ClockGen
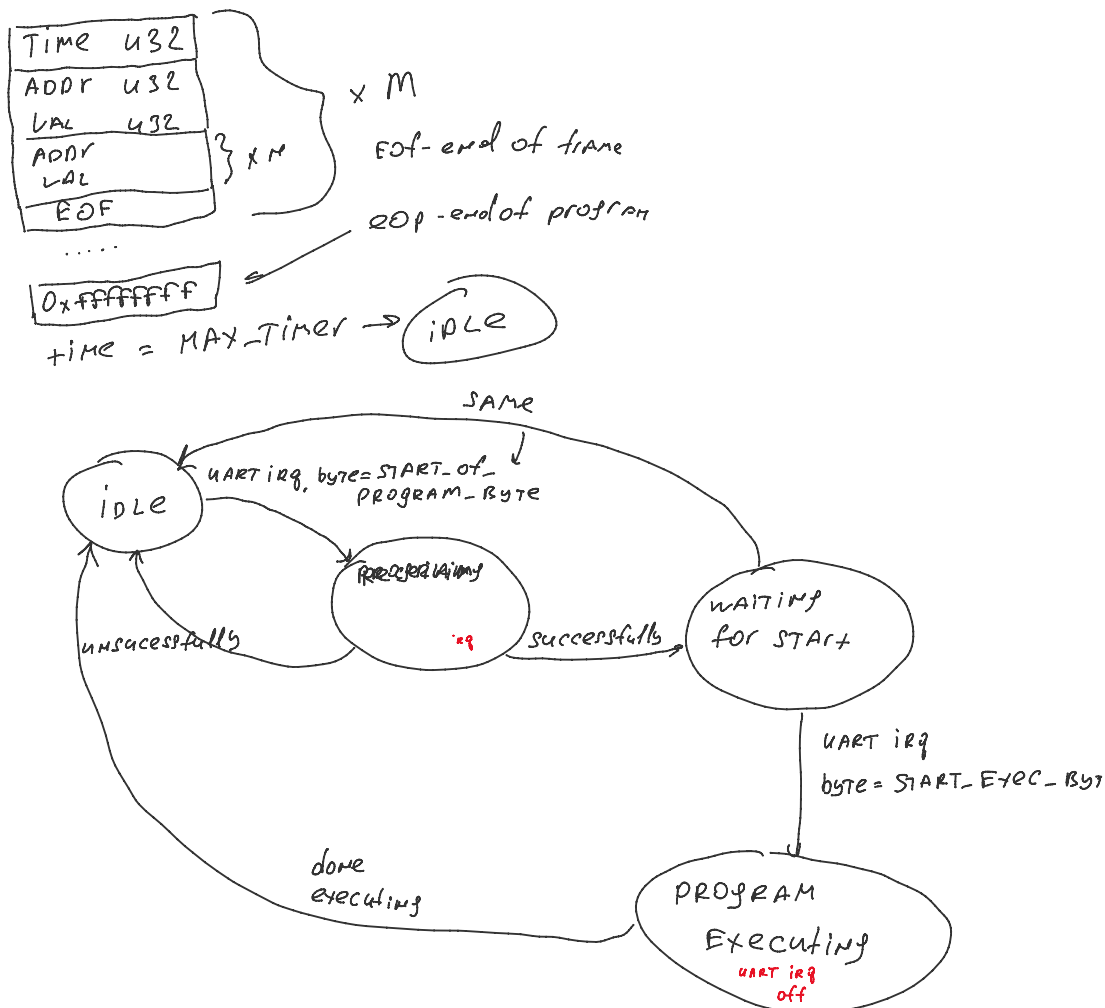
COMM.c : PROGRAM RECEIVING

eYec.c : PROGRAM eYecution

fSM.c: finite-STATe machine
(together with USART2_irq Handler)

MAiN.C : HARdwARe iNiT, MAiN

hAL : —
_if.c : interrupts• USART2_iRQHANdLer:
switch fSM STATes
depending oN Arriviny
bytes

TIMB_DAQ _ iRQ _HANdler:
eYecutes program every time
CALled,
defines temp. ACcuRACy

_uTiLs. C — pifferent utils, CRC cAlcuLATioN

e