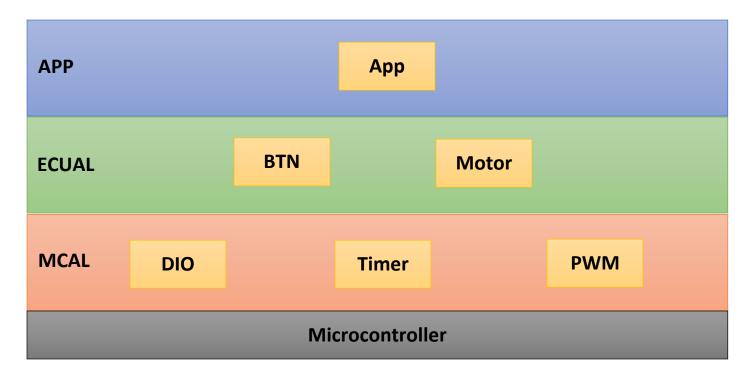
# **Car Control System**

## **Static Design**

# • Layered Architecture:



## • APIs:

### o <u>DIO</u>:

- enuDIOCheckType t DIO Init(void);
- enuDIOCheckType\_t DIO\_Write(uint8\_t u8GroupId, uint8 t u8Data);
- enuDIOCheckType t DIO Read(uint8 t u8GroupId, uint8 t\* ptru8Data);
- enuDIOCheckType\_t DIO\_SetIntEvent(uint8\_t u8GroupId, enuDIOIntEventType t enuIntEventType);

#### o <u>Timer</u>:

- enuTMCheckType t TM Init(void);
- enuTMCheckType\_t TM\_StartTimer(uint8\_t u8GroupId, uint32\_t
  u32TimerValueUS);
- enuTMCheckType t TM ManageOngoingOperation(uint8 t u8GroupId);

#### o PWM:

```
- enuPWMCheckType_t PWM_Init(void);
- enuPWMCheckType_t PWM_Start(uint8_t u8GroupId, uint8_t u8DutyCycle);
- enuPWMCheckType t PWM Stop(uint8 t u8GroupId);
```

### ○ **BTN**:

- enuBTNCheckType t BTN Init(void);
- enuBTNCheckType\_t BTN\_GetState(uint8\_t u8GroupId, enuBTNStates\_t\*
   ptrenuState);

#### O Motor:

- enuDCMCheckType t DCM Init(void);
- enuDCMCheckType\_t DCM\_Start(uint8\_t u8GroupId, uint8\_t
  u8SpeedDutyCycle, enuDCMDirection\_t enuDirection);
- enuDCMCheckType t DCM Stop(uint8 t u8GroupId);

### ○ <u>App</u>:

- enuCarCheckType t Car Init(void);
- enuCarCheckType t Car Update(void);