Main.c

* int main(void)

{

Uvc\_init();

uart\_init();

painterInit();

fillBackground(Color\_black);

socket\_init();

pthread\_t pdt;

pthread\_create(&pdt, NULL, fn, NULL);

while(1)

{

Save\_Image();

Safe\_read();

Send\_data();

Sleep(1);

}

}

void \*fn(void \*p)

{

touchScreenInfo()

绘制按键

While(1)

｛

If 触摸屏点击

｛

Draw\_SD();

｝

｝

}

Display\_jpeg.c

* Jpeg\_handle()

{

}

Painter.c

* int painterInit(void)

{

Open();

Ioctl();

Mmap();

Return fd；

}

* void fillBackground(u\_int32\_t color)

{

逐行逐列填充

}

TouchScreen.c

void touchScreenInfo()

{

Open()

While(1)

{

}

}