



Project Documentation (Protocol Decoder App)

1. Cover Page

- Title: **Protocol Decoder App**
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2. Abstract

- A mobile application built with **Android (Kotlin + Jetpack Compose)**.
 - It decodes **protocol frames in HEX format**.
 - Features: parse header, extract payload, validate checksum & CRC.
 - Helps developers and testers quickly verify communication frames.
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3. Introduction

- **Background:** In embedded systems and IoT, devices communicate using custom protocols with start/end flags, checksums, and CRC validations.
 - **Problem Statement:** Manual decoding of protocol frames is error-prone and time-consuming.
 - **Objective:** Build an Android app that parses, validates, and visualizes protocol frames.
 - **Scope:** Useful for IoT engineers, testers, and students working on serial/network communication.
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4. Literature Review / Existing System

- Existing tools: desktop protocol analyzers (Wireshark, Serial Monitor).
 - Limitation: Not mobile-friendly, require setup.
 - Gap: A lightweight **mobile decoder** for quick checks.
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5. Proposed System

- **Overview:** Android app that accepts hex input and validates frames
 - **Features:**
 - Paste predefined example
 - Parse header (device ID, command, length)
 - Extract payload
 - Validate checksum & CRC
 - Display results in a clean UI
 - **Advantages:** Portable, lightweight, fast validation on mobile.
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6. System Analysis

- **Functional Requirements:**
 - User can enter hex frame
 - System must parse header
 - System must extract payload
 - System must validate checksum and CRC
 - Display results in readable format
 - **Non-Functional Requirements:**
 - Usability: Simple UI with Compose
 - Performance: Real-time parsing
 - Portability: Android support
 - **Constraints:** Requires valid hex input, frame must start/end with 0x7E.
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7. System Design


- **Architecture:**
 - UI Layer → ProtocolDecoderScreen

- Logic Layer → `ProtocolUtils` + parsing functions
 - Data Models → `ProtocolFrame`, `ParseResult`
 - **Diagrams:**
 - UML Class Diagram (MainActivity, ProtocolDecoderScreen, ProtocolUtils, ProtocolFrame)
 - Flowchart (Input HEX → Parse → Validate → Display Result)
 - **Database:** Not applicable (stateless app).
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8. Implementation

- **Technology Stack:**
 - Language: Kotlin
 - Framework: Jetpack Compose
 - Tools: Android Studio, Gradle
 - **Core Modules:**
 - `MainActivity`: Entry point
 - `ProtocolDecoderScreen`: Compose UI
 - `ProtocolUtils`: Helper functions (header parse, payload extraction, CRC validation)
 - `ProtocolFrame`: Data class to hold frame details
 - `ParseResult`: Rich validation result model
 - **Code Highlights:**
 - Hex sanitization and conversion (`hexToBytes`)
 - Checksum calculation (`calcChecksumOver`)
 - CRC16-CCITT validation (`crc16Ccitt`)
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9. Testing

- **Test Strategy:**
 - Unit Testing (hex parsing, checksum validation, CRC)
 - Integration Testing (UI + Utils interaction)
 - **Sample Test Cases:**
 - Input: "7E 01 10 02 1A 2B 58 12 34 7E" → Expected: Valid frame 
 - Input: Missing 0x7E → Expected: Error "Missing start/end"
 - Input: Wrong checksum → Expected: "Invalid Frame"
 - **Results:** App correctly validates frames and displays results.
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10. Results & Discussion

- Successfully parses and validates protocol frames.
 - Shows Device ID, Command, Payload, and Validation results.
 - UI is clean, responsive, and user-friendly.
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11. Conclusion

- Project achieved its objective of decoding protocol frames on Android.
 - Reduces manual errors and improves productivity for developers.
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12. Future Scope

- Support for more protocol formats (Modbus, CAN, custom IoT).
- Save decoded frames history.
- Export results as CSV/PDF.
- Dark mode support.
- Integration with external devices (via Bluetooth/USB).

13. References

- Android Developers Docs (Jetpack Compose, Kotlin)
 - CRC16-CCITT standard documentation
 - Networking/IoT protocol references
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14. Appendix

- Full source code (already provided).
- Screenshots of the running app.

