

# ECU1

HALL:

MCAL:

## CAN

Description: module to deal with Timer

### APIs

#### ▪ CANInit(void)

*Syntax:* void CANInit(void)

*Description:* Initialize CAN depending on the configuration in CAN\_config.h

*Sync\Async:* Synchronous

*Reentrancy:* Non Reentrant

*Parameters (in):* None

*Parameters (out):* None

*Return value:* void

#### ▪ CANSetCallBack( void (\*CallBack)(void) )

*Syntax:* void CANSetCallBack( void (\*CallBack)(void) )

*Description:* Set the CallBack function to call it in the ISR

*Sync\Async:* Synchronous

*Reentrancy:* Non Reentrant

*Parameters (in):* CallBack                      pointer to the callback function

*Parameters (out):* None

*Return value:* void

## Timer

Description: module to deal with Timer

### APIs

#### ▪ TimerInit(void)

*Syntax:* void TimerInit(void)

*Description:* Initialize Timer depending on the configuration in Timer\_config.h

*Sync\Async:* Synchronous

*Reentrancy:* Non Reentrant

*Parameters (in):* None

*Parameters (out):* None

*Return value:* void

#### ▪ TimerSetCallBack( void (\*CallBack)(void) )

*Syntax:* void TimerSetCallBack( void (\*CallBack)(void) )

*Description:* Set the CallBack function to call it in the ISR

*Sync\Async:* Synchronous

*Reentrancy:* Non Reentrant

*Parameters (in):* CallBack                      pointer to the callback function

# GPIO

Description: module to deal with general purpose input output

## typedefs

- enum PORT\_type : a value to specify which port to deal with
- enum Direction\_type: to determine the direction output or input
- struct PIN\_config: to contain elements that describe the pin configuration (port, pin number, direction, pullup/pulldown,..)

## APIs

### ▪ InitPORT(PORT\_type thePort, Direction\_type theDir,..)

Syntax: void InitPORT(PORT\_type thePort, Direction\_type theDir,..)

Description: Initialize specific port to specific configurations

Sync\Async: Synchronous

Reentrancy: Reentrant

Parameters (in):	parameterName	Parameter Description
	thePort	pick the specific port needed to be initialized
	theDir	set the direction of the port
	..	any other config. like PULLUP/PullDown can be passed as parameter

Parameters (out): None

Return value: void

### ▪ InitPin(Pin\_config myPin)

Syntax: void InitPin(Pin\_config myPin)

Description: Initialize specific pin to specific configurations

Sync\Async: Synchronous

Reentrancy: Reentrant

Parameters (in):	parameterName	Parameter Description
	myPin	struct contain all configurations of the pin as element

Parameters (out): None

Return value: void

### ▪ ReadPort(PORT\_type myPORT myPort)

Syntax: int ReadPort(PORT\_type myPort)

Description: Read port value

Sync\Async: Synchronous

Reentrancy: Reentrant

Parameters (in):	myPort	The port to be read
------------------	--------	---------------------

Parameters (out): None

Return value: int the value on the port

### ▪ WritePort(PORT\_type myPort,int value)

Syntax: void WritePort(PORT\_type myPort,int value)

Description: write port value

Sync\Async: Synchronous

Reentrancy: Non Reentrant

Parameters (in):	myPort	The port to write on
	value	the value to be written

Parameters (out): None

Return value: void

Return value: void

- **ReadPIN(PORT\_type thePort,int PinNum)**  
*Syntax:* int ReadPIN(PORT\_type thePort ,int PinNum)  
*Description:* Read port value  
*Sync\Async:* Synchronous  
*Reentrancy:* Reentrant  
*Parameters (in):* thePort                      The port of the pin to be read  
                          PinNum                      the pin number  
*Parameters (out):* None  
*Return value:* int                      the value on the pin
- **WritePIN(PORT\_type thePort,int PinNum,int value)**  
*Syntax:* void WritePIN(PORT\_type thePort,int PinNum,int value)  
*Description:* write pin value  
*Sync\Async:* Synchronous  
*Reentrancy:* Non Reentrant  
*Parameters (in):* thePort                      The port of the pin to write on  
                          PinNum                      the pin number  
                          value                      the value to be written  
*Parameters (out):* None  
*Return value:* void

## On Board:

### LightSensor

**Description:** module to deal with light sensor

#### APIs

- **LightSensorInit( LightSensor\_type mySensor )**  
*Syntax:* void LightSensorInit( LightSensor\_type mySensor)  
*Description:* Initialize LightSensor depending on the configuration in the struct mySensor  
*Sync\Async:* Synchronous  
*Reentrancy:* Reentrant  
*Parameters (in):* mySensor    struct contain the pins that the sensor connected to  
*Parameters (out):* None  
*Return value:* void
- **LightSensorRead( LightSensor\_type mySensor)**  
*Syntax:* LightState LightSensorRead( LightSensor\_type mySensor)  
*Description:* Read the sensor  
*Sync\Async:* Synchronous  
*Reentrancy:* Reentrant  
*Parameters (in):* mySensor    struct contain the pins that the sensor connected to  
*Parameters (out):* None  
*Return value:* LightState                      the reading from the sensor

## DoorSensor

Description: module to deal with Door sensor

### APIs

#### ▪ DoorSensorInit( DoorSensor\_type mySensor )

*Syntax:* void DoorSensorInit( DoorSensor\_type mySensor)

*Description:* Initialize DoorSensor depending on the configuration in the struct mySensor

*Sync\Async:* Synchronous

*Reentrancy:* Reentrant

*Parameters (in):* mySensor     struct contain the pins that the sensor connected to

*Parameters (out):* None

*Return value:* void

#### ▪ DoorSensorRead( DoorSensor\_type mySensor)

*Syntax:* DoorState DoorSensorRead( DoorSensor\_type mySensor)

*Description:* Read the sensor

*Sync\Async:* Synchronous

*Reentrancy:* Reentrant

*Parameters (in):* mySensor     struct contain the pins that the sensor connected to

*Parameters (out):* None

*Return value:* DoorState     the reading from the sensor

## SpeedSensor

Description: module to deal with Speed sensor

### APIs

#### ▪ SpeedSensorInit( SpeedSensor\_type mySensor )

*Syntax:* void SpeedSensorInit( SpeedSensor\_type mySensor)

*Description:* Initialize SpeedSensor depending on the configuration in the struct mySensor

*Sync\Async:* Synchronous

*Reentrancy:* Reentrant

*Parameters (in):* mySensor     struct contain the pins that the sensor connected to

*Parameters (out):* None

*Return value:* void

#### ▪ SpeedSensorRead( SpeedSensor\_type mySensor)

*Syntax:* SpeedState SpeedSensorRead( SpeedSensor\_type mySensor)

*Description:* Read the sensor

*Sync\Async:* Synchronous

*Reentrancy:* Reentrant

*Parameters (in):* mySensor     struct contain the pins that the sensor connected to

*Parameters (out):* None

*Return value:* SpeedState     the reading from the sensor