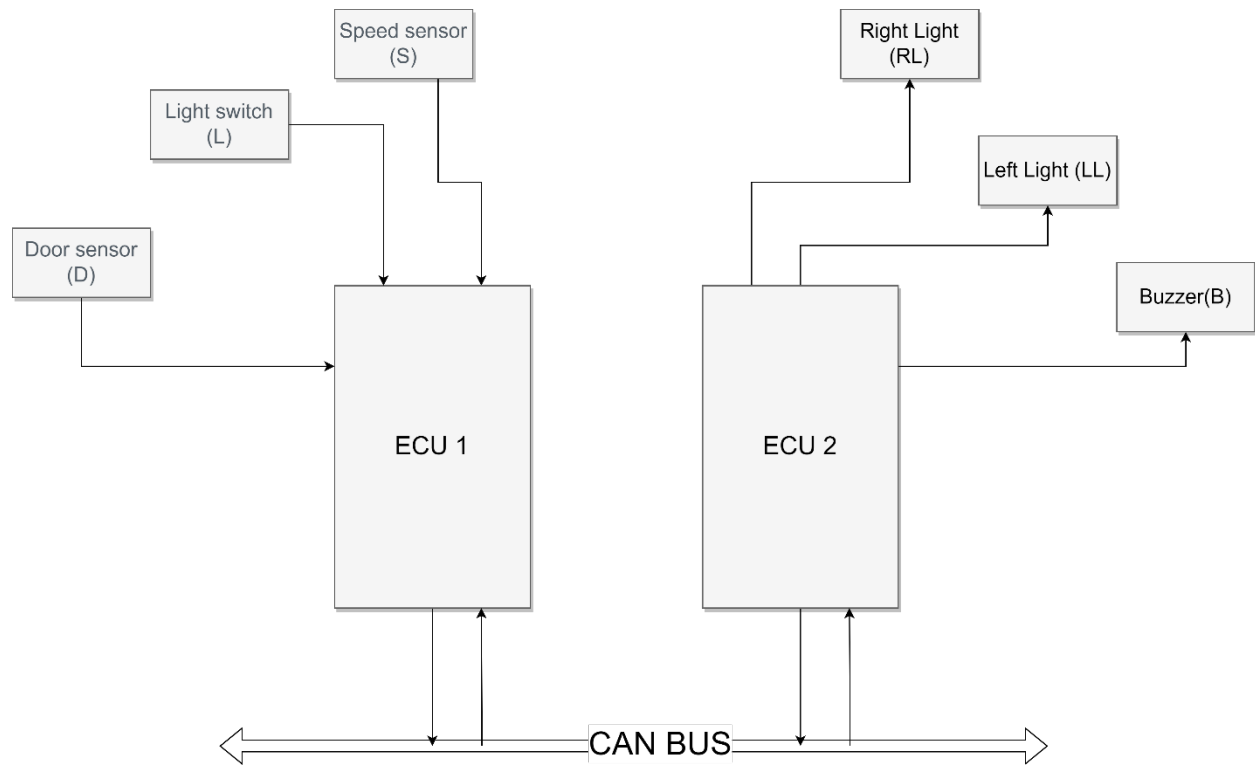


# **Automotive door control system design**

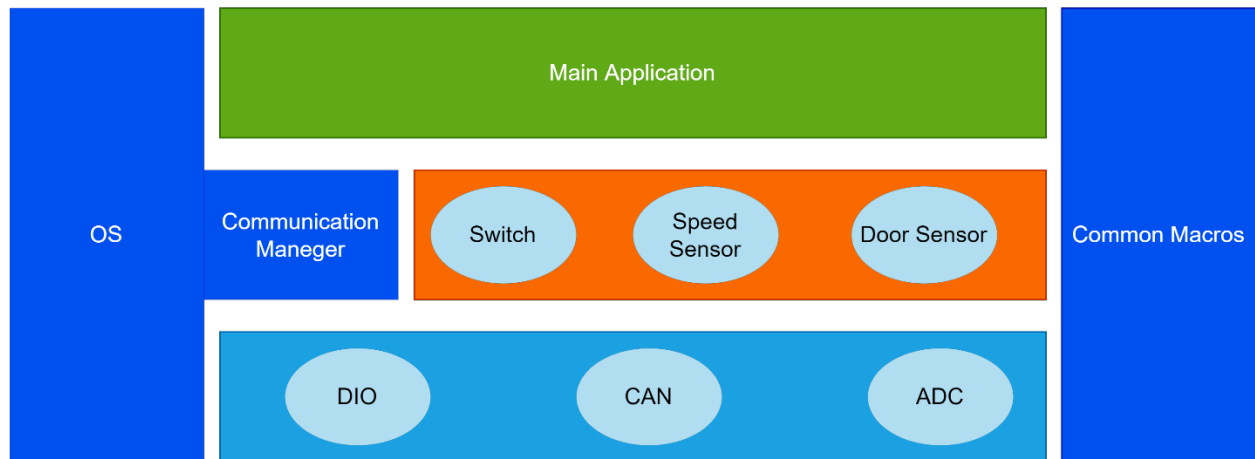
**Made By:** Omar Osama Abdelmonem

## Block Diagram

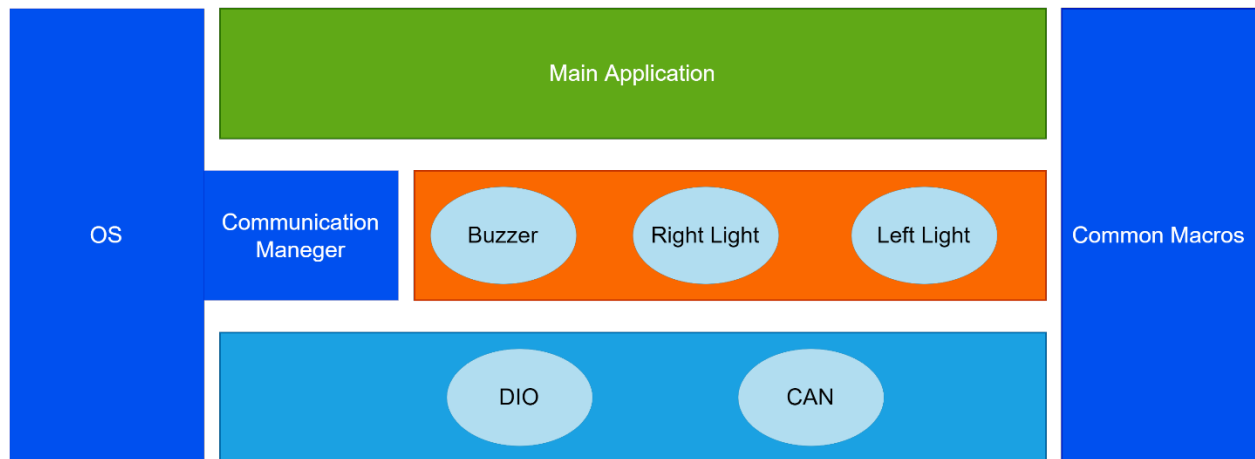


## Layered Architecture

### ECU 1



### ECU 2



## Components and Modules

ECU 1		ECU 2	
Components	Modules	Components	Modules
Light Switch Sensor Door Sensor Speed Sensor	Communication-manager DIO ADC CAN Speed Sensor Module Door Sensor Module Light Switch Module	Buzzer Lights	Communication-manager DIO CAN Buzzer Module Lights Module

## API Documentation

ECU 1 APIs				
API Name	Module	Args	Return	Description
CAN_Init	CAN	Void	Void	Initialize CAN Module
CAN_Send	CAN	Sensor – 0 -> 2 State – 0 -> 1	Void	Send status message to Communication Manager  Sensor: 1- SPEED - 0 2- LIGHT - 1 3- DOOR - 2 State: 1- HIGH - 1 2- LOW - 0
DIO_Init	DIO	Void	Void	Initialize DIO Module
DIO_read	DIO	Port – 0 -> 1 Pin – 0 -> 15	State – 0 -> 1	Read from sensors
DIO_Write	DIO	Port – 0 -> 1 Pin – 0 -> 15 State – 0 -> 1	void	Set or reset a certain pin.
light_sensor_init()	Light Switch	Void	Void	Initialize Light Sensor Module
light_sensor_read()	Light Switch	Void	State – 0 -> 1	Read the state of the light switch
door_sensor_init()	Door Sensor	Void	Void	Initialize Door Sensor Module
door_sensor_read()	Door Sensor	Void	State – 0 -> 1	Read the state of the door sensor
speed_sensor_init()	Speed Sensor	Void	Void	Initialize Speed Sensor Module
speed_sensor_read()	Speed Sensor	Void	State – 0 -> 1	Read the state of the speed sensor

ECU 2 APIs				
API Name	Module	Args	Return	Description
CAN_Init	CAN	Void	Void	Initialize CAN Module
CAN_Recieve	CAN	Void	Sensor – 0 -> 2 State – 0 -> 1	Receive status message to Communication Manager  Sensor: 1- SPEED - 0 2- LIGHT - 1 3- DOOR - 2 State: 1- HIGH - 1 2- LOW - 0
DIO_Init	DIO	Void	Void	Initialize DIO Module
DIO_read	DIO	Port – 0 -> 1 Pin – 0 -> 15	State – 0 -> 1	Read from sensors
DIO_Write	DIO	Port – 0 -> 1 Pin – 0 -> 15 State – 0 -> 1	void	Set or reset a certain pin.
light_init()	Lights	Void	Void	Initialize Lights Module
light_setState()	Lights	State – 0 -> 1	Void	Set the state of the lights
buzzer_init()	Buzzer	Void	Void	Initialize Buzzer Module
buzzer_setState()	Buzzer	State – 0 -> 1	Void	Set the state if the buzzer