Mastering Embedded System Online Diploma

www.learn-in-depth.com

First Term (Final Project1)

Report for “High_Pressure_Detection” project

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Githup repo:
https://github.com/Osama485/Embedded_System_Online_Diploma.git

My profile: https://www.learn-in-depth-store.com/certificate/osamakhallaf0285%40gmail.com

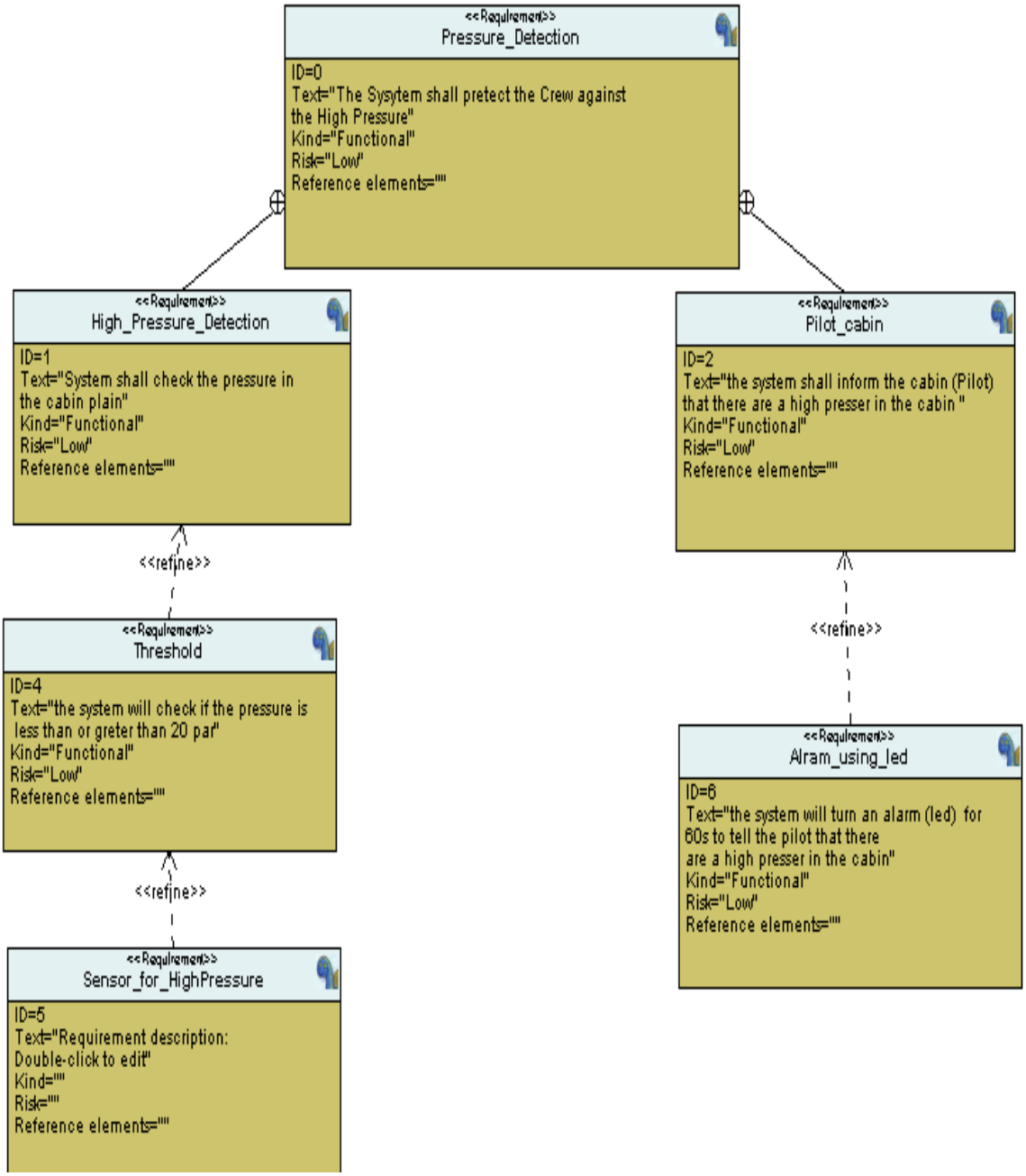
Case Study

The system should be in a plain cabin, if the pressure in the cabin is higher we will put a sensor -to sense the high pressure- and connected with an Alarm to tell the crew in the cabin that there is a high pressure to be safe

The Sensor should make Alarm if the pressure is greater than 20 bar.

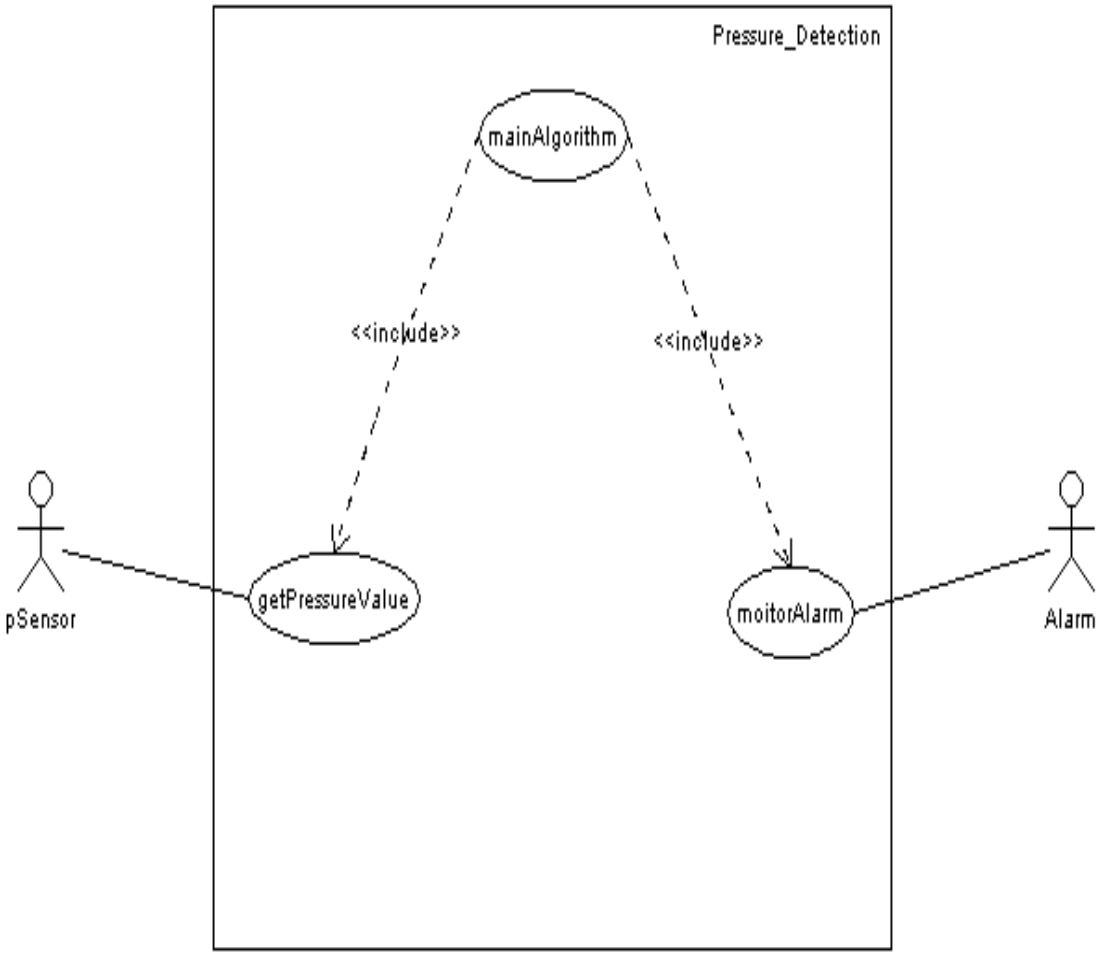
Then the Alarm -The led- will turn on 60s and the Alarm still turn on if the pressure is greater than 20bar to tell the crew or the Pilot that there are a danger on the plain.

Requirements Diagram

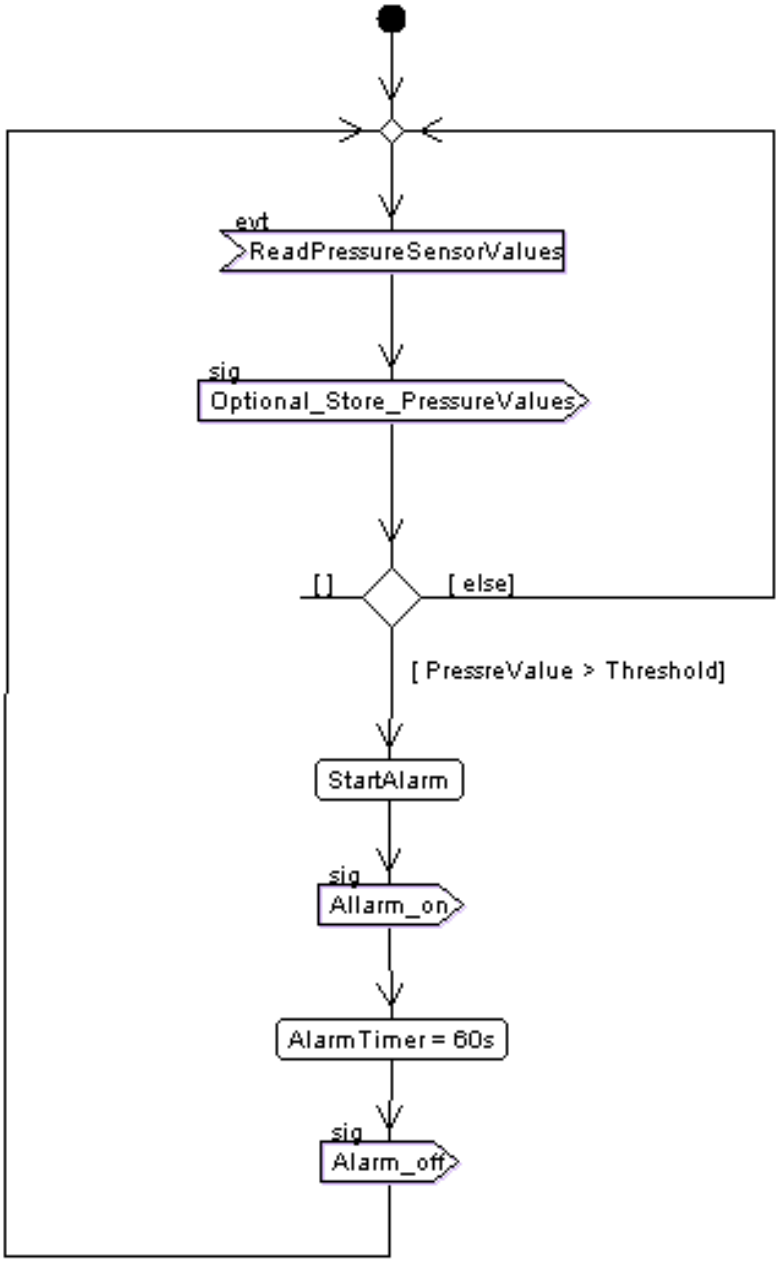


System Analysis

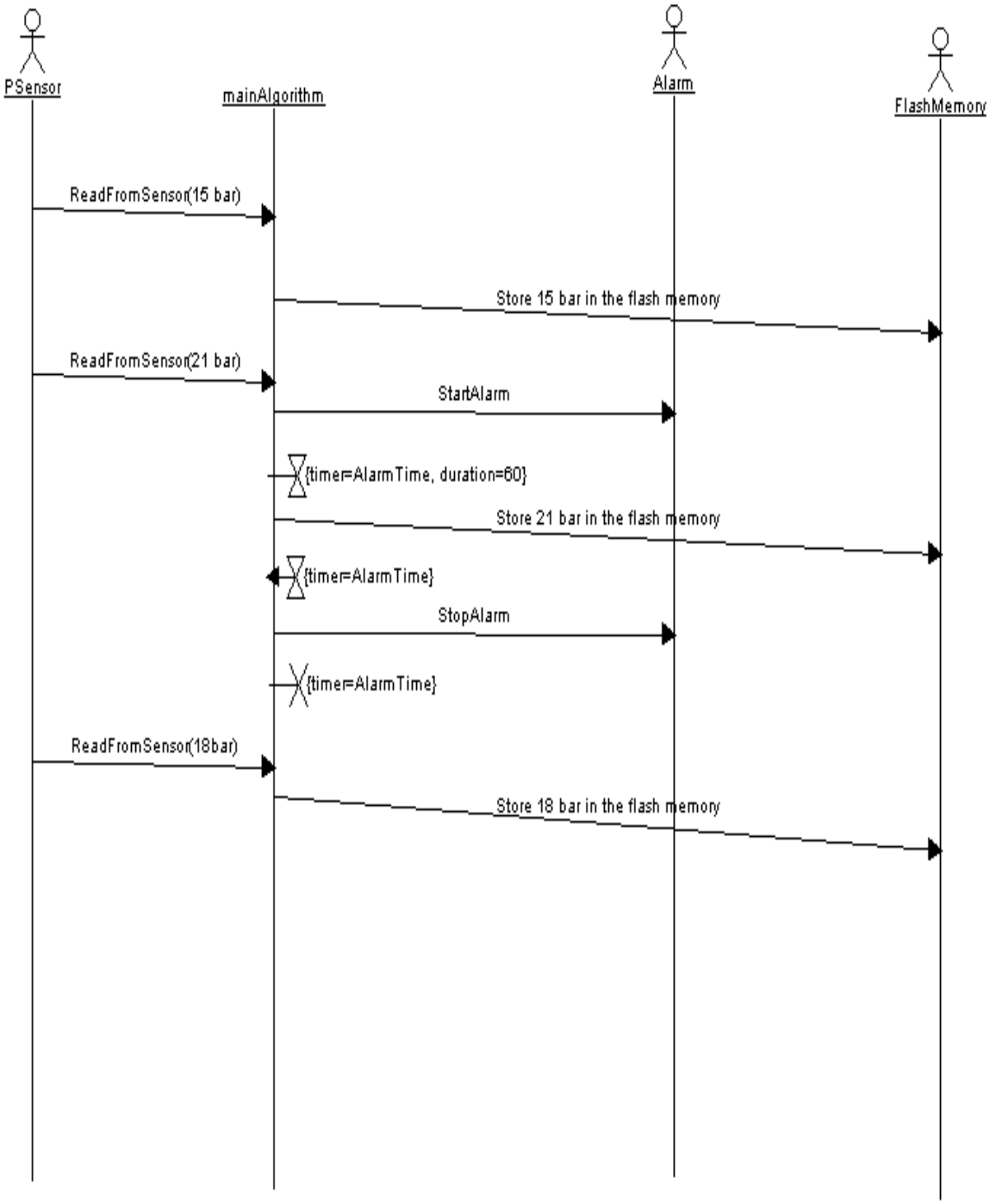
1. Usecase Diagram



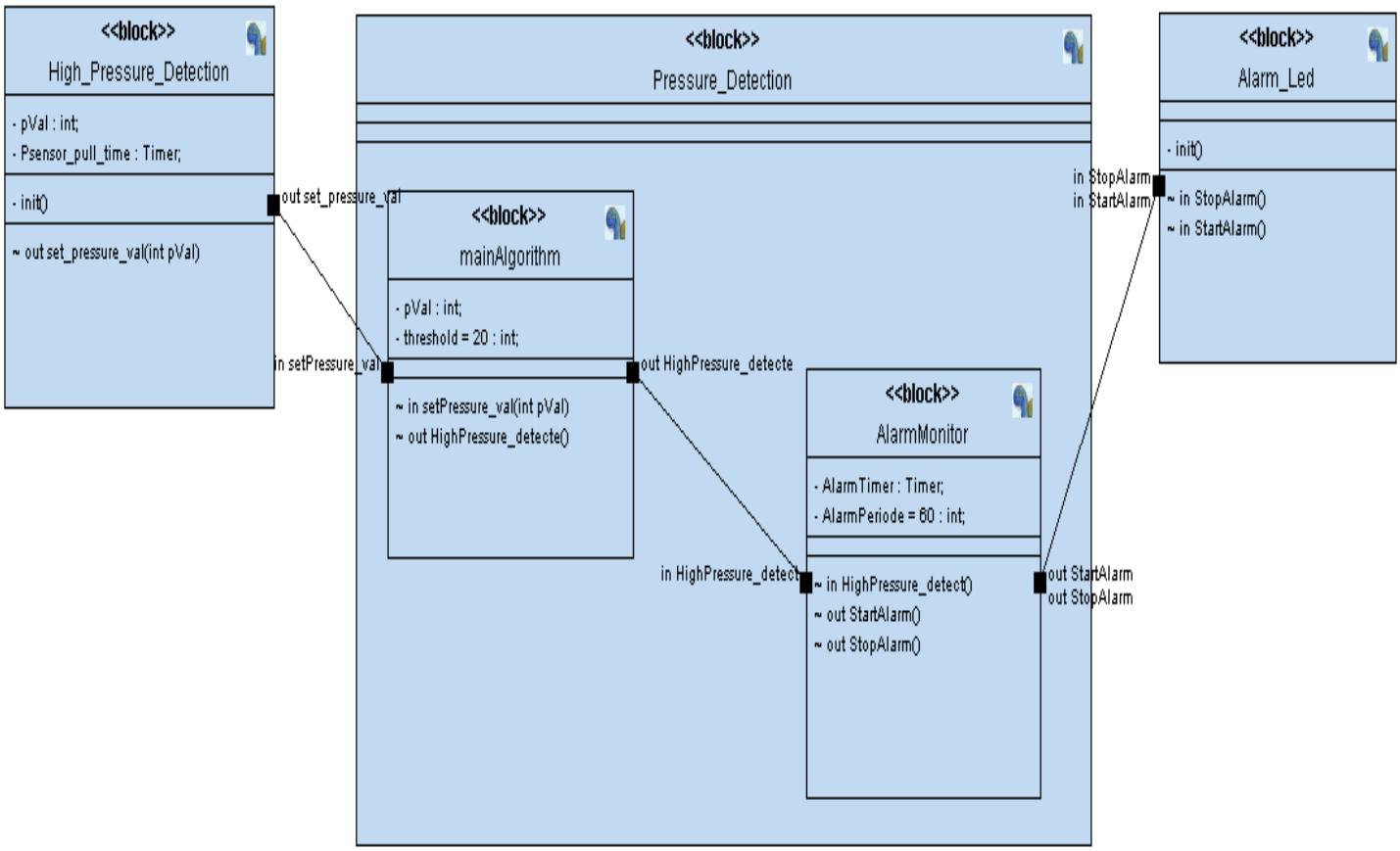
2. Activity Diagram



3. Sequence Diagram

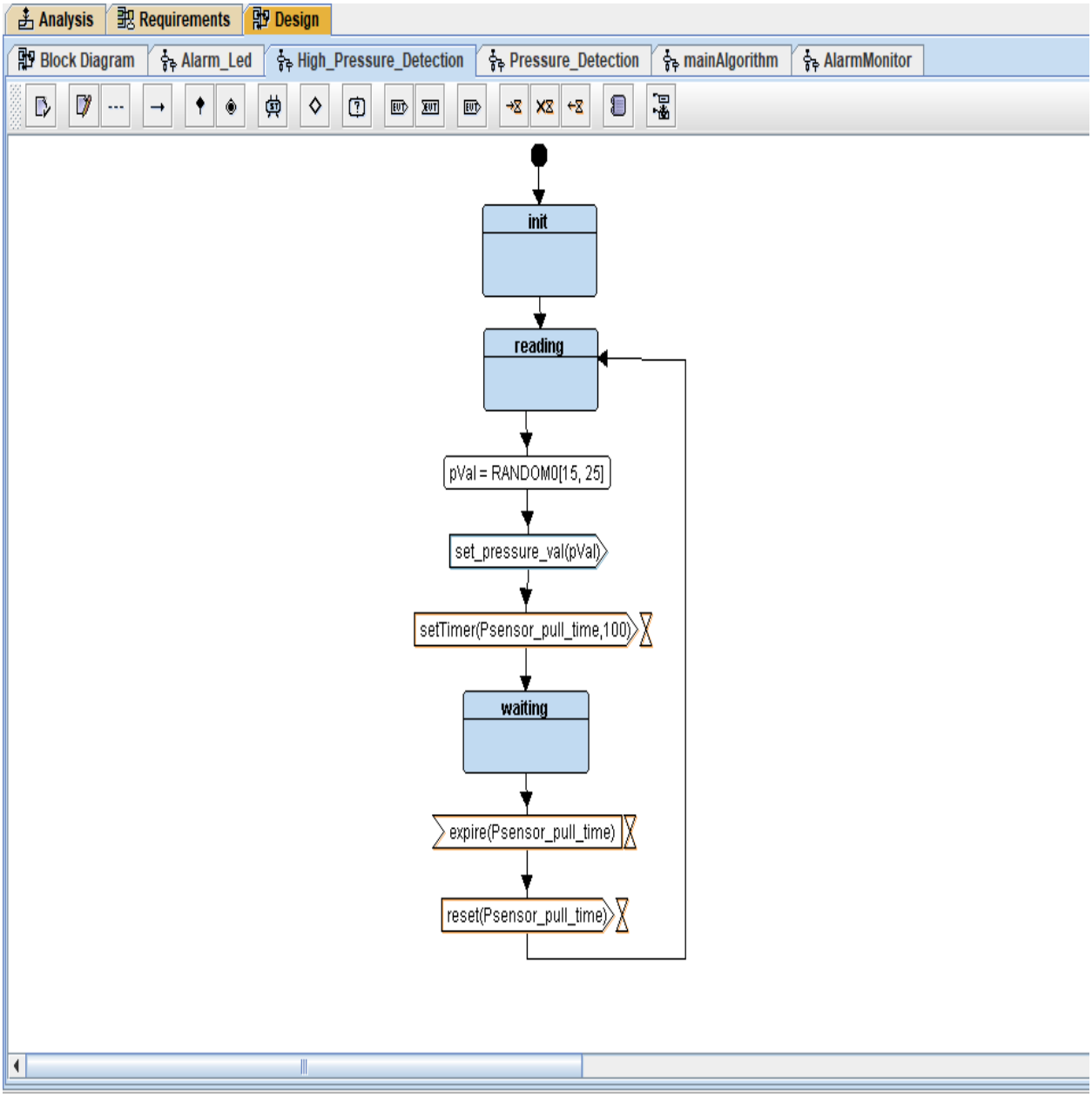


System Design Diagram

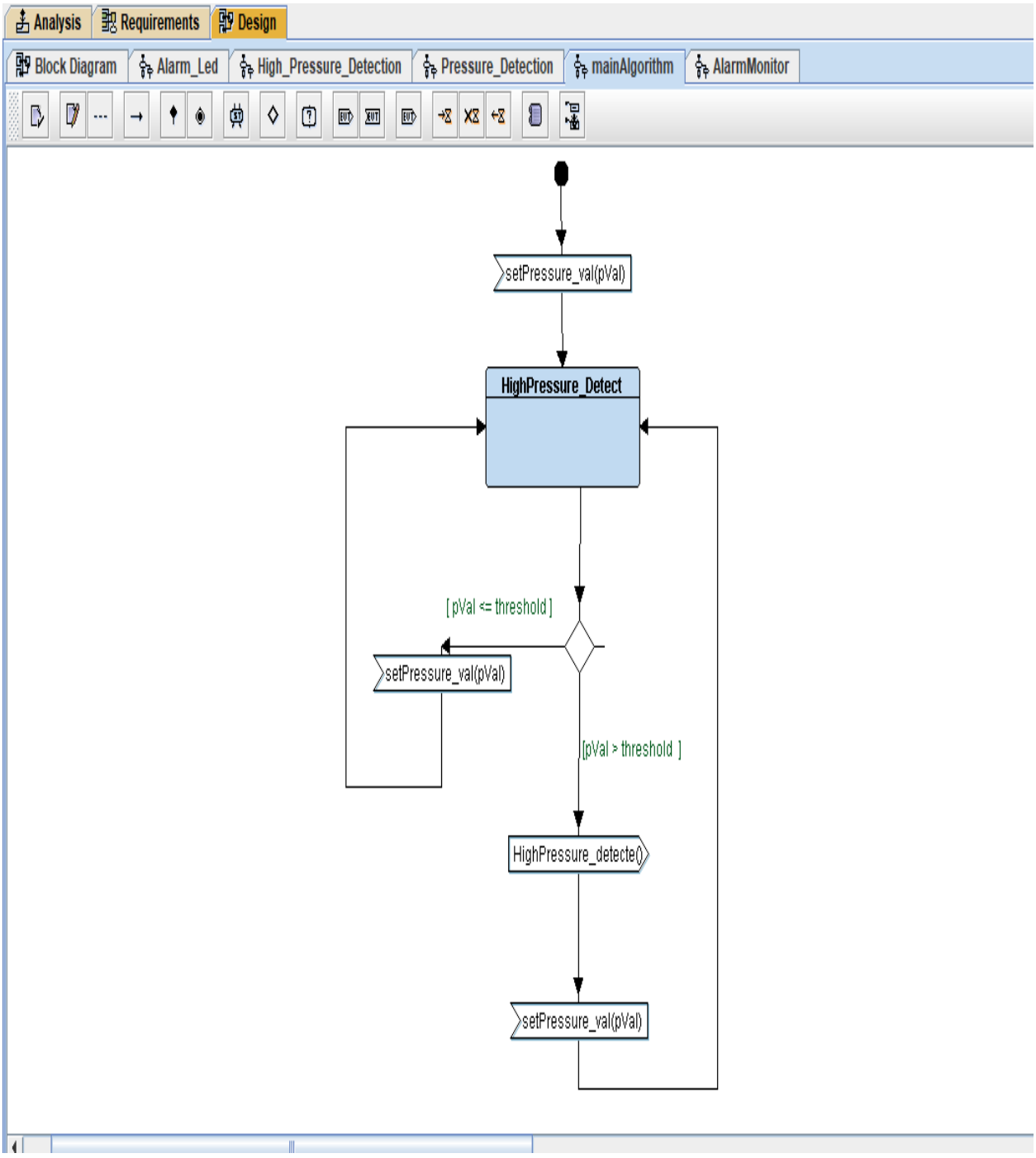


State Machine of Design Diagram

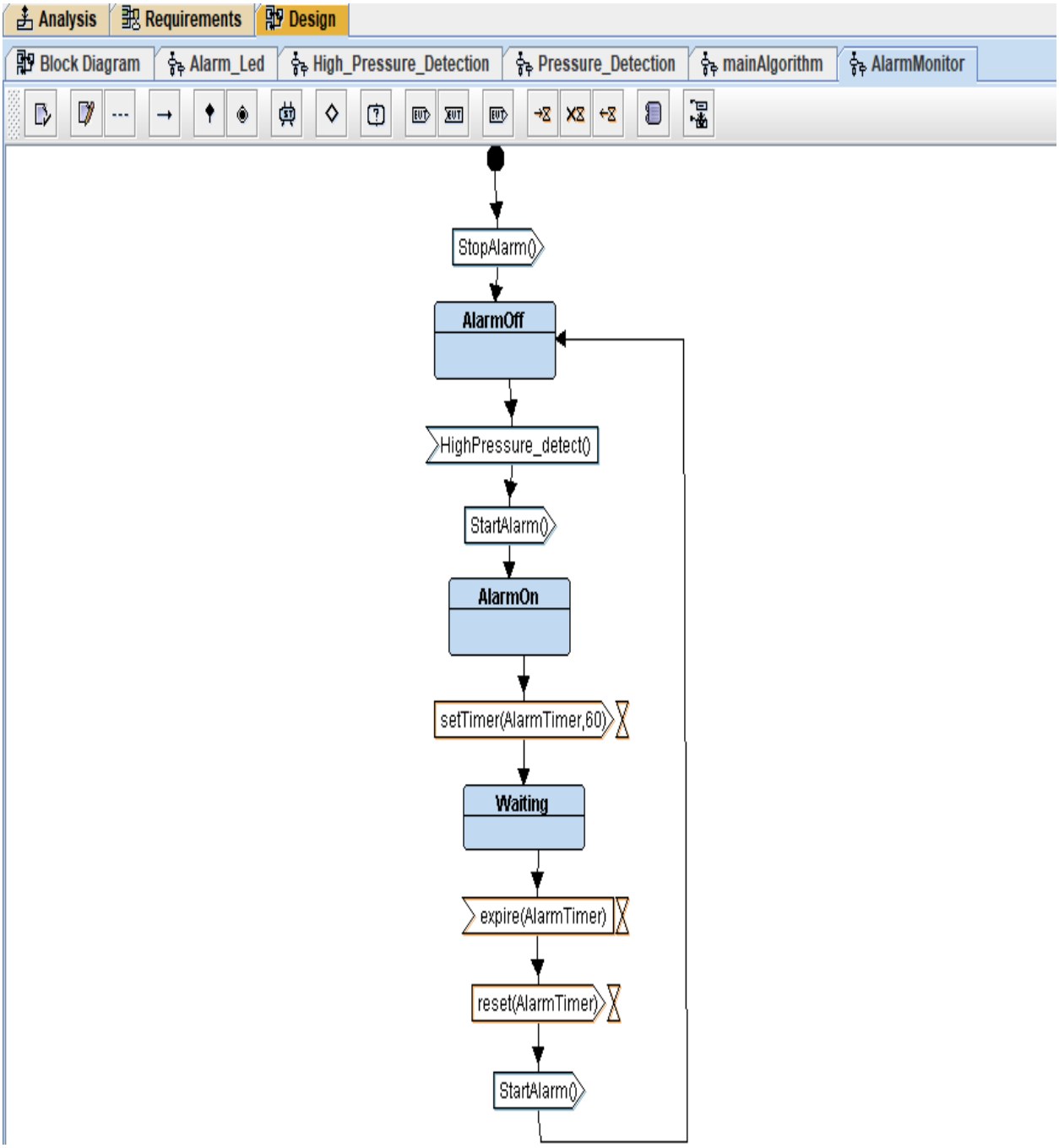
1. High_Pressure_Detection



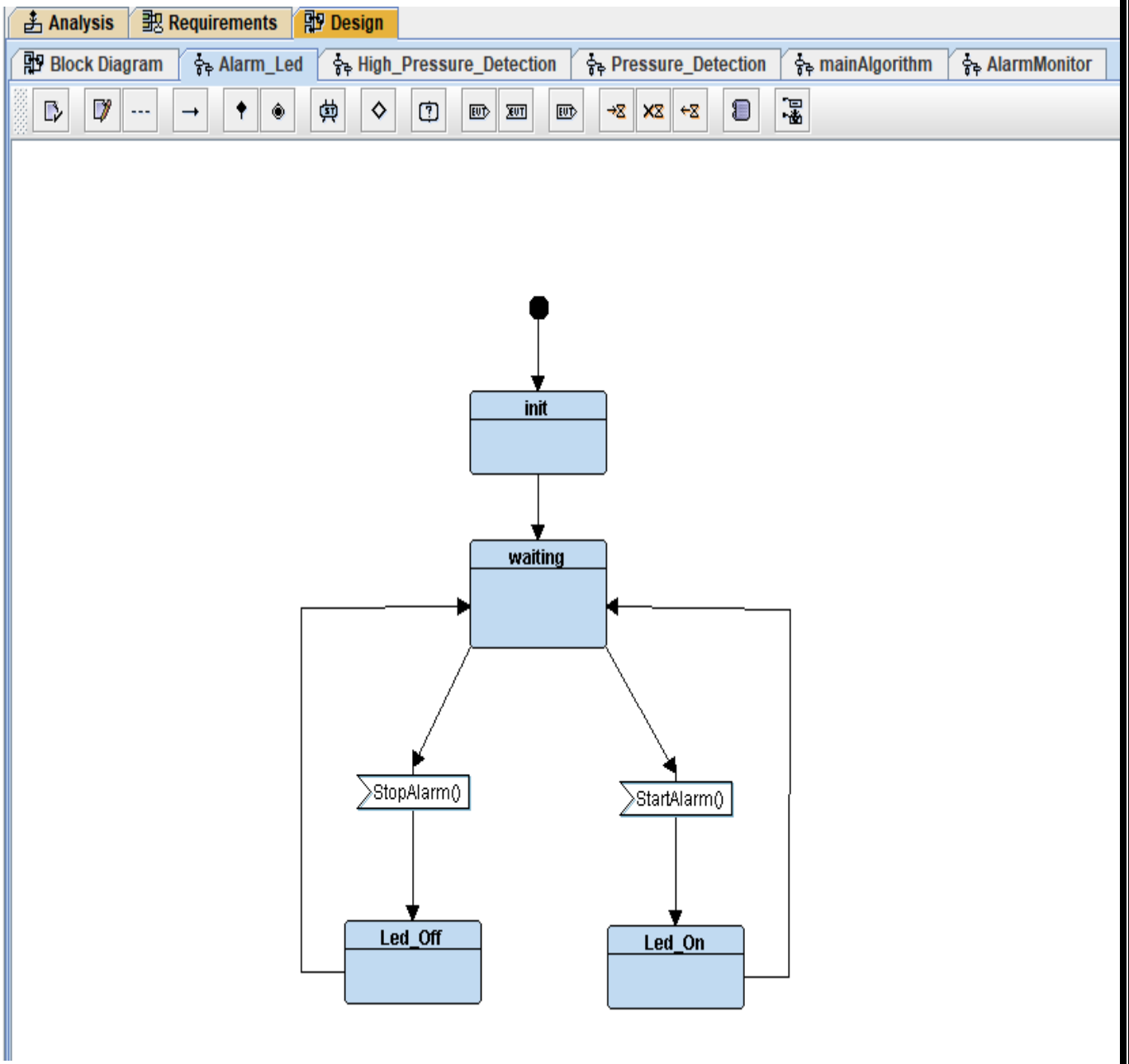
2. Main_Algorithm



3. Alarm_Monitor

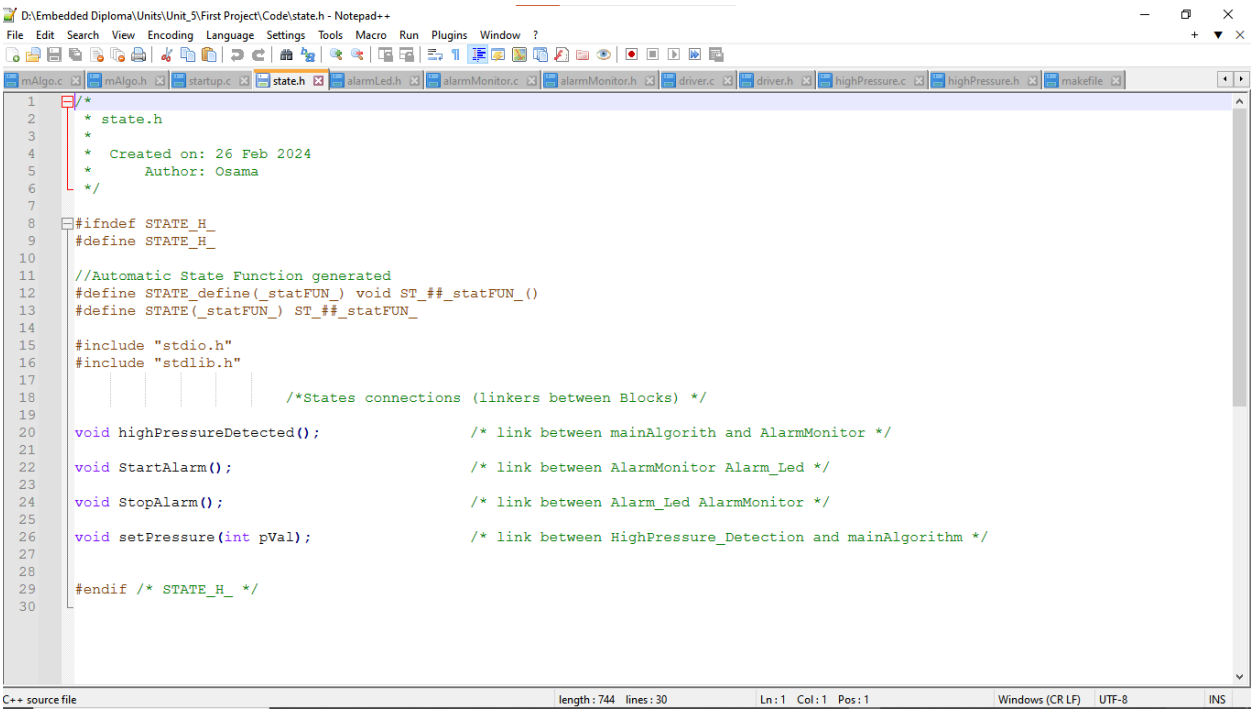


4. Alarm_Acuator(led)



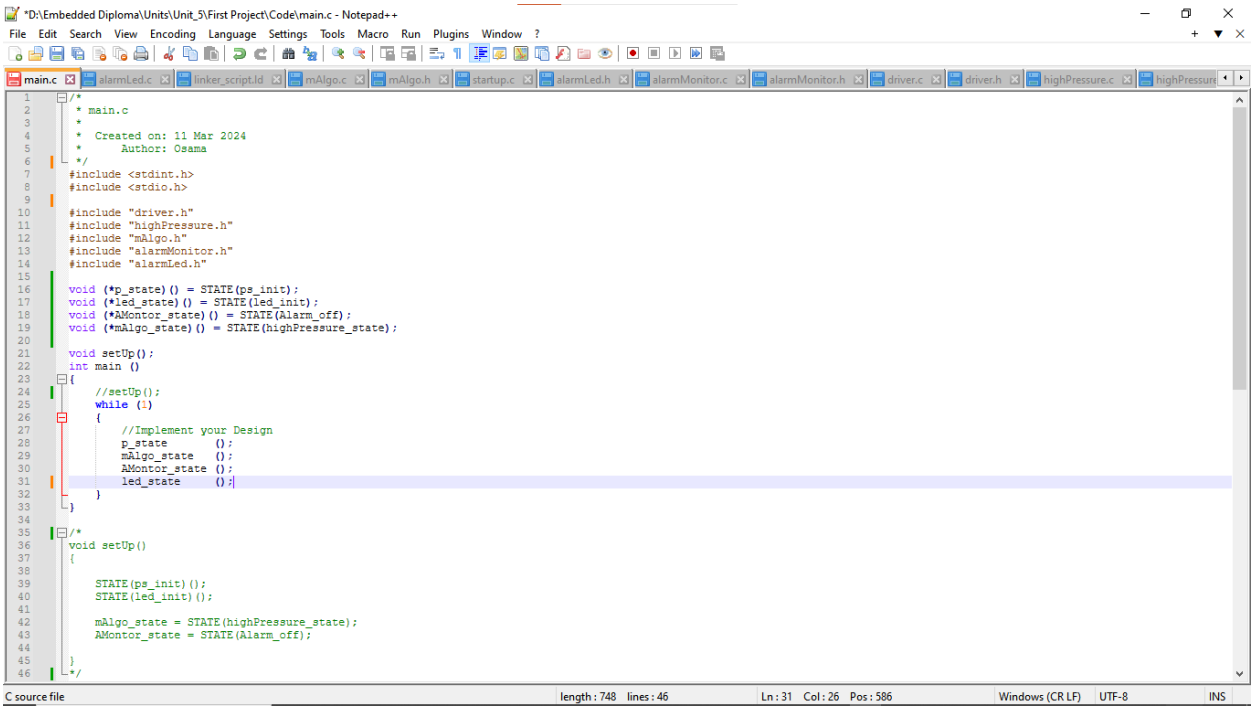
Files

1. State.h



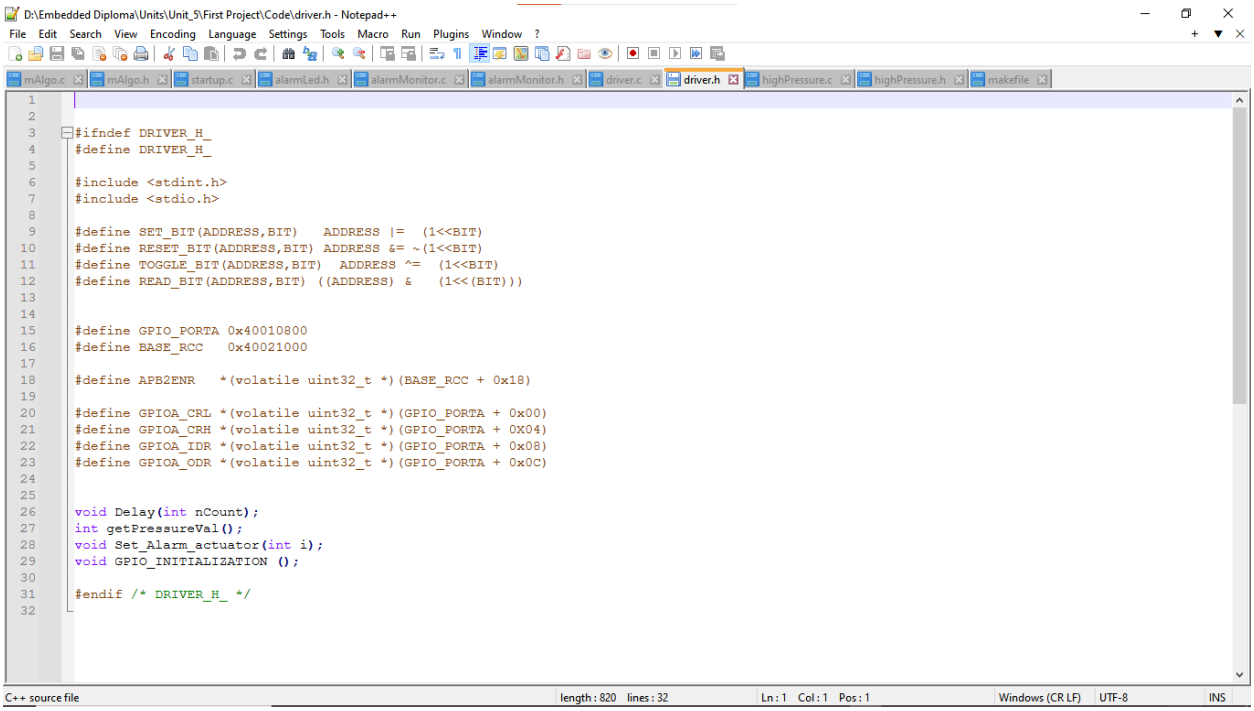
```
/*
 * state.h
 *
 *  Created on: 26 Feb 2024
 *      Author: Osama
 */

#ifndef STATE_H_
#define STATE_H_

//Automatic State Function generated
#define STATE_define(_statFUN_) void ST_##_statFUN_()
#define STATE(_statFUN_) ST_##_statFUN_

#include "stdio.h"
#include "stdlib.h"

                /*States connections (linkers between Blocks) */

void highPressureDetected();                /* link between mainAlgorith and AlarmMonitor */

void StartAlarm();                          /* link between AlarmMonitor Alarm_Led */

void StopAlarm();                           /* link between Alarm_Led AlarmMonitor */

void setPressure(int pVal);                 /* link between HighPressure_Detection and mainAlgorithm */


#endif /* STATE_H_ */
```

2. Main.c

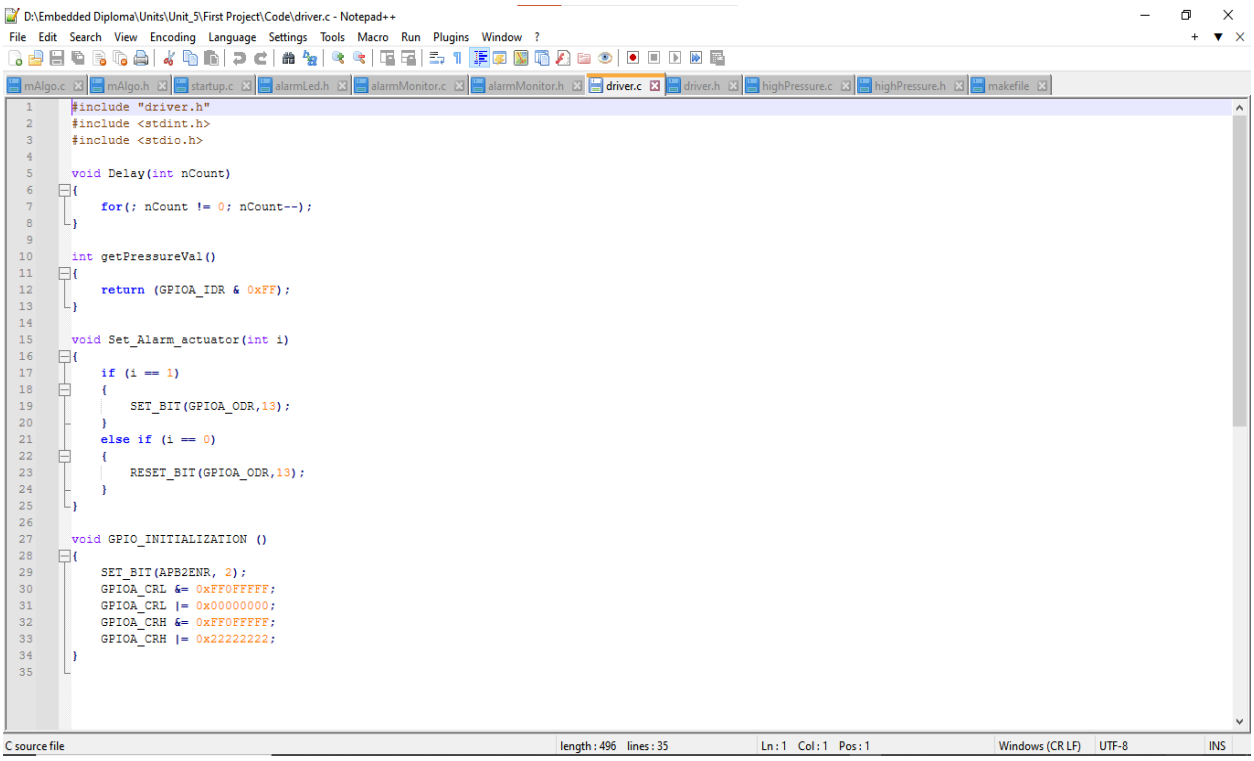


```
/*
 * main.c
 *
 *  Created on: 11 Mar 2024
 *      Author: Osama
 */
#include <stdint.h>
#include <stdio.h>

#include "driver.h"
#include "highPressure.h"
#include "mAlgo.h"
#include "alarmMonitor.h"
#include "alarmLed.h"

void (*p_state)() = STATE(ps_init);
void (*led_state)() = STATE(led_init);
void (*AMontor_state)() = STATE(Alarm_off);
void (*mAlgo_state)() = STATE(highPressure_state);

void setUp();
int main ()
{
    //setUp();
    while (1)
    {
        //Implement your Design
        p_state      ();
        mAlgo_state  ();
        AMontor_state ();
        led_state    ();
    }
}

/*
void setUp()
{

    STATE(ps_init)();
    STATE(led_init)();

    mAlgo_state = STATE(highPressure_state);
    AMontor_state = STATE(Alarm_off);

}
*/
```

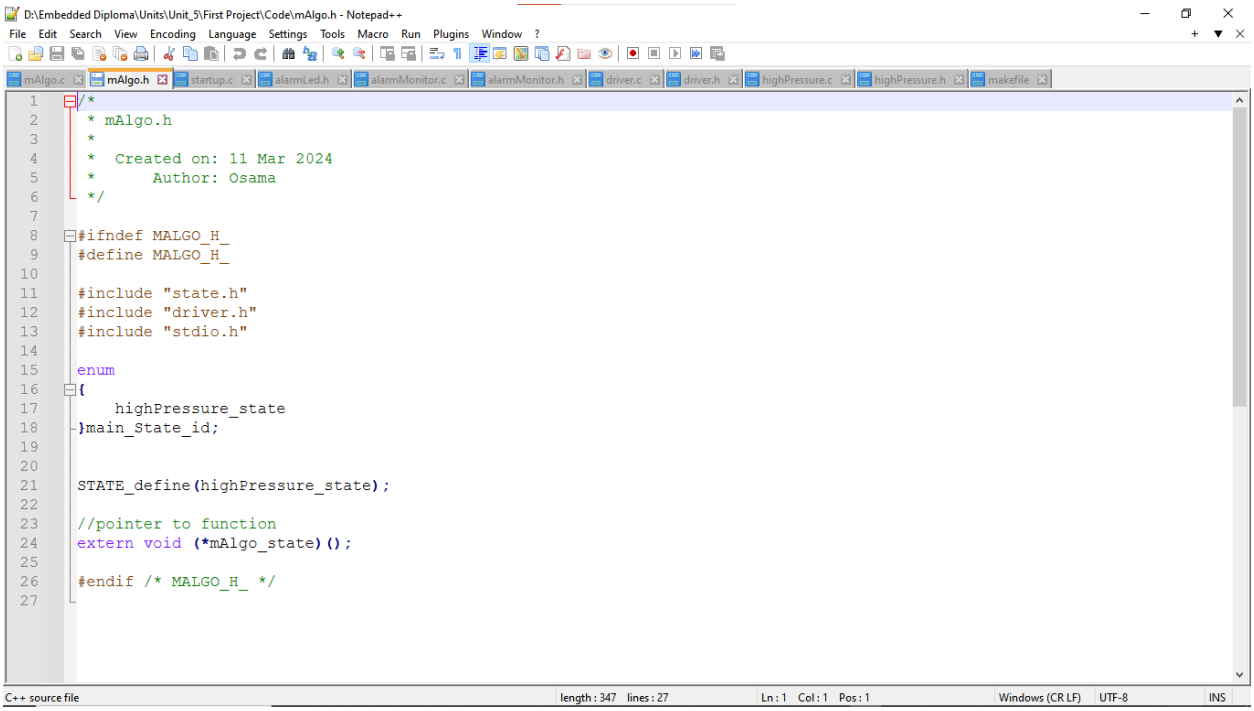
3. Driver.h



4. Driver.c

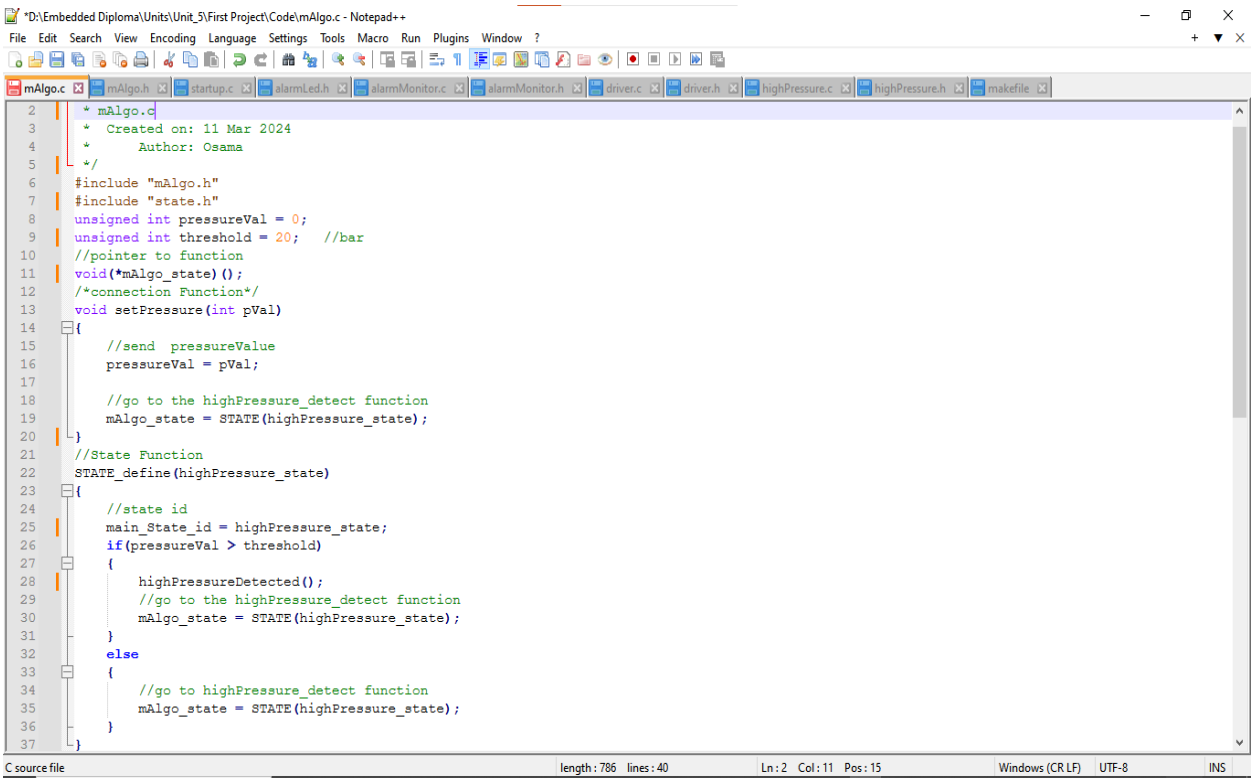


5. mainAlgorith.h



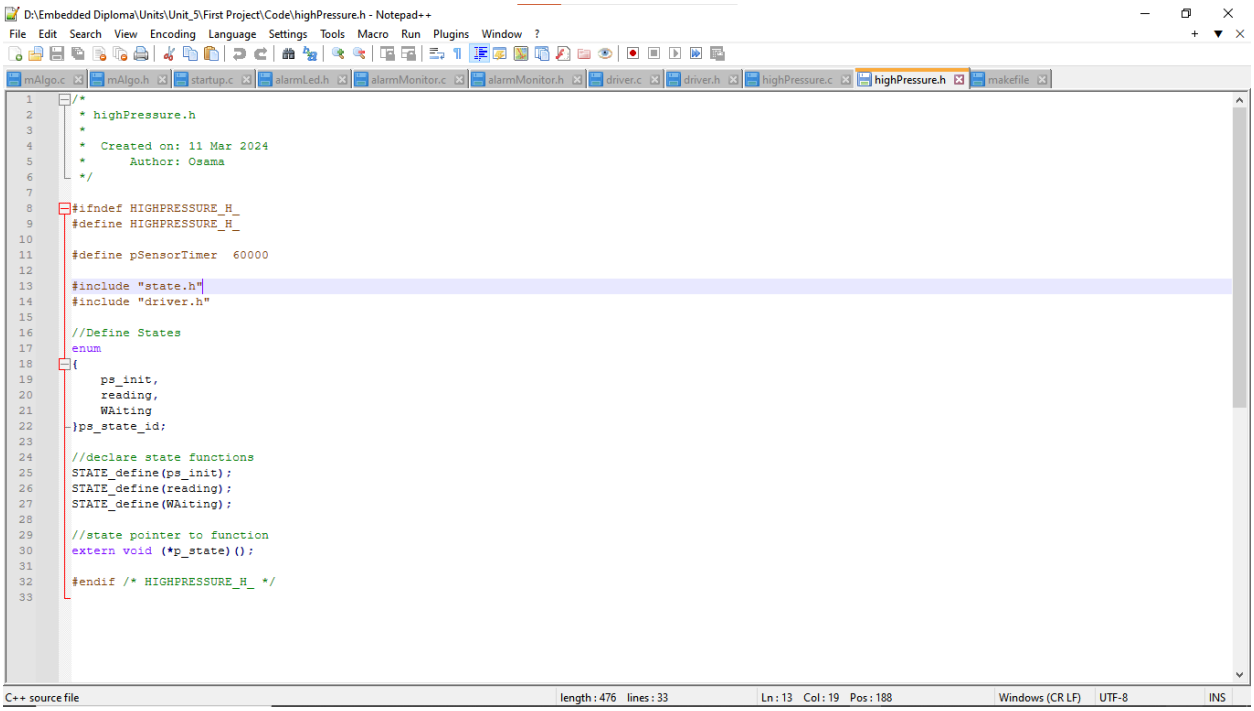
```c
/*
 * mAlgo.h
 *
 *  Created on: 11 Mar 2024
 *      Author: Osama
 */

#ifndef MALGO_H_
#define MALGO_H_

#include "state.h"
#include "driver.h"
#include "stdio.h"

enum
{
    highPressure_state
}main_State_id;


STATE_define(highPressure_state);

//pointer to function
extern void (*mAlgo_state)();

#endif /* MALGO_H_ */
```

6. mainAlgoritm.c

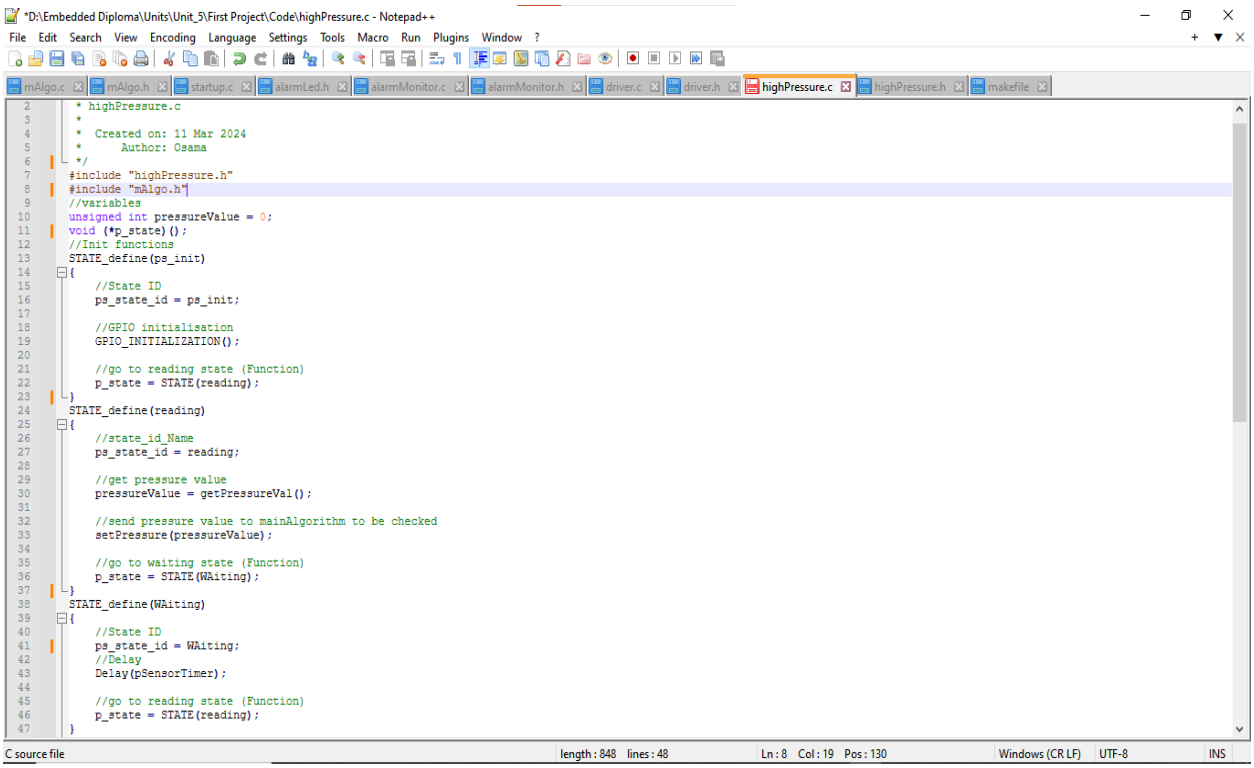


```c
/*
 * mAlgo.c
 *  Created on: 11 Mar 2024
 *      Author: Osama
 */
#include "mAlgo.h"
#include "state.h"
unsigned int pressureVal = 0;
unsigned int threshold = 20;   //bar
//pointer to function
void(*mAlgo_state)();
/*connection Function*/
void setPressure(int pVal)
{
    //send  pressureValue
    pressureVal = pVal;

    //go to the highPressure_detect function
    mAlgo_state = STATE(highPressure_state);
}
//State Function
STATE_define(highPressure_state)
{
    //state id
    main_State_id = highPressure_state;
    if(pressureVal > threshold)
    {
        highPressureDetected();
        //go to the highPressure_detect function
        mAlgo_state = STATE(highPressure_state);
    }
    else
    {
        //go to highPressure_detect function
        mAlgo_state = STATE(highPressure_state);
    }
}
```

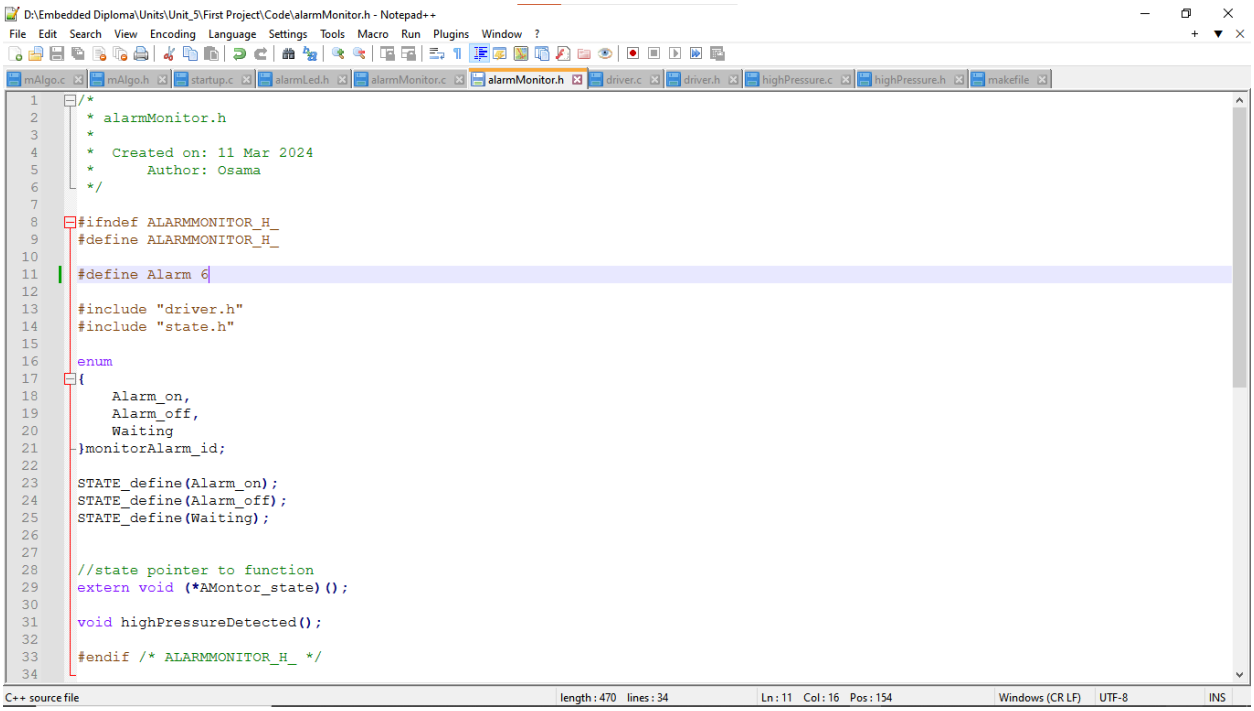
7. highpressre_detction.h



8. highpressre_detction.c

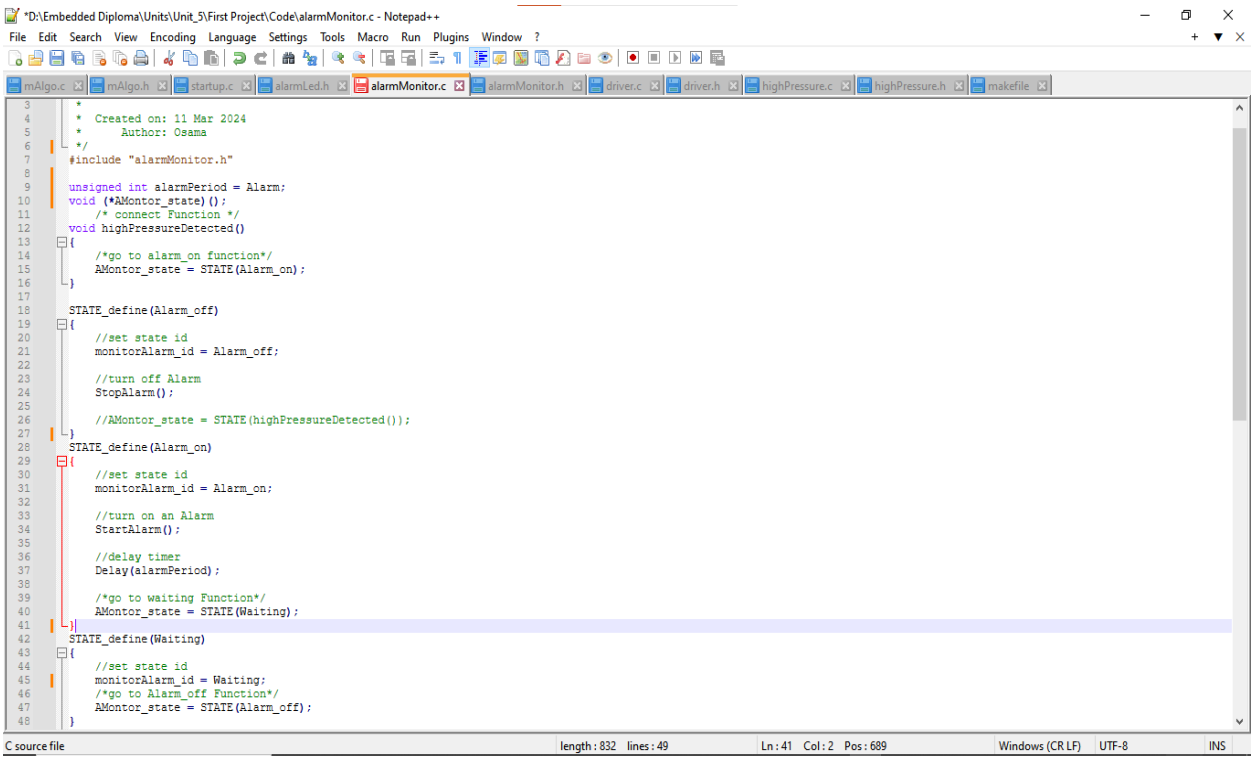


9. MonitorAlarm.h



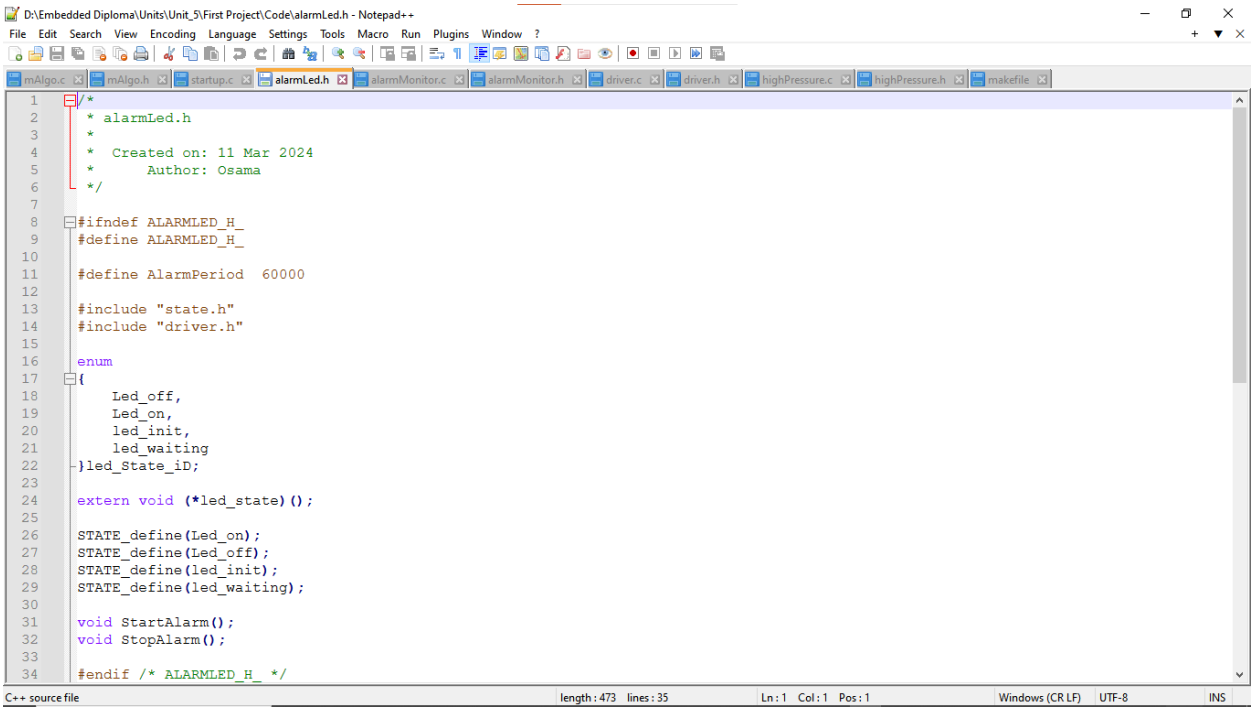
```c
/*
 * alarmMonitor.h
 *
 *  Created on: 11 Mar 2024
 *      Author: Osama
 */

#ifndef ALARMMONITOR_H_
#define ALARMMONITOR_H_

#define Alarm 6

#include "driver.h"
#include "state.h"

enum
{
    Alarm_on,
    Alarm_off,
    Waiting
}monitorAlarm_id;

STATE_define(Alarm_on);
STATE_define(Alarm_off);
STATE_define(Waiting);


//state pointer to function
extern void (*AMontor_state)();

void highPressureDetected();

#endif /* ALARMMONITOR_H_ */
```

10. MonitorAlarm.c



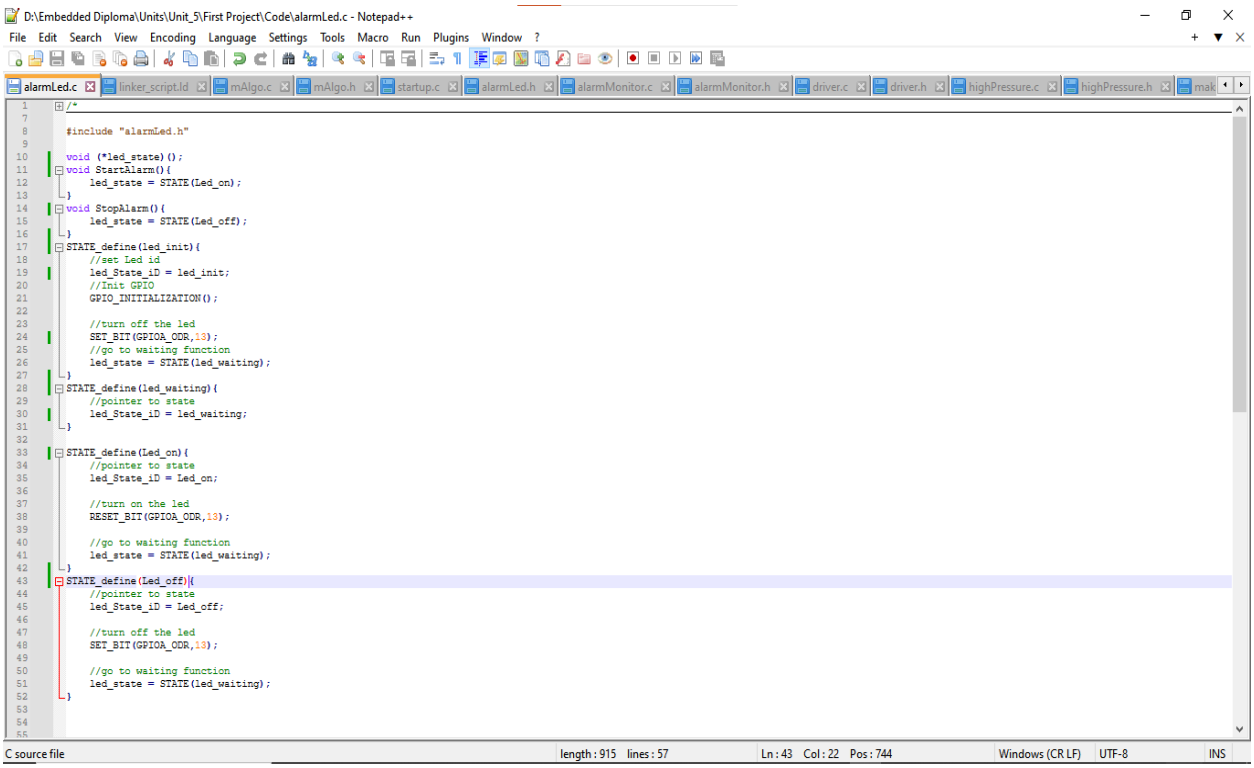
```c
 *
 *  Created on: 11 Mar 2024
 *      Author: Osama
 */
#include "alarmMonitor.h"

unsigned int alarmPeriod = Alarm;
void (*AMontor_state)();
    /* connect Function */
void highPressureDetected()
{
    /*go to alarm_on function*/
    AMontor_state = STATE(Alarm_on);
}

STATE_define(Alarm_off)
{
    //set state id
    monitorAlarm_id = Alarm_off;

    //turn off Alarm
    StopAlarm();

    //AMontor_state = STATE(highPressureDetected());
}
STATE_define(Alarm_on)
{
    //set state id
    monitorAlarm_id = Alarm_on;

    //turn on an Alarm
    StartAlarm();

    //delay timer
    Delay(alarmPeriod);

    /*go to waiting Function*/
    AMontor_state = STATE(Waiting);
}
STATE_define(Waiting)
{
    //set state id
    monitorAlarm_id = Waiting;
    /*go to Alarm_off Function*/
    AMontor_state = STATE(Alarm_off);
}
```

11. AlarmLed.h



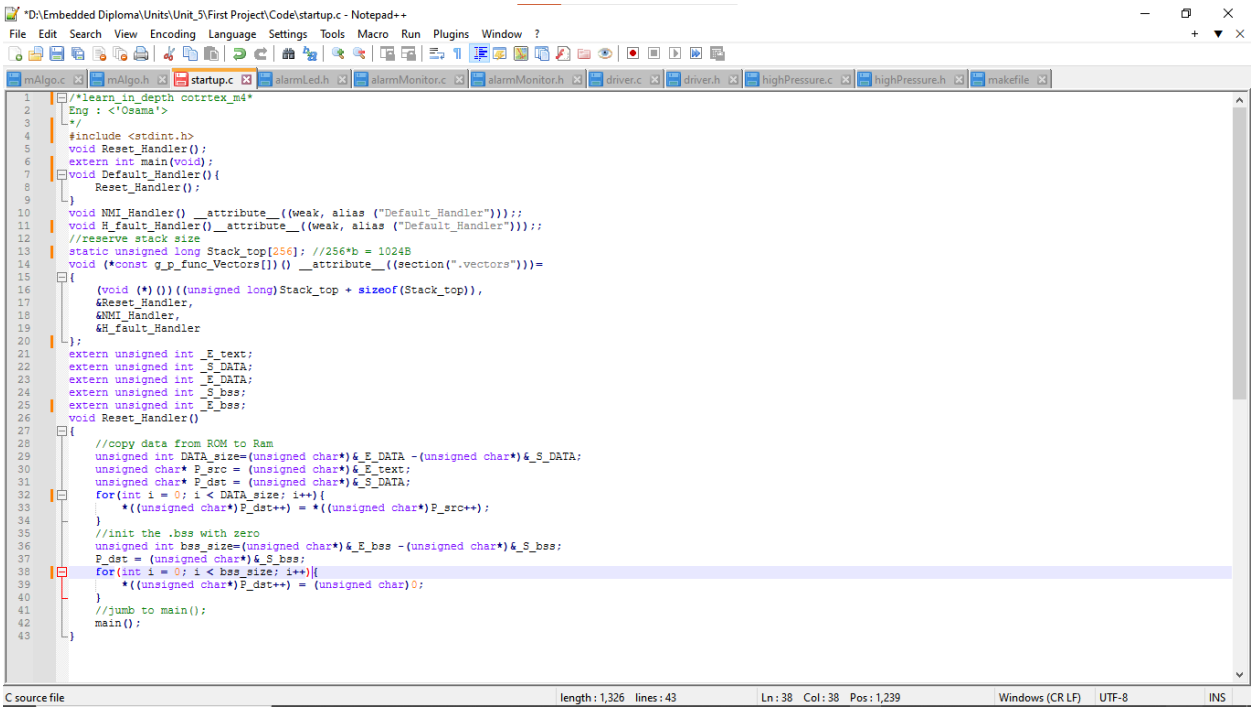
```c
/*
 * alarmLed.h
 *
 *  Created on: 11 Mar 2024
 *      Author: Osama
 */

#ifndef ALARMLED_H_
#define ALARMLED_H_

#define AlarmPeriod  60000

#include "state.h"
#include "driver.h"

enum
{
    Led_off,
    Led_on,
    led_init,
    led_waiting
}led_State_iD;

extern void (*led_state)();

STATE_define(Led_on);
STATE_define(Led_off);
STATE_define(led_init);
STATE_define(led_waiting);

void StartAlarm();
void StopAlarm();

#endif /* ALARMLED_H_ */
```

12. AlarmLed.c



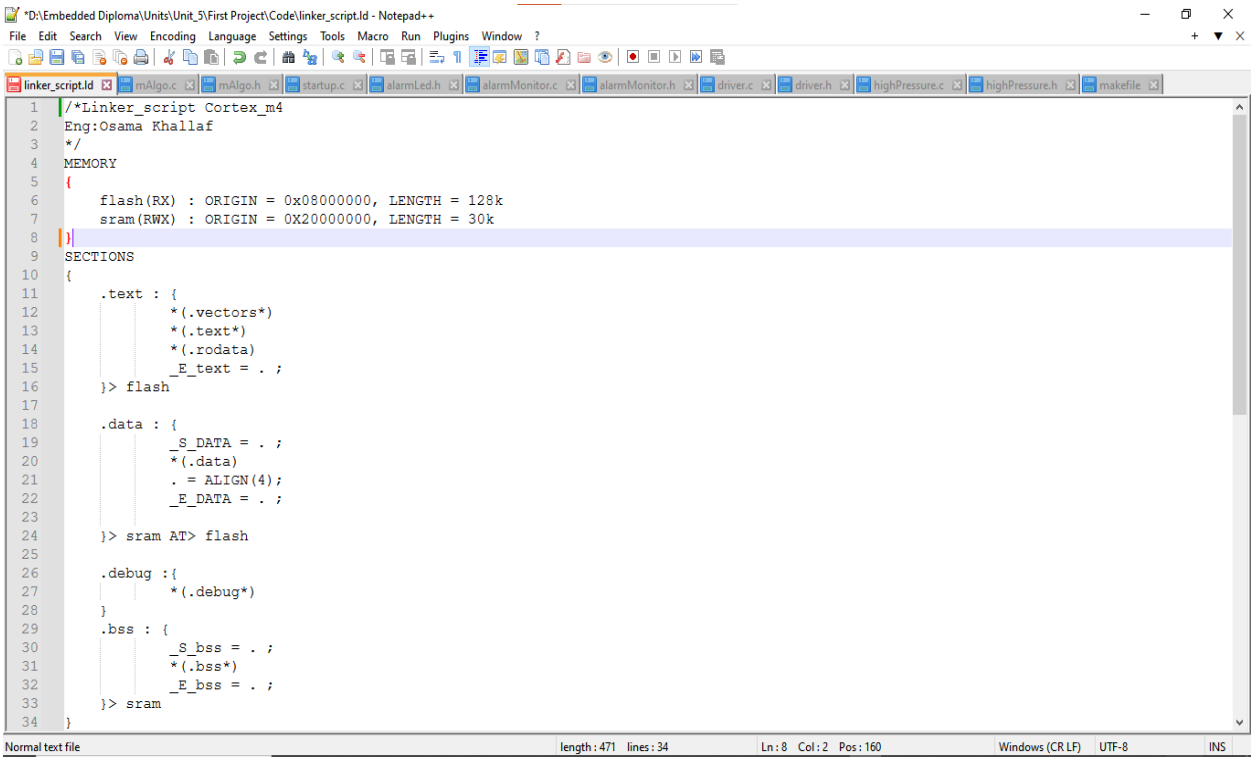
```c
/*

#include "alarmLed.h"

void (*led_state)();
void StartAlarm(){
    led_state = STATE(Led_on);
}
void StopAlarm(){
    led_state = STATE(Led_off);
}
STATE_define(led_init){
    //set Led id
    led_State_iD = led_init;
    //Init GPIO
    GPIO_INITIALIZATION();

    //turn off the led
    SET_BIT(GPIOA_ODR,13);
    //go to waiting function
    led_state = STATE(led_waiting);
}
STATE_define(led_waiting){
    //pointer to state
    led_State_iD = led_waiting;
}

STATE_define(Led_on){
    //pointer to state
    led_State_iD = Led_on;

    //turn on the led
    RESET_BIT(GPIOA_ODR,13);

    //go to waiting function
    led_state = STATE(led_waiting);
}
STATE_define(Led_off){
    //pointer to state
    led_State_iD = Led_off;

    //turn off the led
    SET_BIT(GPIOA_ODR,13);

    //go to waiting function
    led_state = STATE(led_waiting);
}
```

13. Startup.c



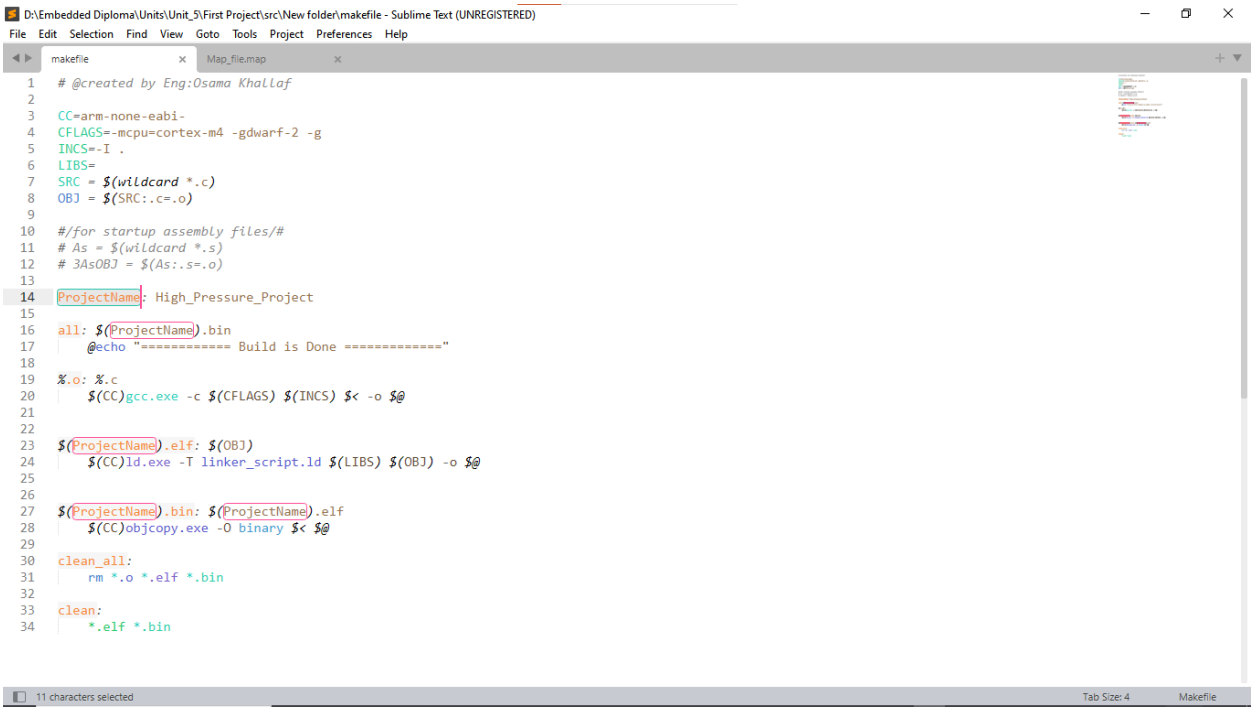
```c
/*learn_in_depth cotrtex_m4*
Eng : <'Osama'>
*/
#include <stdint.h>
void Reset_Handler();
extern int main(void);
void Default_Handler(){
    Reset_Handler();
}
void NMI_Handler() __attribute__((weak, alias ("Default_Handler")));;
void H_fault_Handler()__attribute__((weak, alias ("Default_Handler")));;
//reserve stack size
static unsigned long Stack_top[256]; //256*b = 1024B
void (*const g_p_func_Vectors[]) () __attribute__((section(".vectors")))=
{
    (void (*) ())((unsigned long)Stack_top + sizeof(Stack_top)),
    &Reset_Handler,
    &NMI_Handler,
    &H_fault_Handler
};
extern unsigned int _E_text;
extern unsigned int _S_DATA;
extern unsigned int _E_DATA;
extern unsigned int _S_bss;
extern unsigned int _E_bss;
void Reset_Handler()
{
    //copy data from ROM to Ram
    unsigned int DATA_size=(unsigned char*)&_E_DATA -(unsigned char*)&_S_DATA;
    unsigned char* P_src = (unsigned char*)&_E_text;
    unsigned char* P_dst = (unsigned char*)&_S_DATA;
    for(int i = 0; i < DATA_size; i++){
        *((unsigned char*)P_dst++) = *((unsigned char*)P_src++);
    }
    //init the .bss with zero
    unsigned int bss_size=(unsigned char*)&_E_bss -(unsigned char*)&_S_bss;
    P_dst = (unsigned char*)&_S_bss;
    for(int i = 0; i < bss_size; i++){
        *((unsigned char*)P_dst++) = (unsigned char)0;
    }
    //jumb to main();
    main();
}
```

14. Linker_script.ld

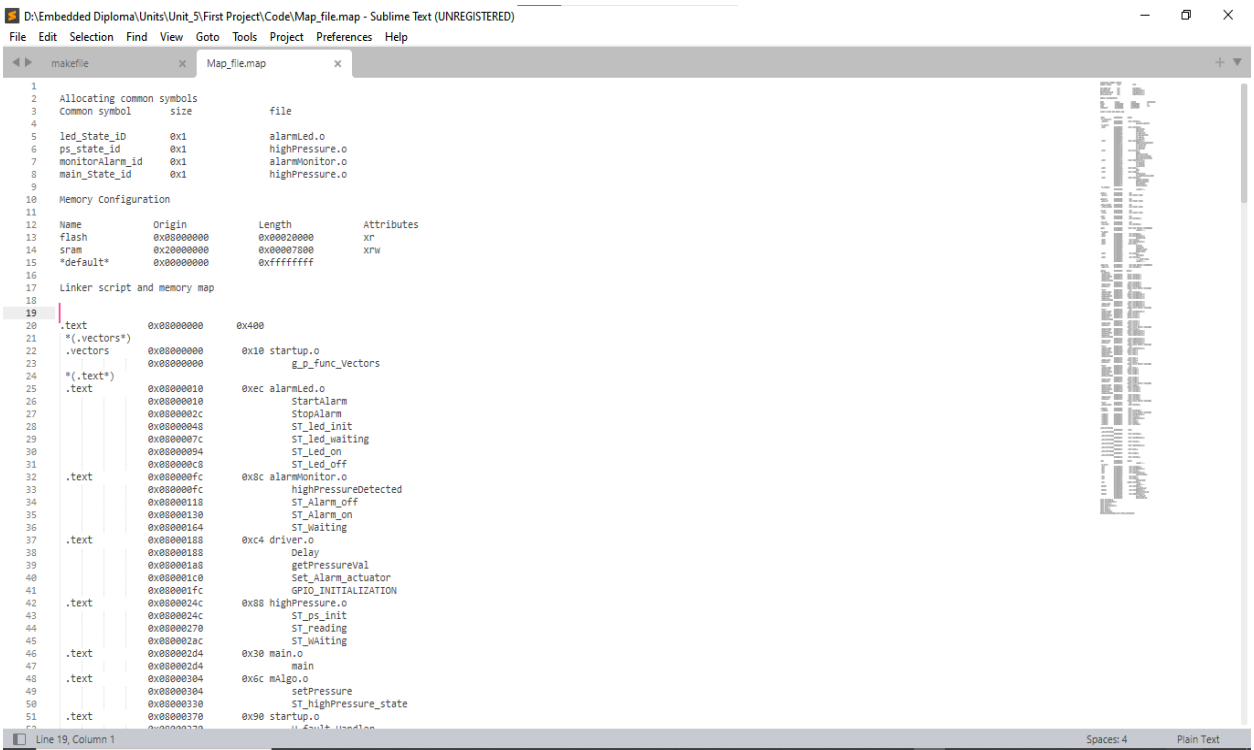


```
/*Linker_script Cortex_m4
Eng:Osama Khallaf
*/
MEMORY
{
    flash(RX) : ORIGIN = 0x08000000, LENGTH = 128k
    sram(RWX) : ORIGIN = 0X20000000, LENGTH = 30k
}
SECTIONS
{
    .text : {
            *(.vectors*)
            *(.text*)
            *(.rodata)
            _E_text = . ;
    }> flash

    .data : {
            _S_DATA = . ;
            *(.data)
            . = ALIGN(4);
            _E_DATA = . ;

    }> sram AT> flash

    .debug :{
            *(.debug*)
    }
    .bss : {
            _S_bss = . ;
            *(.bss*)
            _E_bss = . ;
    }> sram
}
```

15. Makefile



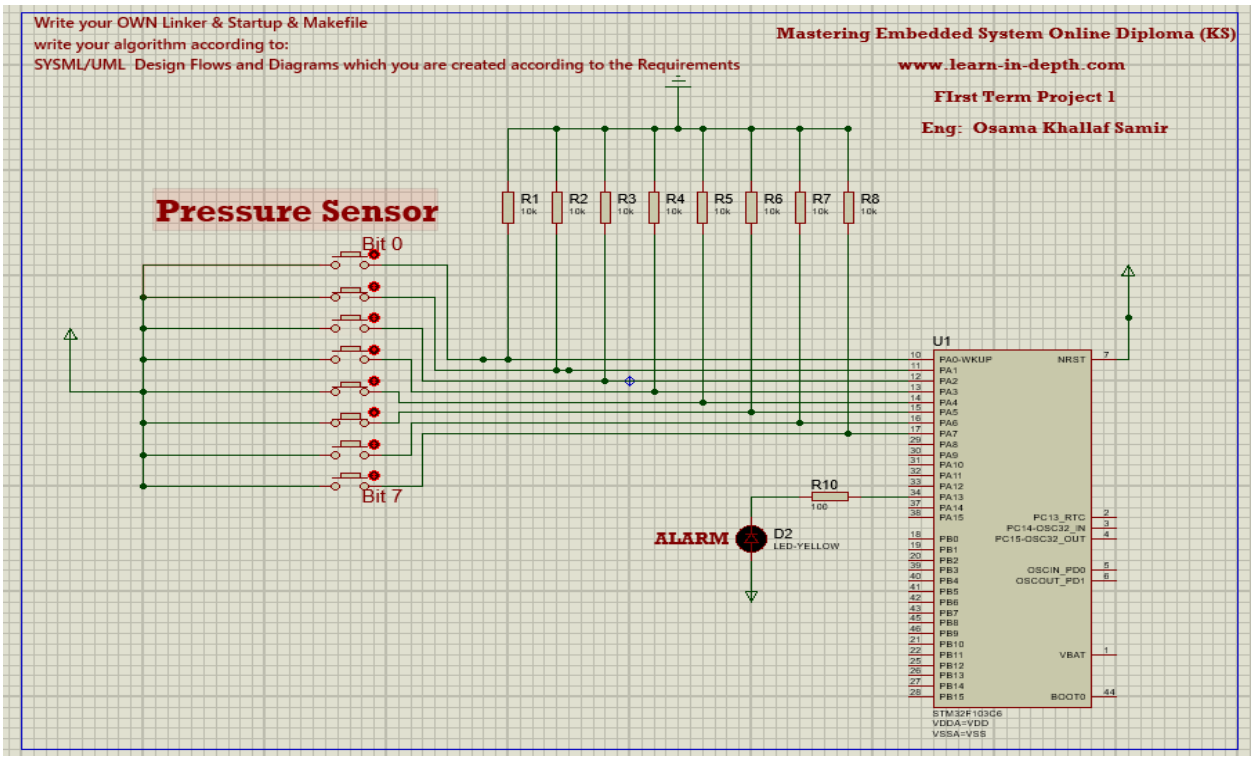
16. mapFile



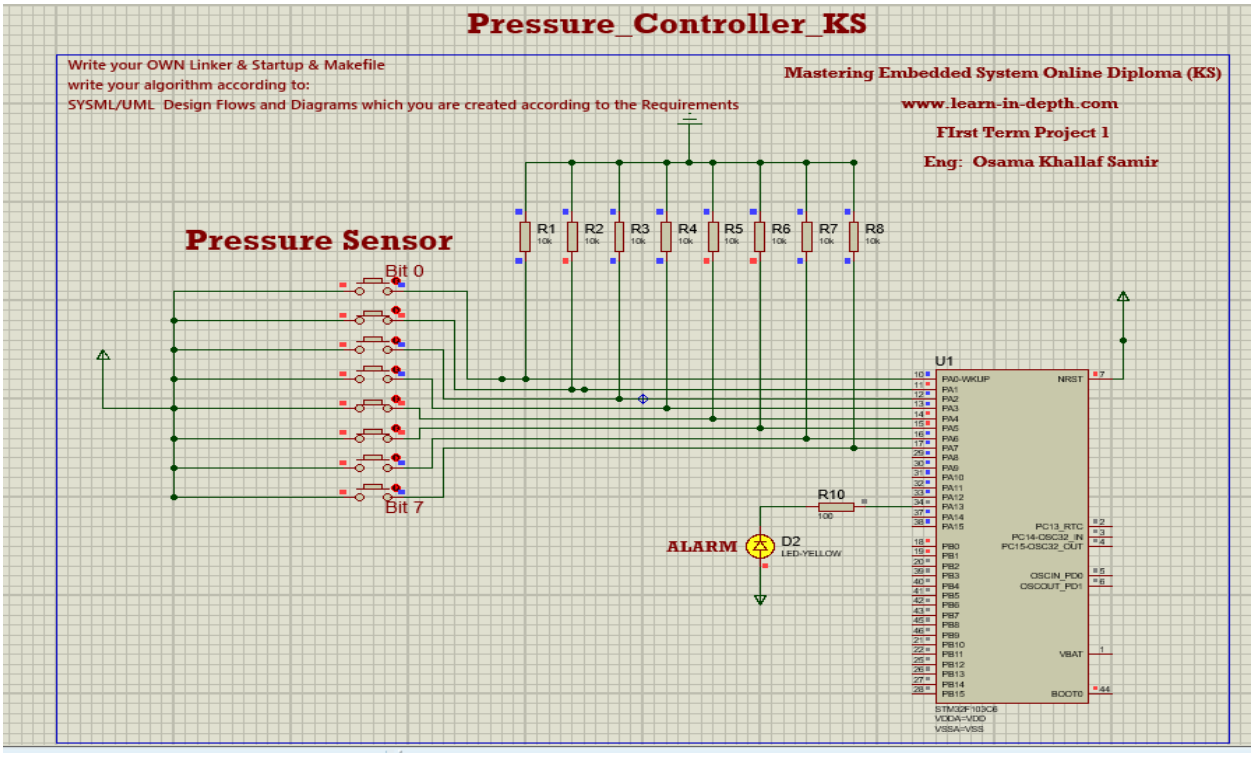
17. symbolTable

```
Osama@DESKTOP-BGUJ1JP MINGW64 /d/Embedded Diploma/Units/Unit_5/First Project/Code
$ arm-none-eabi-nm.exe FinalProject.elf
20000420 B _E_bss
20000018 D _E_DATA
08000400 T _E_text
20000018 B _S_bss
20000000 D _S_DATA
20000000 D alarmPeriod
2000000c D AMontor_state
08000370 T Default_Handler
08000188 T Delay
08000000 T g_p_func_Vectors
080001a8 T getPressureVal
080001fc T GPIO_INITIALIZATION
08000370 W H_fault_Handler
080000fc T highPressureDetected
20000008 D led_state
20000420 B led_State_iD
080002d4 T main
20000423 B main_State_id
20000010 D mAlgo_state
20000421 B monitorAlarm_id
08000370 W NMI_Handler
20000004 D p_state
2000001c B pressureVal
20000018 B pressureValue
20000422 B ps_state_id
0800037c T Reset_Handler
080001c0 T Set_Alarm_actuator
08000304 T setPressure
08000118 T ST_Alarm_off
08000130 T ST_Alarm_on
08000330 T ST_highPressure_state
08000048 T ST_led_init
080000c8 T ST_Led_off
08000094 T ST_Led_on
0800007c T ST_led_waiting
0800024c T ST_ps_init
08000270 T ST_reading
08000164 T ST_Waiting
080002ac T ST_WAiting
20000020 b Stack_top
08000010 T StartAlarm
0800002c T StopAlarm
20000014 D threshold

Osama@DESKTOP-BGUJ1JP MINGW64 /d/Embedded Diploma/Units/Unit_5/First Project/Code
$
```

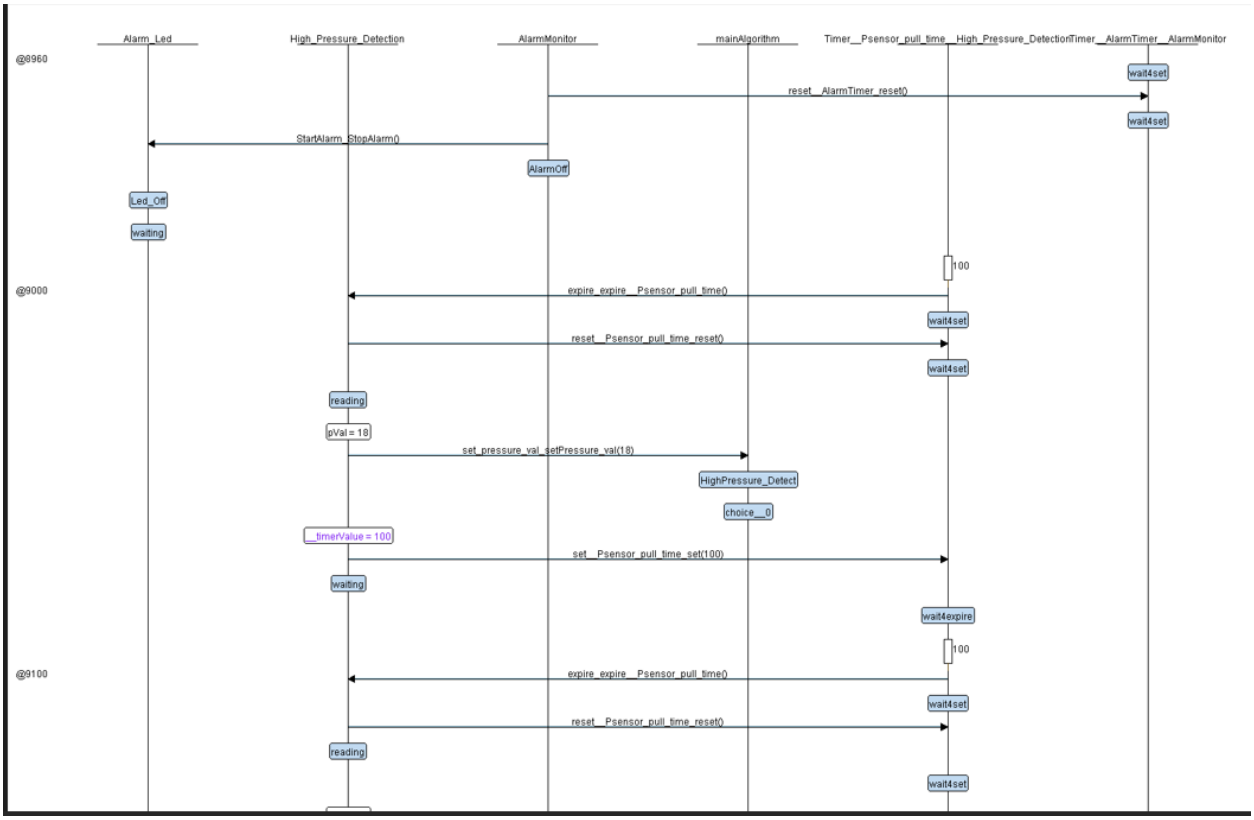
18. simulation before burn the bin file



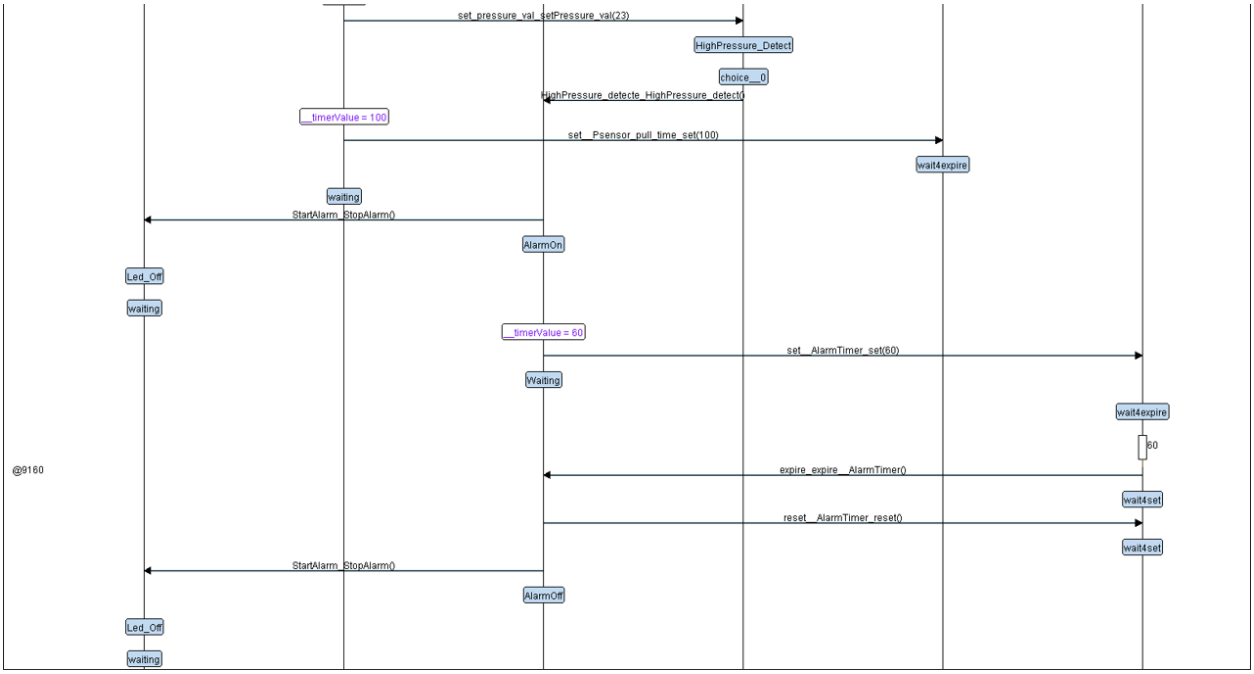
19. simulation after burn the bin file



20. interactive simulation1



21. interactive simulation2



22. interactive simulation3