

# (CSE211s) INTRO. TO EMBEDDED SYSTEMS

## PROJECT DOCUMENTATION

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### 1. Project Outline:

In the given project, we are assigned to a **GPS TRACKING SYSTEM** developed using embedded C programming, by gathering real-time positional coordinates while a microcontroller is in motion (using TM4C123G LaunchPad) after power-on until a destination point is reached. The collected data will be efficiently transferred to a personal computer and visualized on a map application.

### 2. Project in Action:

Video documenting the TM4C123G LaunchPad up and running:

<https://drive.google.com/file/d/1StEVD5kAbZR1trFrzM2KsKkFHEyRKAmb/view>

The following *screenshots* were also captured real-time, as we tested our **GPS** module:

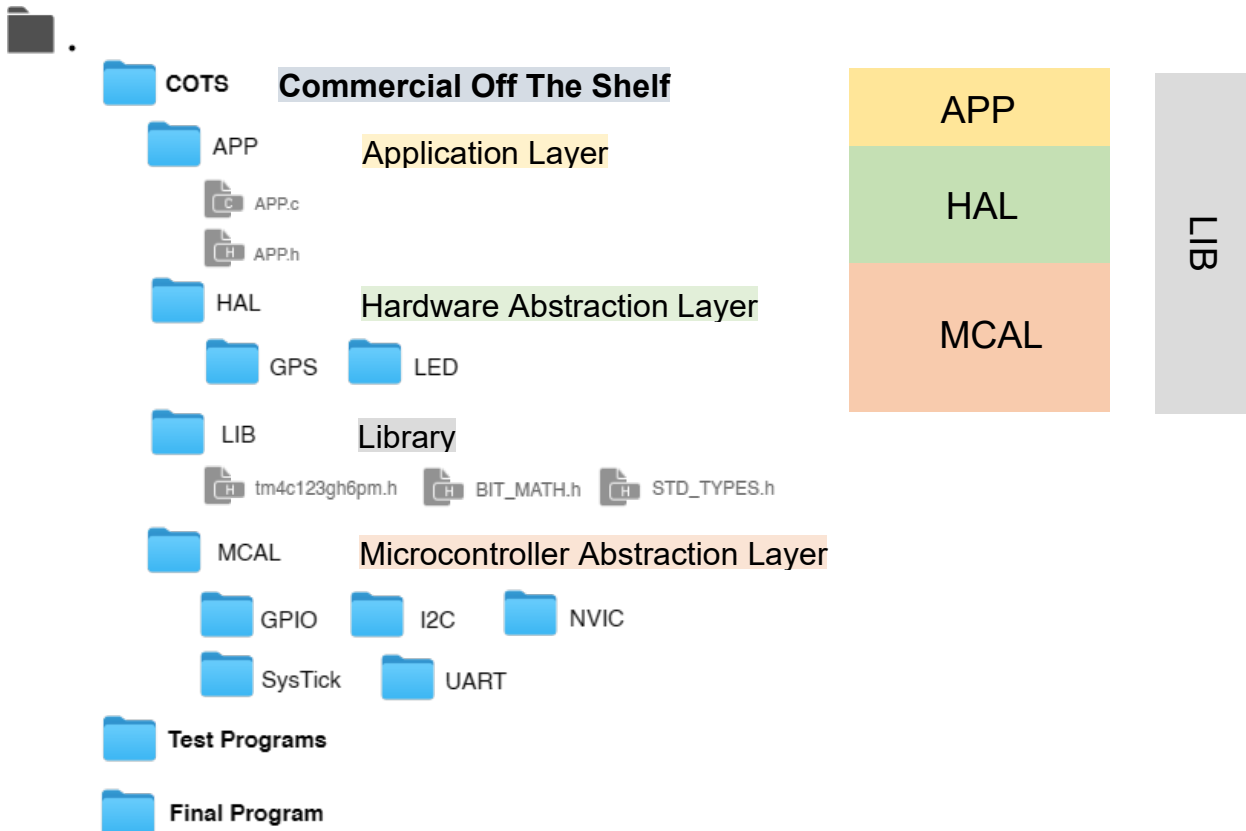
The screenshot displays the Keil IDE with the main.c file open. The code is in C and implements a GPS tracking system. The Watch window shows the current state of variables:

Name	Value	Type
Received_Command	<cannot evaluate>	uchar
readData	<cannot evaluate>	uchar
distance	0.657449961	float
current_latitude	3002.54297	float
current_longitude	3123.65796	float
first_latitude	3002.54297	float
first_longitude	3123.65796	float
GPS_Sentence	0x20000060 GPS_Sente...	uchar[100]

### 3. Source Code:

Entire project source code can be found on our team's GitHub repo:  
<https://github.com/MashaWaleed/GPS-System-TIVAC-CSE211>

*The tree structure of our repo is explained briefly on this page:*



The layers, as depicted in the figures above are demystified as follows:

#### (APP) Application Layer:

It's where the main flow of the program resides and is software specific.

#### (HAL) Hardware Abstraction Layer:

provides a high-level interface to the hardware. It makes the application code more portable as the same application code can work with different hardware just by using a different HAL implementation.

#### (MCAL) Microcontroller Abstraction Layer:

manages the microcontroller hardware. It includes our main drivers, i.e: GPIOs, communication interfaces (SPI, I2C, UART), ADCs, etc.

#### (LIB) Library:

Include third-party or proprietary libraries that the project might depend on. They provide various functions and utilities that are not specific to the hardware or the application but are used by them, such as data structures, math functions, or communication protocols.