameters(in):	Channel : Numeric id for timer channel
Parameters(out):	None
Return value:	TIM_ValueType : Elapsed timer value (in number of ticks)
Description:	Returns the time already elapsed.

# TIM\_GetMod

Name	TIM_GetMod
Syntax	TIM_ModeType TIM_GetMod (TIM_ChannelType Channel)
Sync/Async:	Synchronous
Reentrancy	Reentrant
Parameters(in):	Channel : Numeric id for timer channel
Parameters(out):	None
Return value:	TIM_ModeType : mode of timer channel
Description:	Returns the timer mode

#### 6- DIO

# Dio\_ReadChannel

Name	Dio_ReadChannel
Syntax	Dio_LevelType Dio_ReadChannel( Dio_ChannelType ChannelId )
Sync/Async:	Synchronous
Reentrancy	Reentrant
Parameters(in):	Channelld
Parameters(out):	None
Return value:	Dio_LevelType
Description:	Return the value of the specified channel

# Dio\_WriteChannel

Name	Dio_WriteChannel
Syntax	Dio_LevelType Dio_WriteChannel( Dio_ChannelType ChannelId,
	Dio_LevelType level )
Sync/Async:	Synchronous
Reentrancy	Reentrant
Parameters(in):	Channelld
	level
Parameters(out):	None
Return value:	None
Description:	Set the level of a channel

#### 7- CAN

# Can\_Init

Name	Can_Init
Syntax	void Can_Init( const Can_ConfigType* Config )
Sync/Async:	Synchronous
Reentrancy	Non Reentrant
Parameters(in):	Config: Pointer to driver configuration.
Parameters(out):	DataBufferPtr: ADC results of all channels of the selected group are
	stored in the data buffer addressed with the pointer.

Return value:	Std_ReturnType: E_OK: results are available and written to the data buffer E_NOT_OK: no results are available or development error occured
Description:	initializes the module

# ${\bf Can\_SetBaudrate}$

Name	Can_SetBaudrate
Syntax	Std_ReturnType Can_SetBaudrate( uint8 Controller, uint16 BaudRateConfig )
Sync/Async:	Synchronous
Reentrancy	Reentrant for different Controllers. Non reentrant for the same
	Controller.
Parameters(in):	Controller: CAN controller, whose baud rate shall be set
	BaudRateConfig
Parameters(out):	None
Return value:	Std_ReturnType: E_OK: Service request accepted, setting of (new) baud rate
	started E_NOT_OK: Service request not accepted
Description:	set the baud rate configuration of the CAN controller

### ${\bf Can\_Enable Controller Interrupts}$

Name	Can_EnableControllerInterrupts
Syntax	void Can_EnableControllerInterrupts( uint8 Controller )
Sync/Async:	Synchronous
Reentrancy	Reentrant
Parameters(in):	Controller: CAN controller for which interrupts shall be re-enabled
Parameters(out):	None.
Return value:	None
Description:	enables all allowed interrupts

# Can\_Write

Name	Can_Write
Syntax	Std_ReturnType Can_Write( Can_HwHandleType Hth, const Can_PduType*
,	PduInfo )
Sync/Async:	Synchronous
Reentrancy	Reentrant
Parameters(in):	Hth: information which HW-transmit handle shall be used for transmit.
	Implicitly this is also the information about the controller to use because the
	Hth numbers are unique inside one hardware unit.
	PduInfo: Pointer to SDU user memory, Data Length and Identifier.

Parameters(out):	None
Return value:	Std_ReturnType: E_OK: Write command has been accepted E_NOT_OK: development error occurred
Description:	pass a CAN message to CanDrv for transmission

#### **HAL Layer**

### BUZZ\_Init

Name	BUZ_Init
Syntax	void BUZ_Init (const Port_ConfigType* ConfigPtr)
Sync/Async:	Synchronous
Reentrancy	Non Reentrant
Parameters(in):	ConfigPtr : pointer to configuration set
Parameters(out):	None
Return value:	None
Description:	Initializes the port at which the buzzer will be connected

# BUZ\_Update

Name	BUZ_Update
Syntax	void BUZ_Update (Dio_ChannelType BUZId, bool val)
Sync/Async:	Synchronous
Reentrancy	Reentrant
Parameters(in):	BUZId: buzzer port pin
	Val : On/Off
Parameters(out):	None
Return value:	None
Description:	update the buzzer state(On/Off)

# BUZ\_GetState

Name	BUZ_GetState
Syntax	bool BUZ_GetState (Dio_ChannelType BUZId)
Sync/Async:	Synchronous
Reentrancy	Reentrant
Parameters(in):	BUZId : buzzer port pin
Parameters(out):	None
Return value:	The state of the buzzer On/Off
Description:	Returns the buzzer state

### Light\_Init

Name	Light_Init
Syntax	void Light_Init(const Port_ConfigType* ConfigPtr)
Sync/Async:	Synchronous
Reentrancy	Reentrant
Parameters(in):	ConfigPtr : pointer to configuration set
Parameters(out):	None
Return value:	None
Description:	Initializes Lights.

# Light\_Update

Name	Light_Update
Syntax	void Light_Update (Dio_ChannelType LId, bool val)
Sync/Async:	Synchronous
Reentrancy	Reentrant
Parameters(in):	Lld: Light port pin
	Val : On/Off
Parameters(out):	None
Return value:	None
Description:	update the Light state(On/Off)

# Light\_GetState

Name	Light_GetState
Syntax	bool Light_GetState (Dio_ChannelType Lld)
Sync/Async:	Synchronous
Reentrancy	Reentrant
Parameters(in):	Lid : Light port pin
Parameters(out):	None
Return value:	The light state (On/Off)
Description:	Returns the state of the light

# BCM\_Init

Name	BCM_Init
Syntax	void BCM_Init (const ComM_ConfigType* ConfigPtr)
Sync/Async:	Synchronous
Reentrancy	Non Reentrant

Parameters(in):	ConfigPtr : pointer to configuration set
Parameters(out):	None
Return value:	None
Description:	Initializes the communication manager

### BCM\_GetData

Name	BCM_GetData
Syntax	Uint8 BCM_GetData (uint8 BCMId, Uint8*pdata)
Sync/Async:	Synchronous
Reentrancy	Reentrant
Parameters(in):	BCMId : numeric id to determine which comm protocol is used
	pdata: pointer to data location
Parameters(out):	None
Return value:	Uint8 data length to be read
Description:	Return the received data length

#### BCM\_SetData

Name	BCM_SetData
Syntax	void BCM_SetData (uint8 BCMId, uint8 *pdata, uint8 len)
Sync/Async:	Synchronous
Reentrancy	Reentrant
Parameters(in):	BCMId : numeric id to determine which comm protocol is used
	pdata: data to be sent
	len: length of data
Parameters(out):	None
Return value:	void
Description:	Send data over a dedicated communication bus

### **Folder structure**

