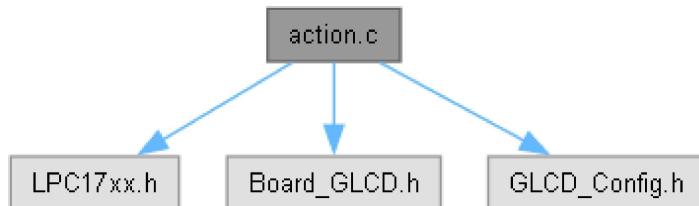


action.c File Reference

```
#include "LPC17xx.h"
#include "Board_GLCD.h"
#include "GLCD_Config.h"
```

Include dependency graph for action.c:



Functions

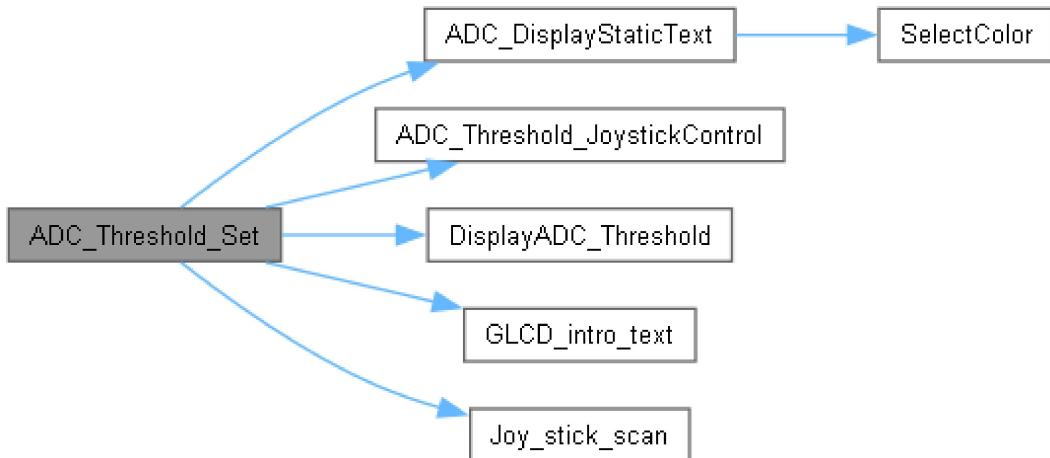
```
void TimeSettingScreen (void)
void PumpSettingScreen (void)
void Pump_Duration_Set (void)
void ADC_Threshold_Set (void)
void Working_Screen (void)
void Light_Sensor_Screen (void)
void Temp_Sensor_Screen (void)
void Moist_Sensor_Screen (void)
void menu_action_1 (void)
void menu_action_2 (void)
void menu_action_3 (void)
void menu_action_4 (void)
void menu_action_5 (void)
void menu_action_6 (void)
void menu_action_7 (void)
void menu_action_8 (void)
```

Function Documentation

- ◆ [ADC_Threshold_Set\(\)](#)

```
void ADC_Threshold_Set ( void )
```

Here is the call graph for this function:



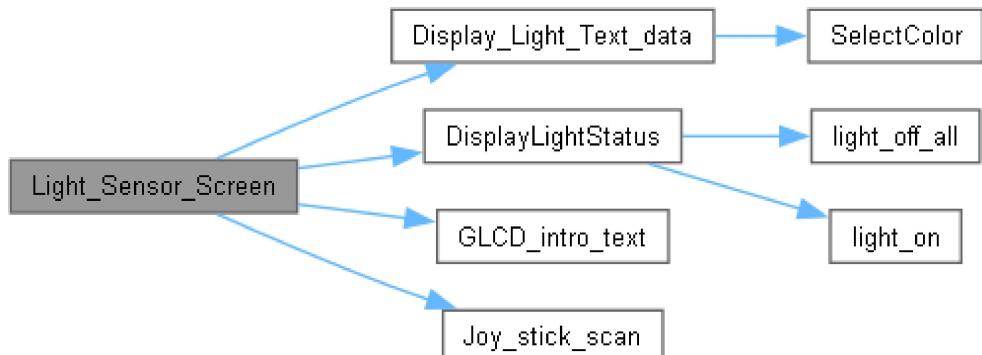
Here is the caller graph for this function:



◆ Light_Sensor_Screen()

```
void Light_Sensor_Screen ( void )
```

Here is the call graph for this function:



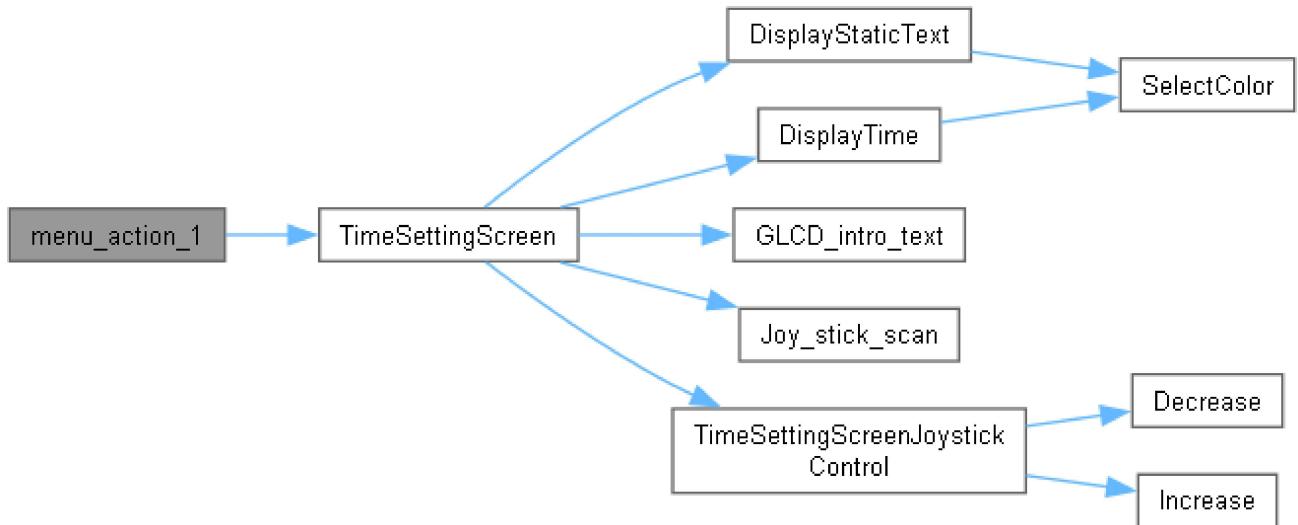
Here is the caller graph for this function:



◆ menu_action_1()

```
void menu_action_1 ( void )
```

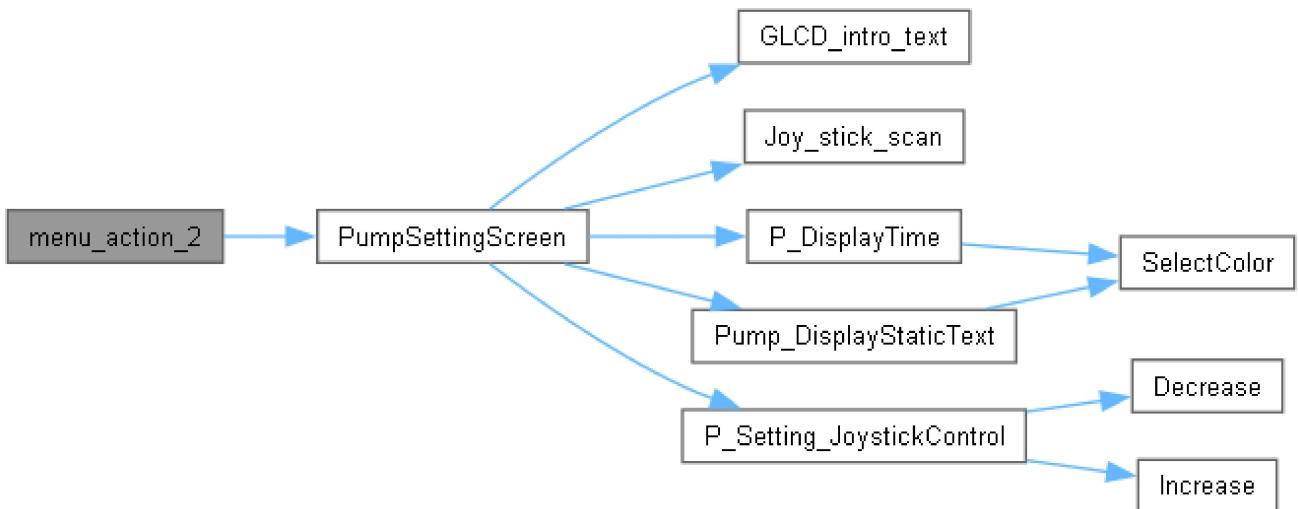
Here is the call graph for this function:



◆ menu_action_2()

```
void menu_action_2 ( void )
```

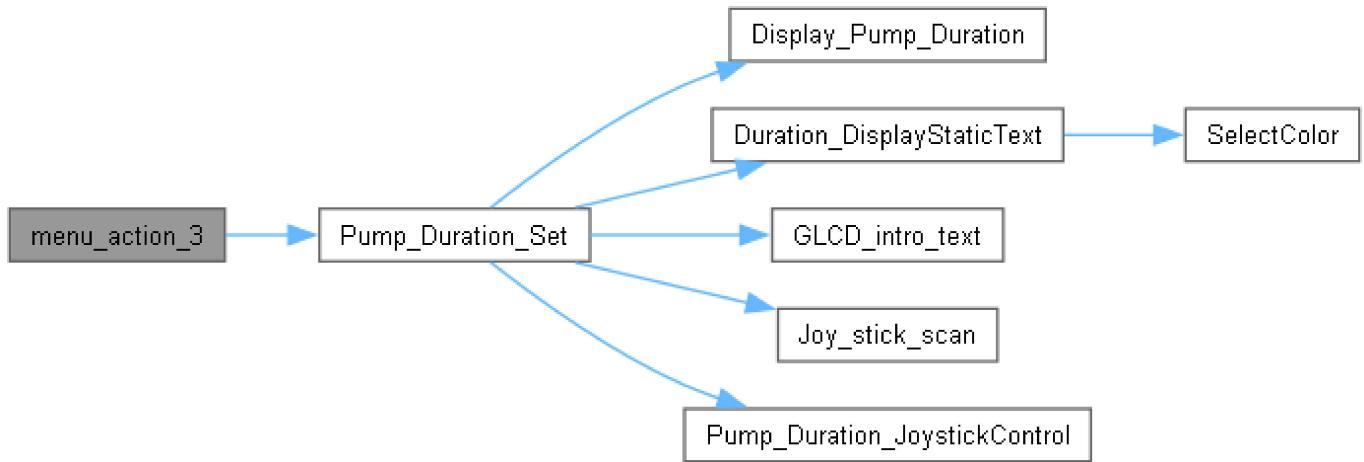
Here is the call graph for this function:



◆ menu_action_3()

```
void menu_action_3 ( void )
```

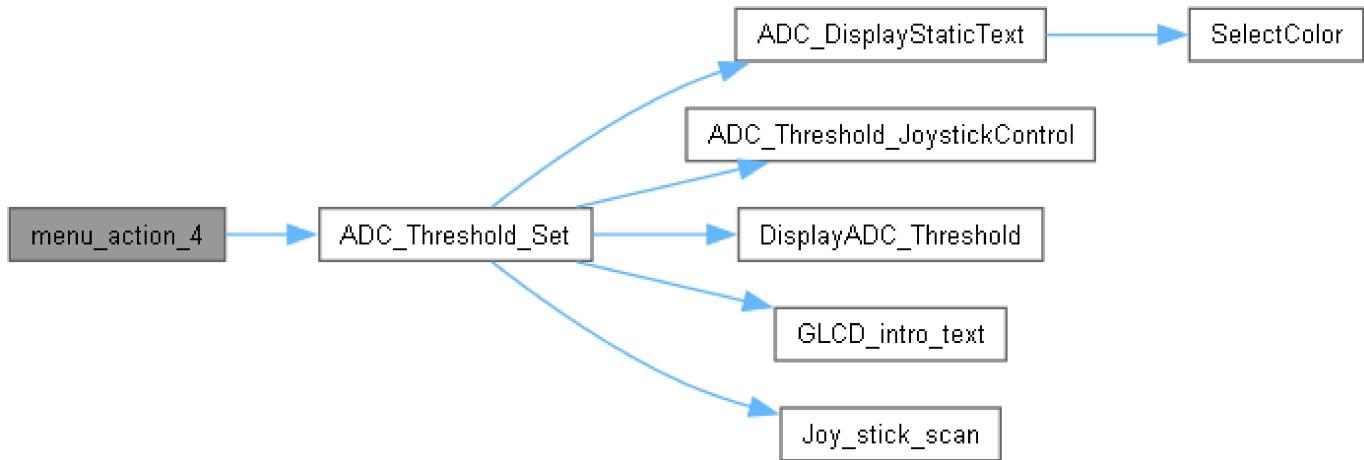
Here is the call graph for this function:



◆ menu_action_4()

```
void menu_action_4 ( void )
```

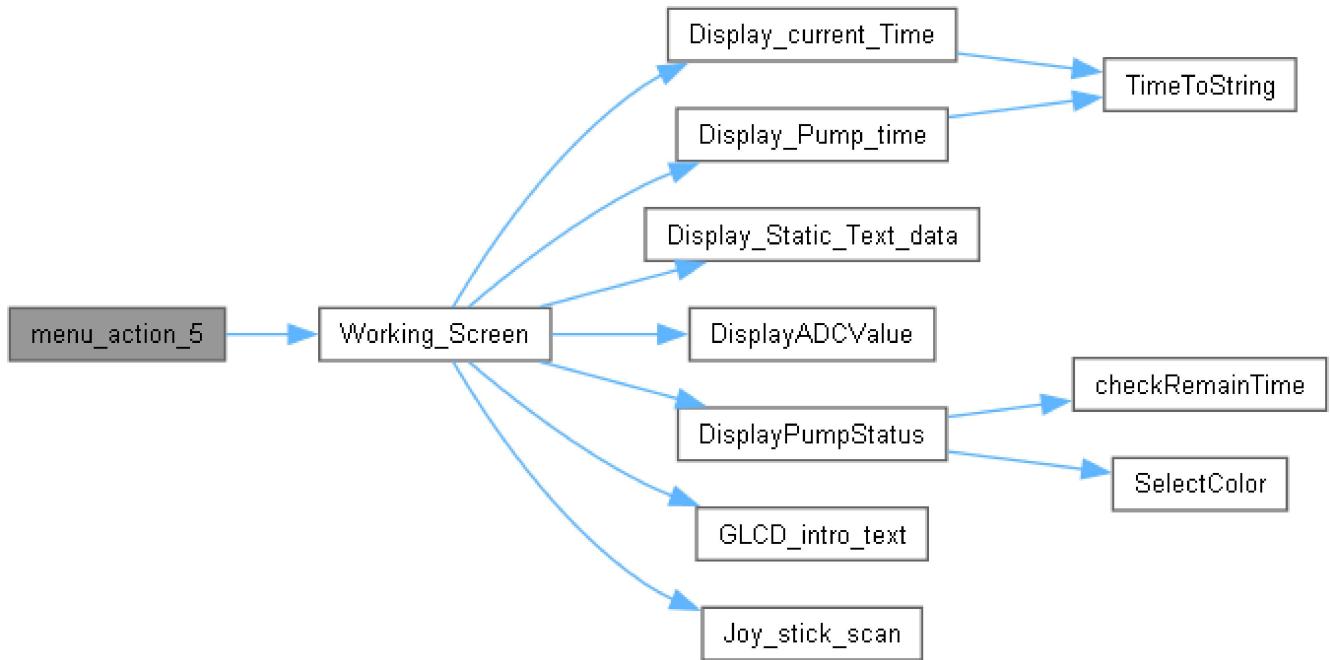
Here is the call graph for this function:



◆ menu_action_5()

```
void menu_action_5 ( void )
```

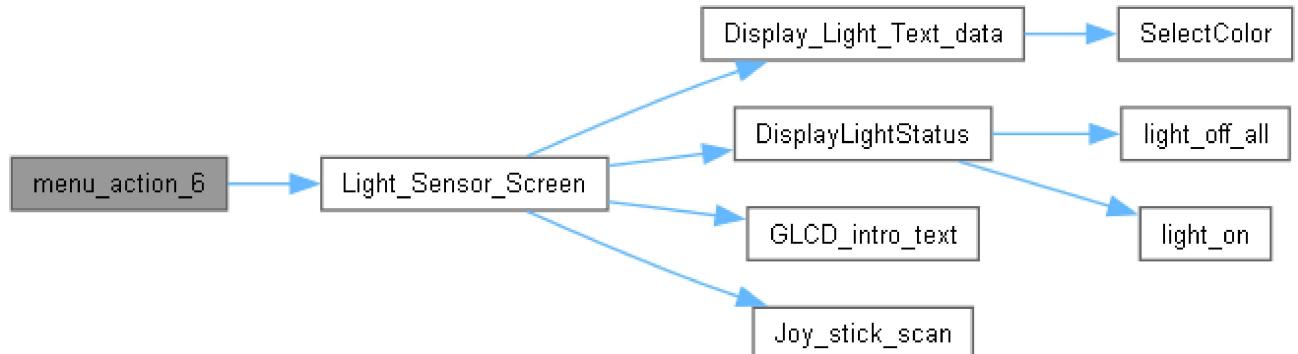
Here is the call graph for this function:



◆ menu_action_6()

```
void menu_action_6 ( void )
```

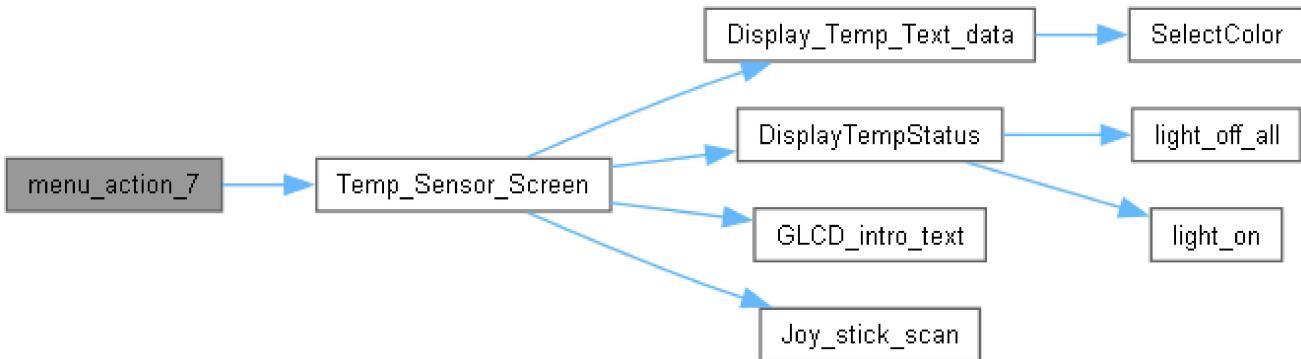
Here is the call graph for this function:



◆ menu_action_7()

```
void menu_action_7 ( void )
```

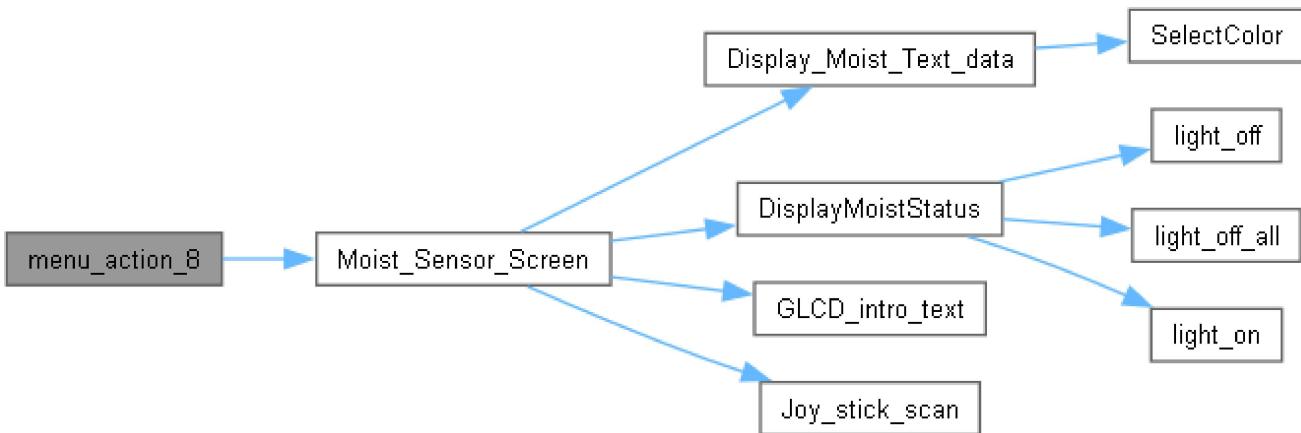
Here is the call graph for this function:



◆ menu_action_8()

```
void menu_action_8 ( void )
```

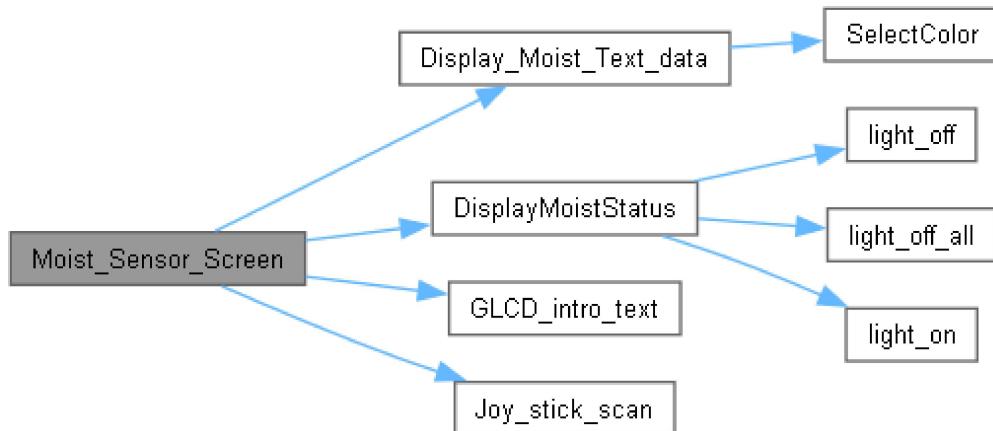
Here is the call graph for this function:



◆ Moist_Sensor_Screen()

```
void Moist_Sensor_Screen ( void )
```

Here is the call graph for this function:



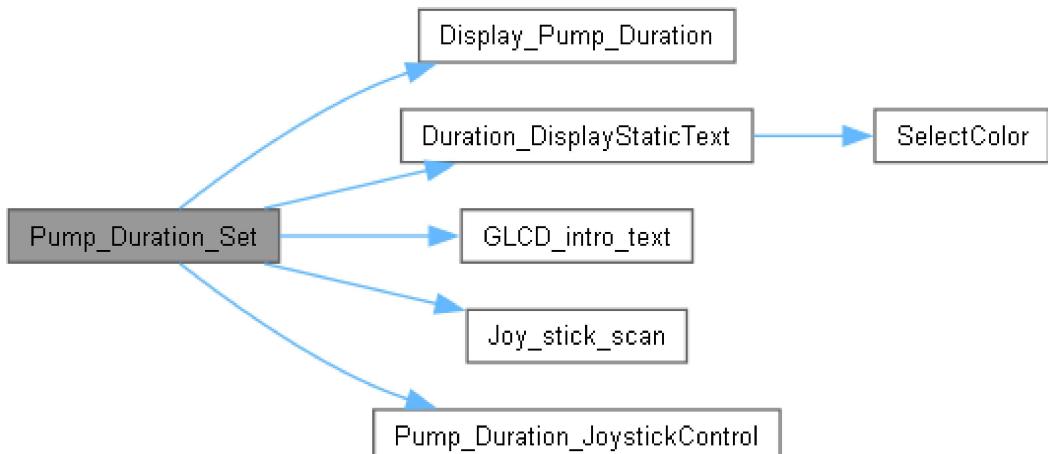
Here is the caller graph for this function:



◆ Pump_Duration_Set()

```
void Pump_Duration_Set ( void )
```

Here is the call graph for this function:



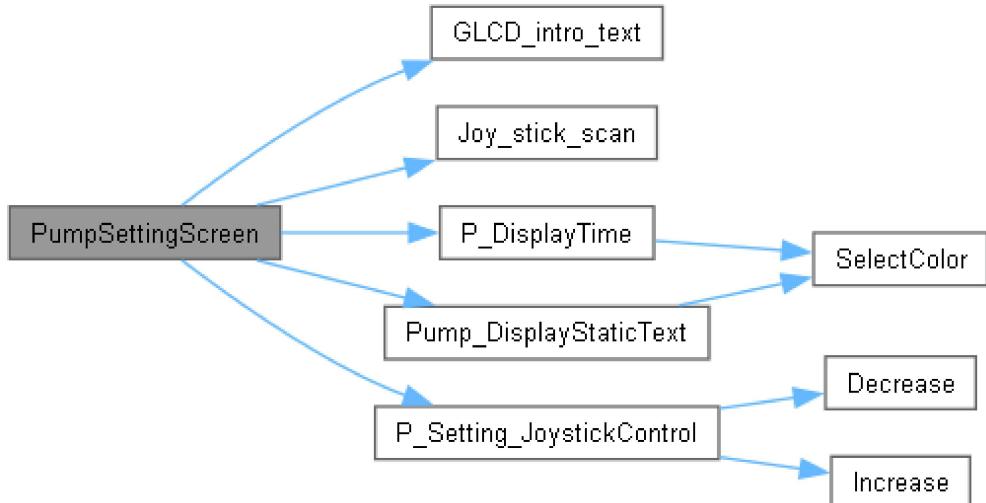
Here is the caller graph for this function:



◆ PumpSettingScreen()

```
void PumpSettingScreen ( void )
```

Here is the call graph for this function:



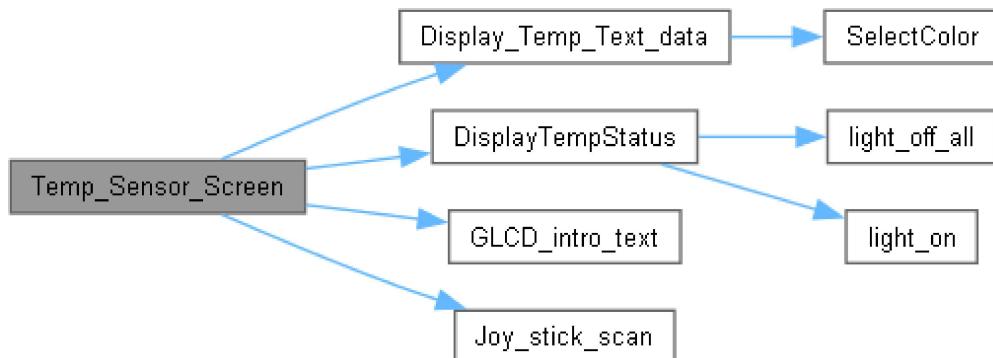
Here is the caller graph for this function:



◆ Temp_Sensor_Screen()

```
void Temp_Sensor_Screen ( void )
```

Here is the call graph for this function:



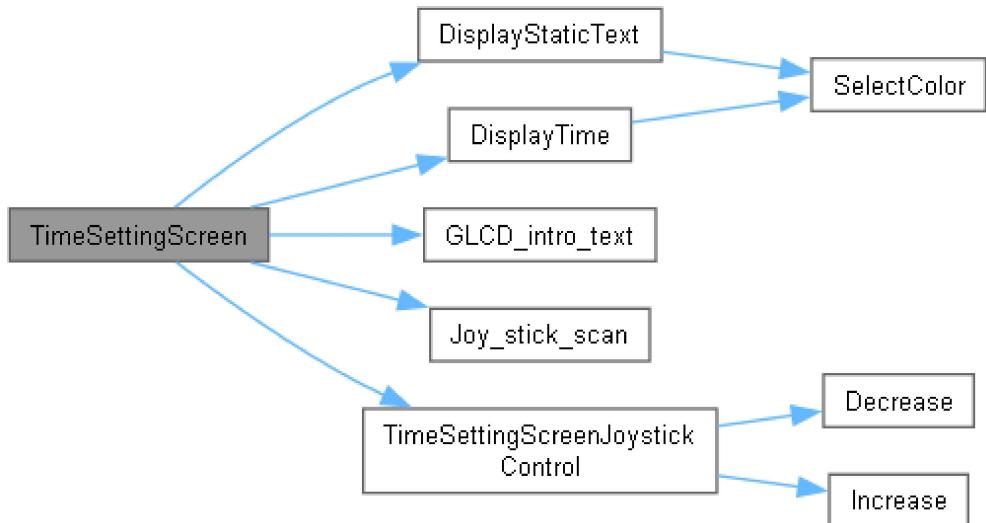
Here is the caller graph for this function:



◆ TimeSettingScreen()

```
void TimeSettingScreen ( void )
```

Here is the call graph for this function:



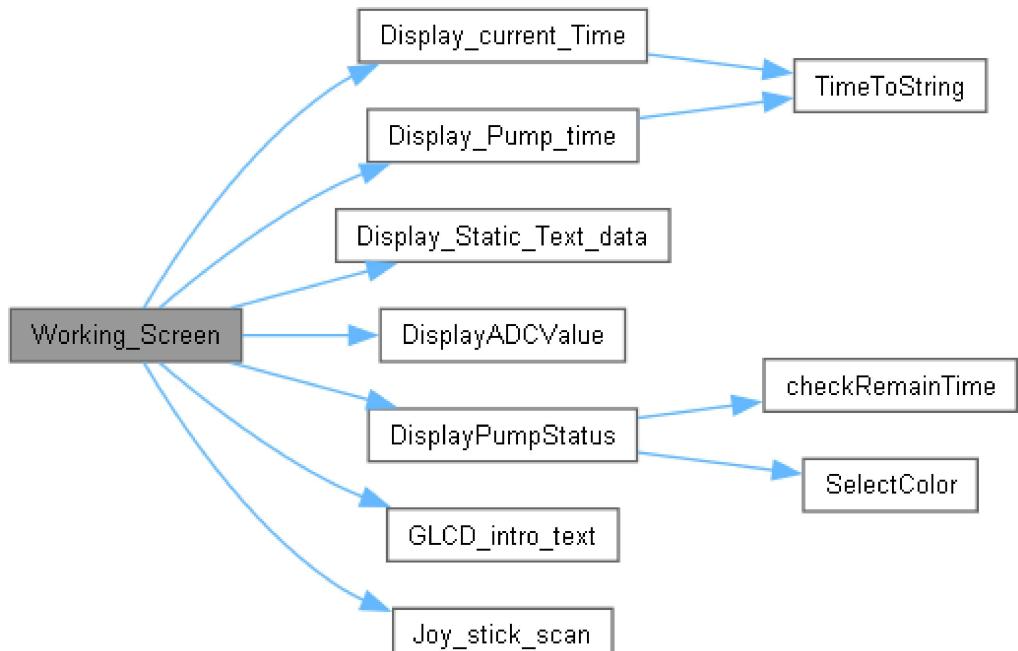
Here is the caller graph for this function:



◆ Working_Screen()

```
void Working_Screen ( void )
```

Here is the call graph for this function:



Here is the caller graph for this function:



increase_decrease.c File Reference

Functions

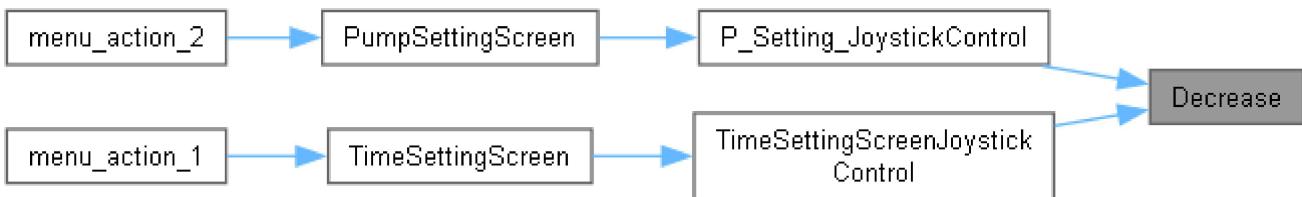
```
void Increase (unsigned char *value, unsigned char maxValue)
void Decrease (unsigned char *value, unsigned char maxValue)
```

Function Documentation

◆ Decrease()

```
void Decrease ( unsigned char * value,
                unsigned char  maxValue )
```

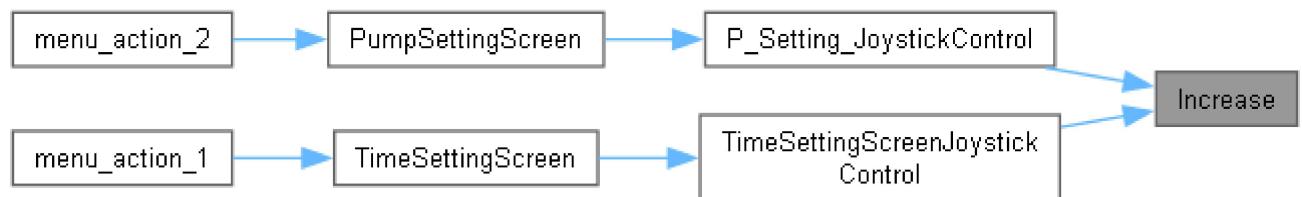
Here is the caller graph for this function:



◆ Increase()

```
void Increase ( unsigned char * value,
                unsigned char  maxValue )
```

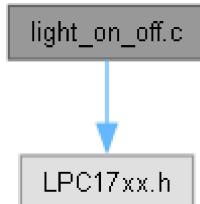
Here is the caller graph for this function:



light_on_off.c File Reference

```
#include "LPC17xx.h"
```

Include dependency graph for light_on_off.c:



Functions

```
void light_on (int gpio, int pin)  
void light_off_all ()  
void light_off (int gpio, int pin)
```

Function Documentation

◆ light_off()

```
void light_off ( int gpio,  
                int pin )
```

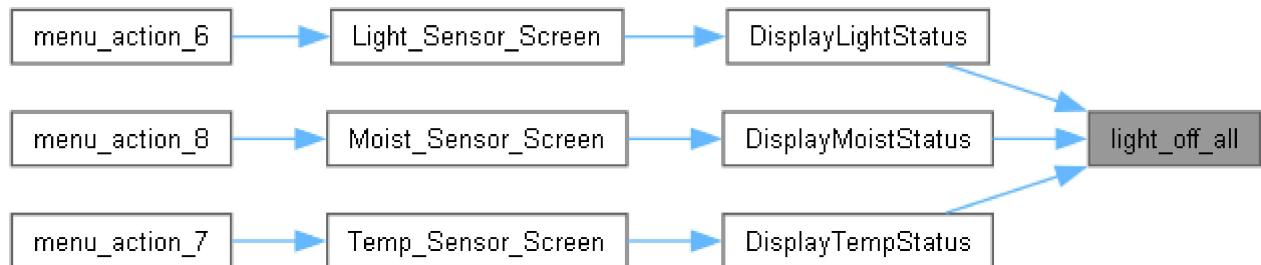
Here is the caller graph for this function:



◆ light_off_all()

```
void light_off_all ( void )
```

Here is the caller graph for this function:



◆ light_on()

```
void light_on ( int gpio,  
                int pin )
```

Here is the caller graph for this function:

