

# Pressure Controller

## project

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**DIPLOMA:** LEARN IN DEPTH

# GOALS

▶ **This Project targets:**

- ▶ Embedded C
- ▶ Understanding Build Process
- ▶ MakeFile
- ▶ Startup
- ▶ Linker Script
- ▶ UML: unified modeling Language

▶ **Board:** STM32 (arm processor)

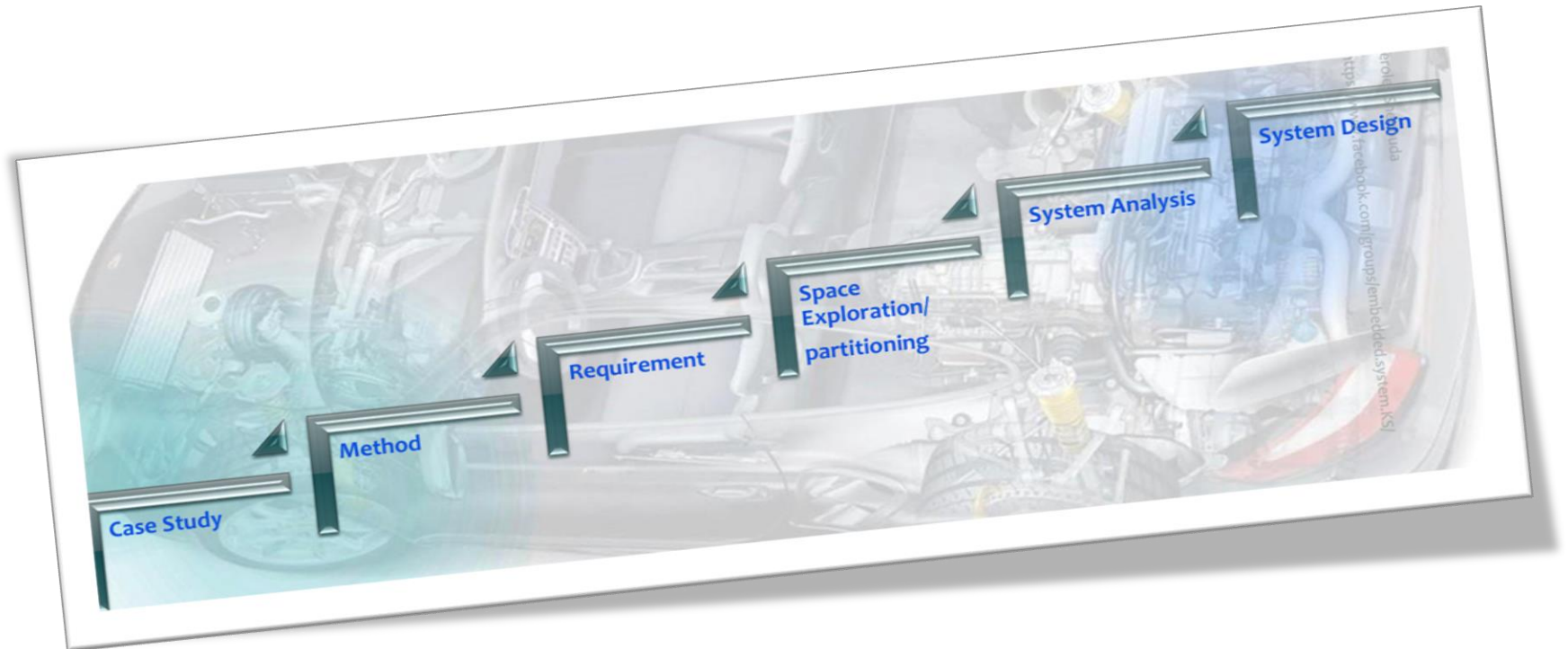
▶ **Tool Chain:** Arm-none-eabi

# Project Idea

- ▶ A "client" expects you to deliver the software of the following system:
  - ▶ A pressure controller with an alarm in the cabin informs the crew of a cabin when the pressure exceeds 20 bars.
  - ▶ The Alarm duration has non specific duration.
  - ▶ The Alarm can be LED or Buzzer.

# System Architecting

- ▶ Case Study
- ▶ Method
- ▶ Requirements
- ▶ Space Exploration
- ▶ System Analysis
- ▶ System Design



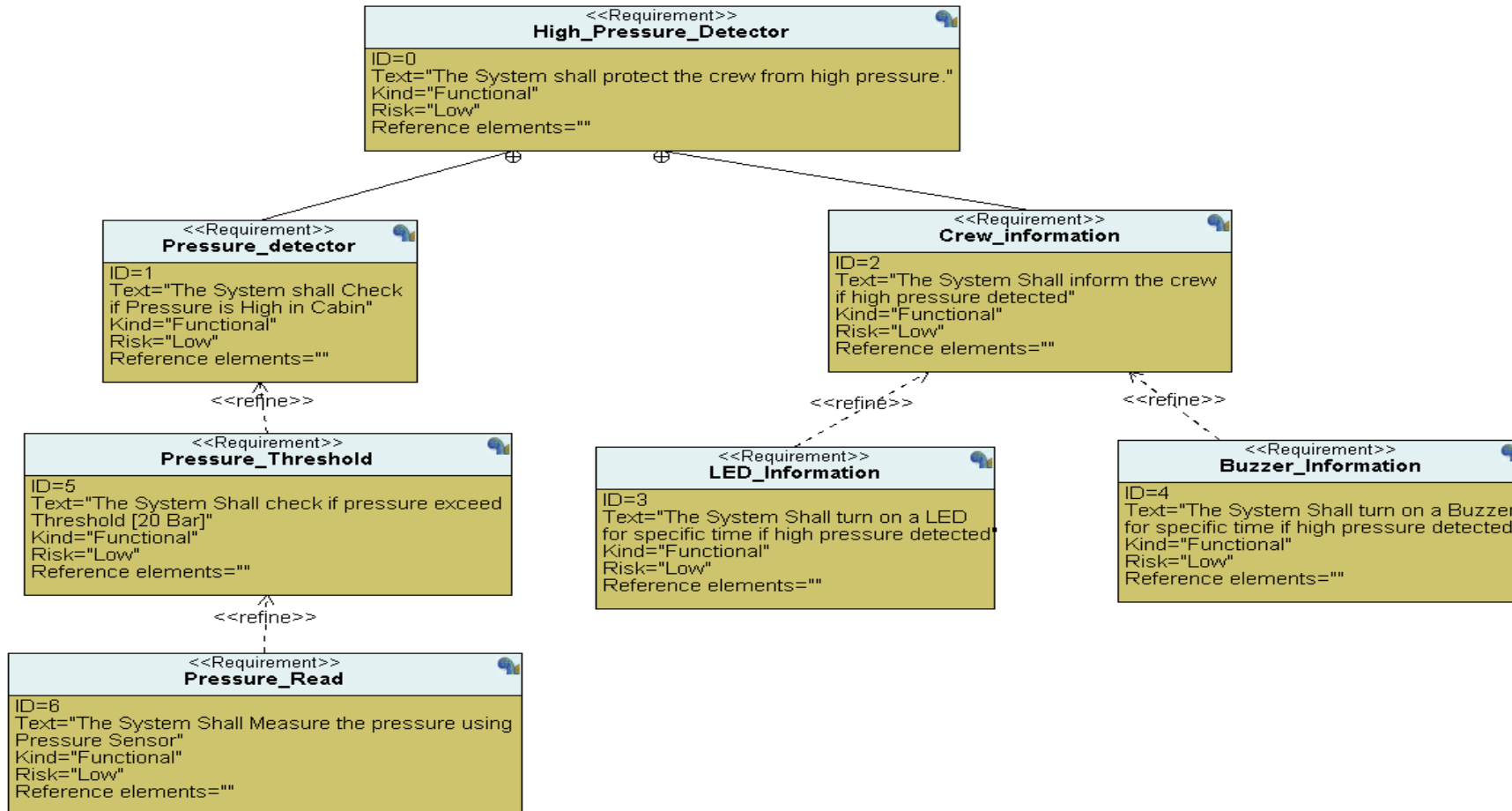
# 1. Case Study

- ▶ Idea: A pressure controller with an alarm in the cabin informs the crew of a cabin when the pressure exceeds 20 bars.
- ▶ Assumptions:
  - ▶ The controller set up and shutdown procedures are not modeled
  - ▶ The controller maintenance is not modeled
  - ▶ The pressure sensor never fails
  - ▶ The alarm never fails
  - ▶ The controller never faces power cut

## 2. Methods (SDLC)

- ▶ The SW development can follow one of these life cycle:
  - ▶ Waterfall
  - ▶ V-model
  - ▶ Agile
  - ▶ Spiral
- ▶ Actually, Selecting the SDLC is out of project scope right now.

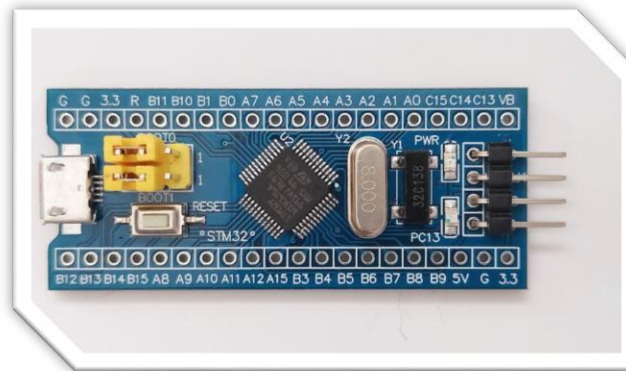
# 3. Requirements





## 4. Space Exploration

- The system will be implemented using STM32 board.



- The processor used is: ARM-CORTEX-M

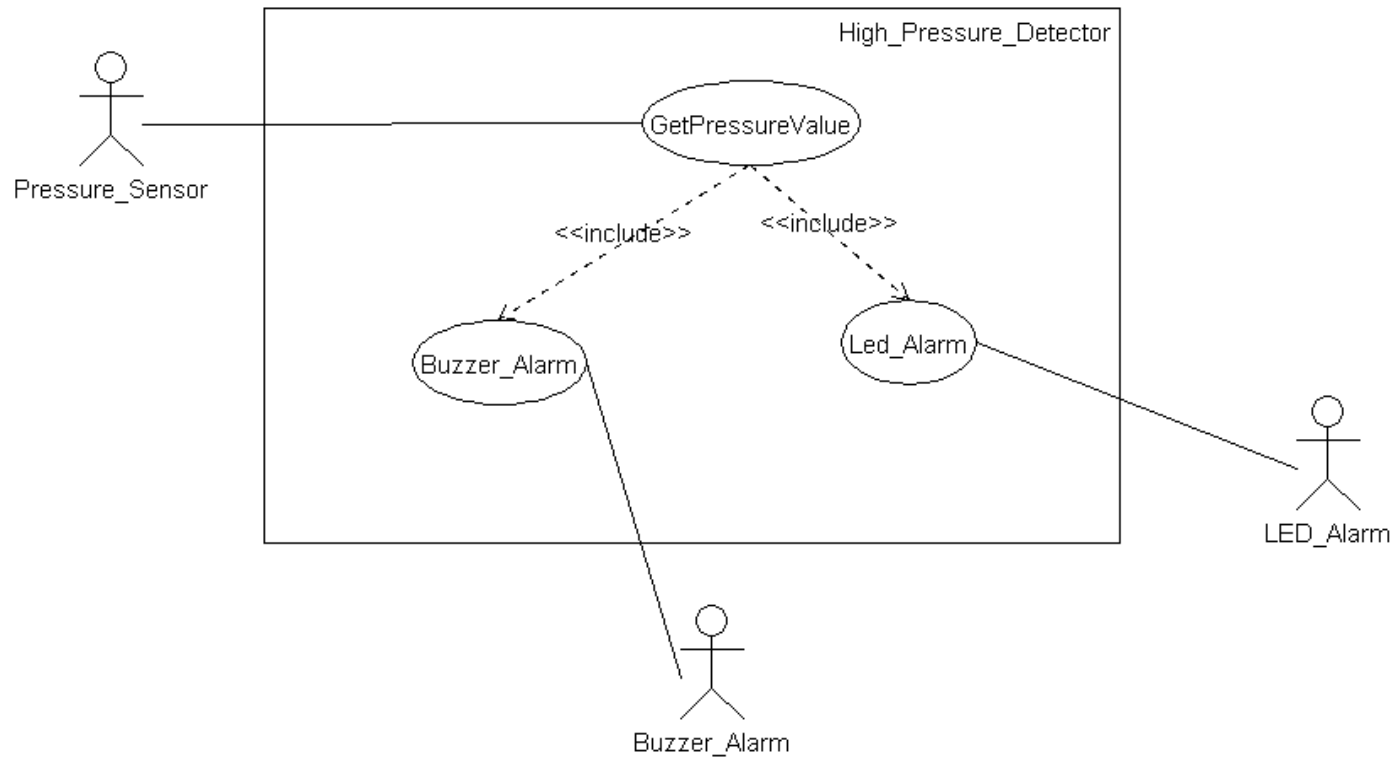


# 5. System Analysis

- ▶ The System analysis is divided into 3 diagrams:
  - ▶ Case Diagram
  - ▶ Activity Diagram
  - ▶ Sequence Diagram

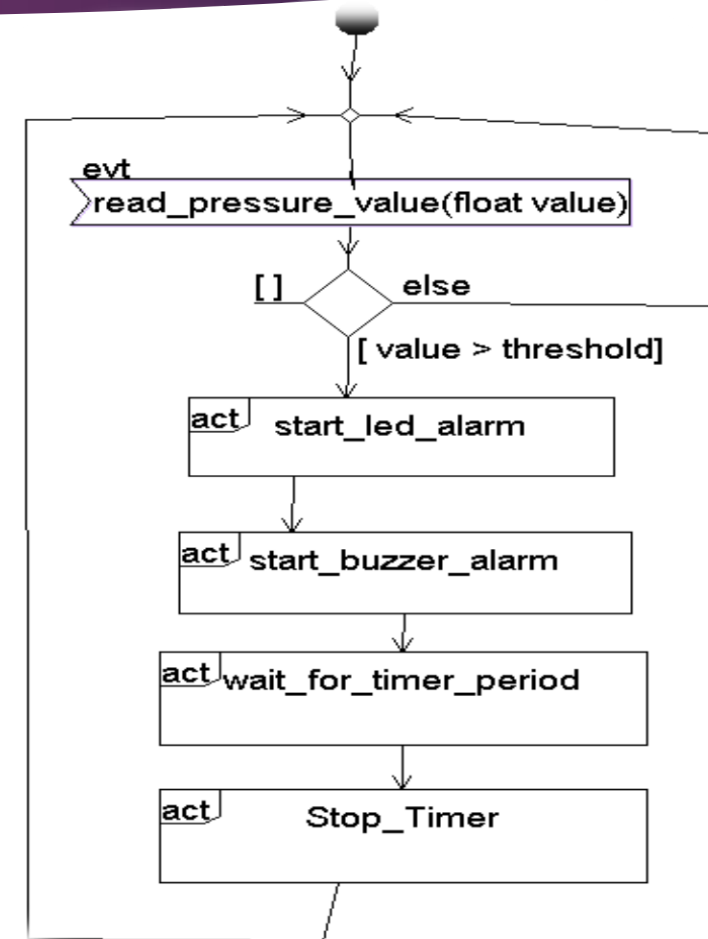
# 5.1 Case Diagram

- This Diagram defines the boundary of the system:



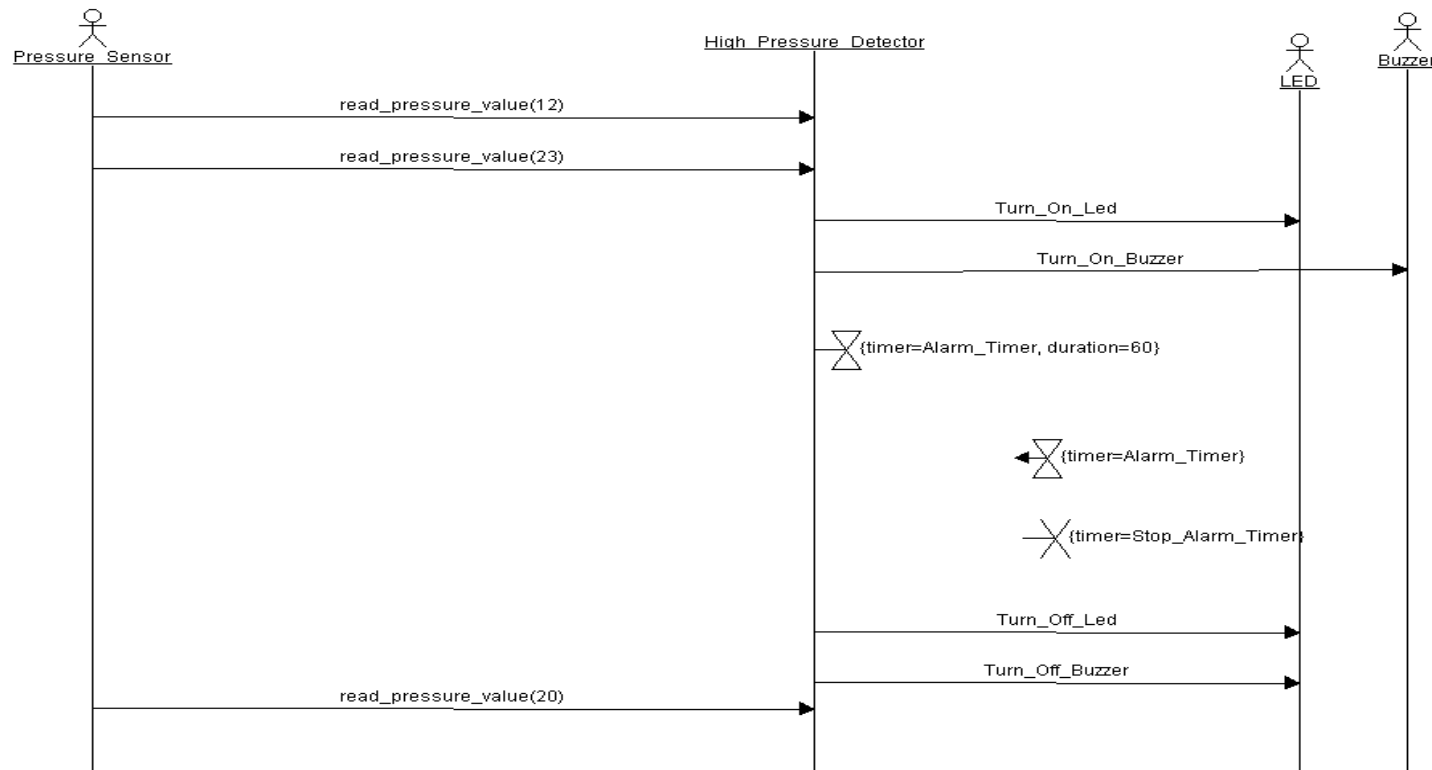
## 5.2 Activity Diagram

- This Diagram describe the workflow behavior of a system:



## 5.3 Sequence Diagram

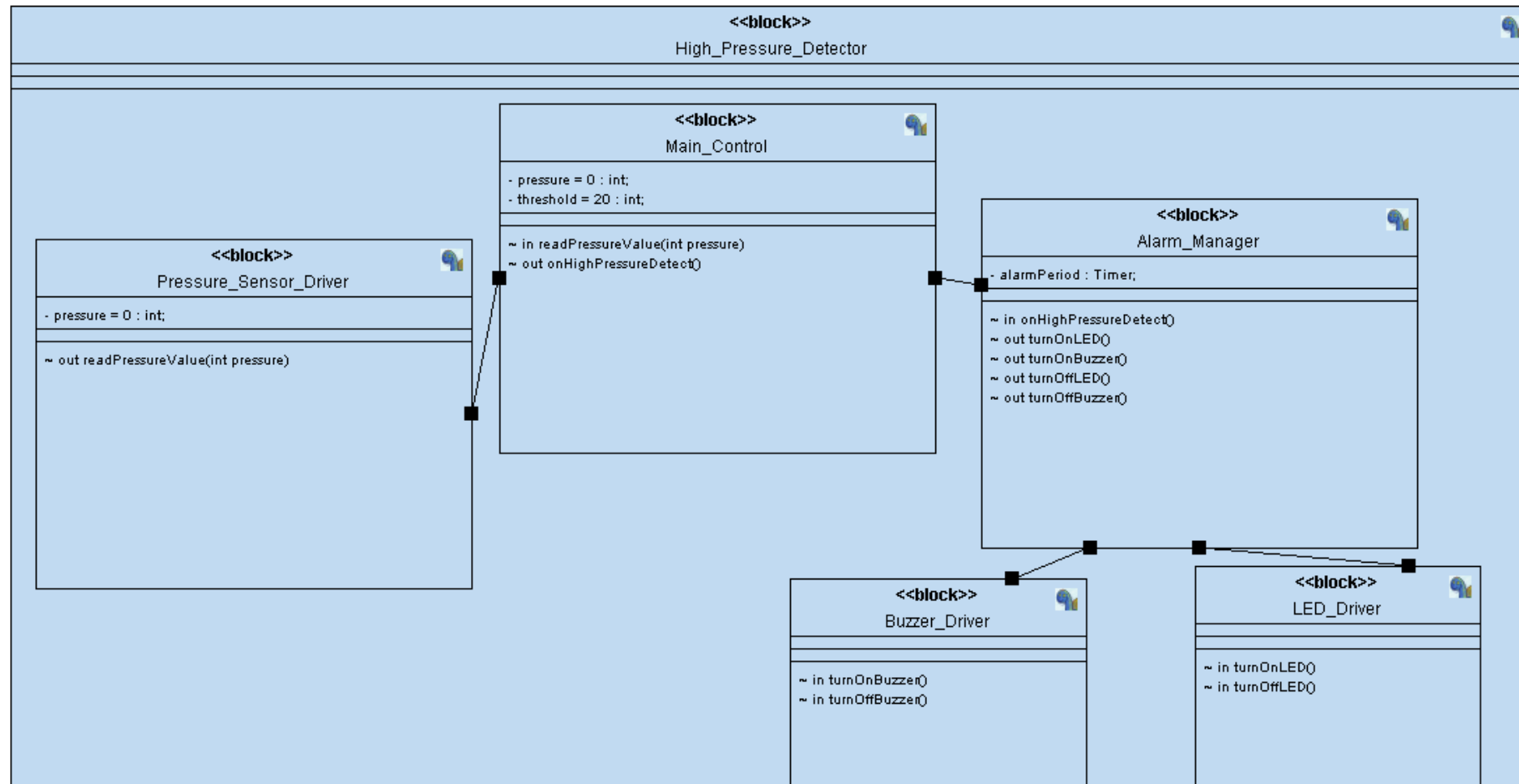
- An interaction diagram that details how operations are carried out.



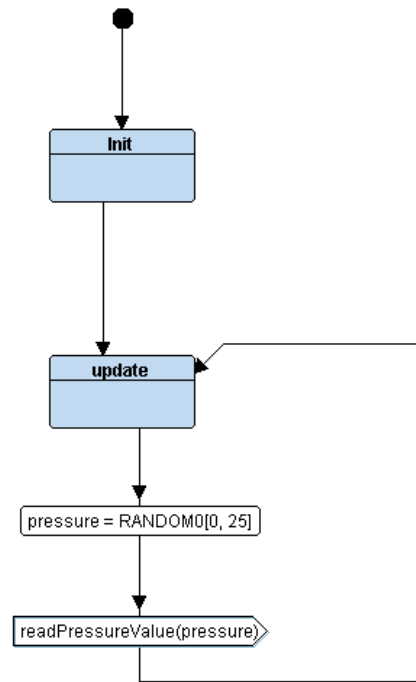
## 6. System Design

- ▶ Design required the system using block diagrams and state machine.
- ▶ Use TTool Program to make design

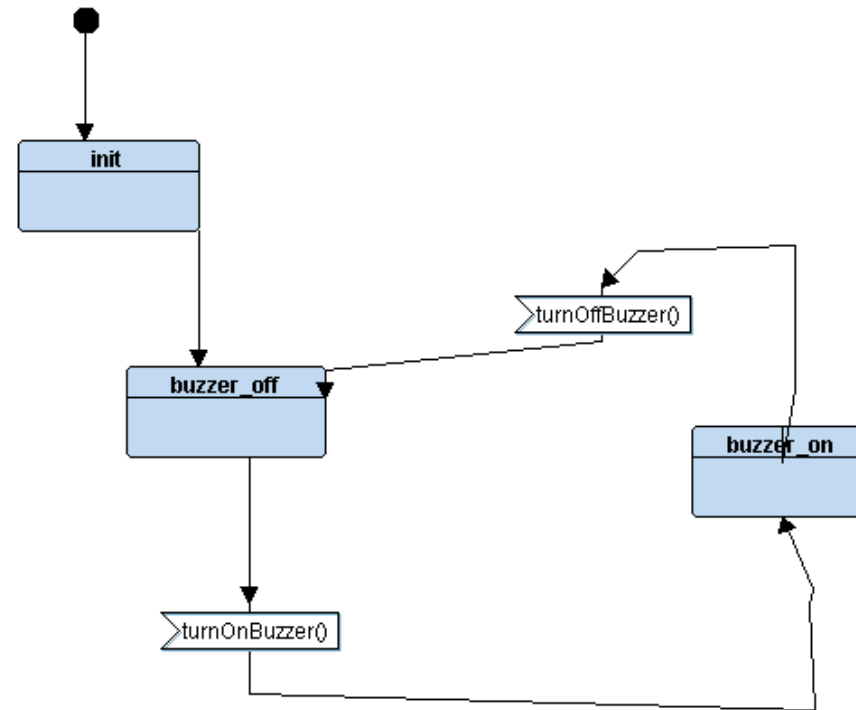
# 6.1 Block Diagram



## 6.2 State Machines



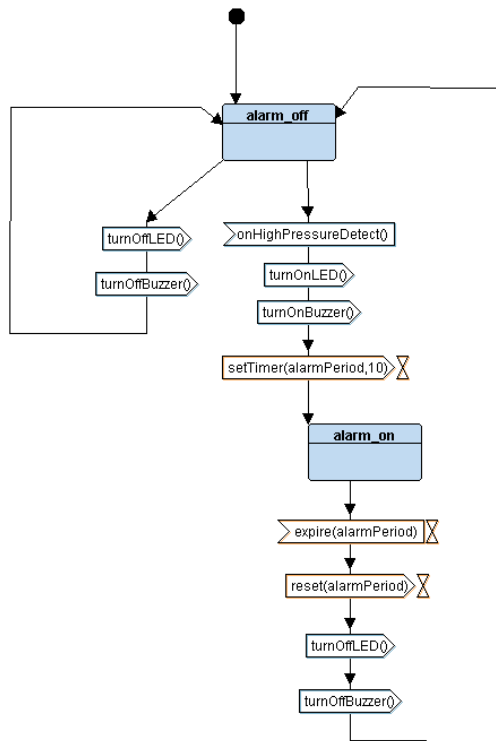
► Pressure Sensor Driver



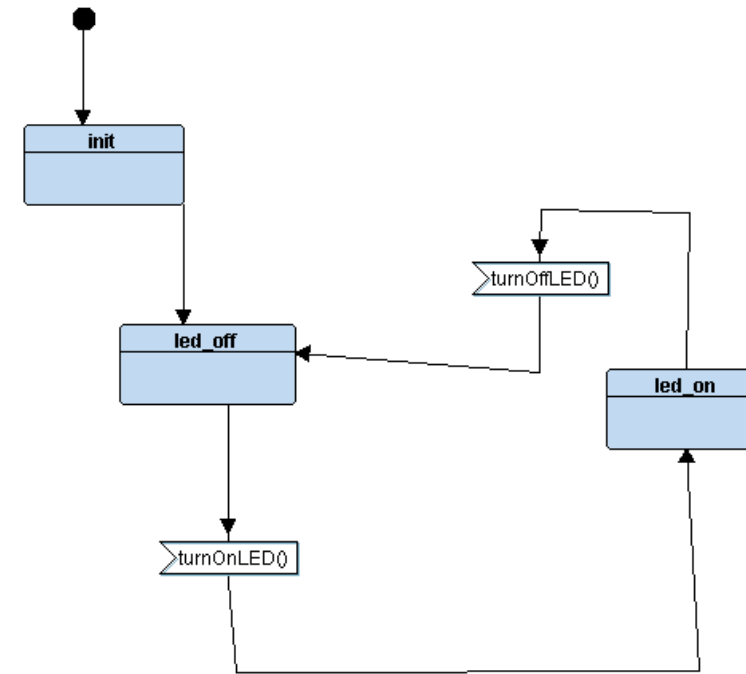
► Buzzer Driver



## 6.2 State Machines



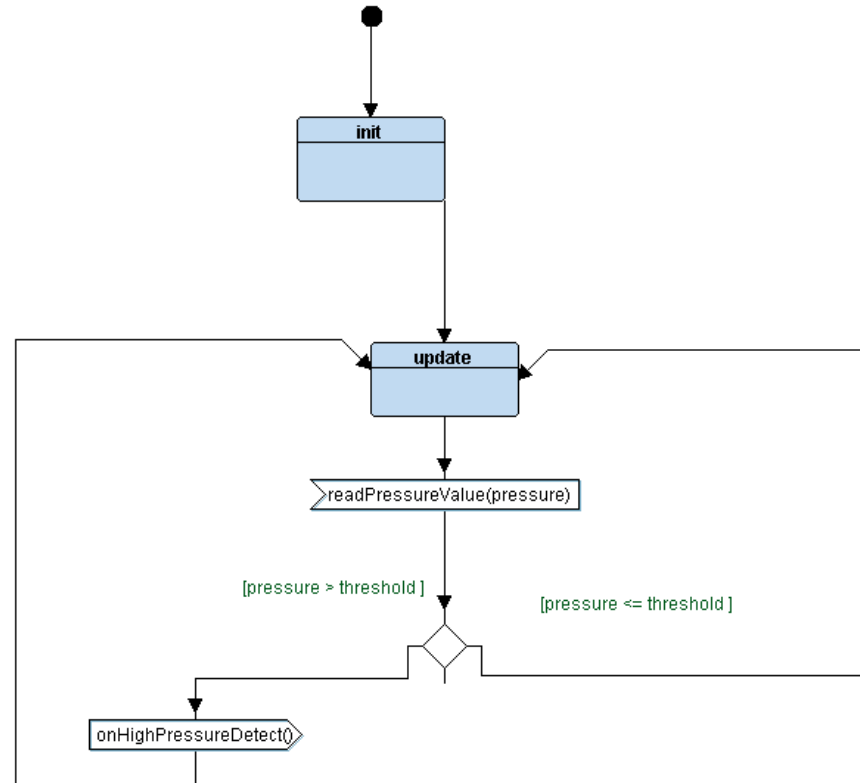
► Alarm manager



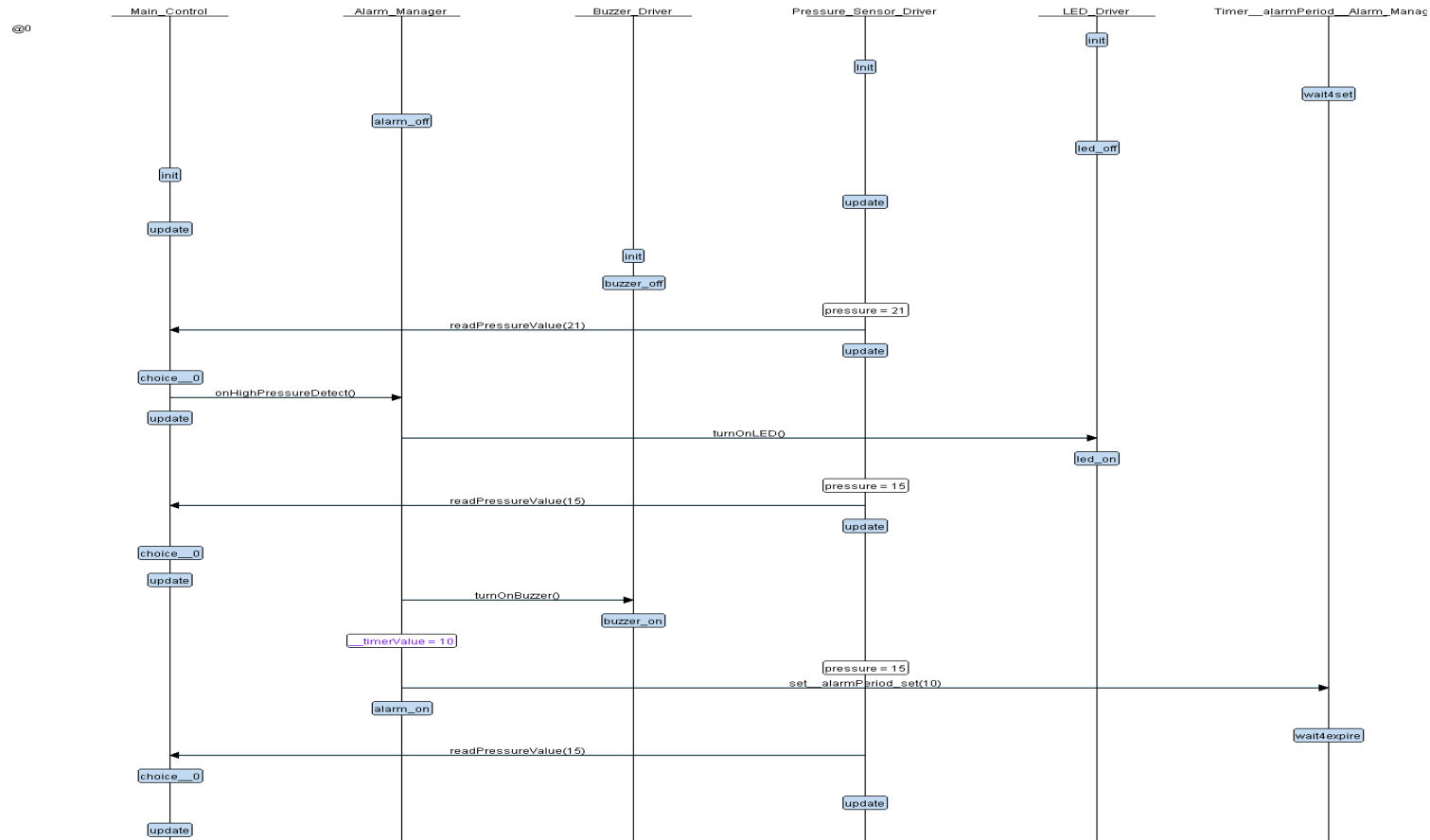
► Led Driver

## 6.2 State Machines

### ► Main Control



## 6.3 Simulate the system



# 7. Project Implementation

- ▶ Language: C
- ▶ Board: STM32
- ▶ Write own Makefile, Linker Script, Startup
- ▶ Each block diagram is implemented in 2 files:
  - ▶ .c & .h

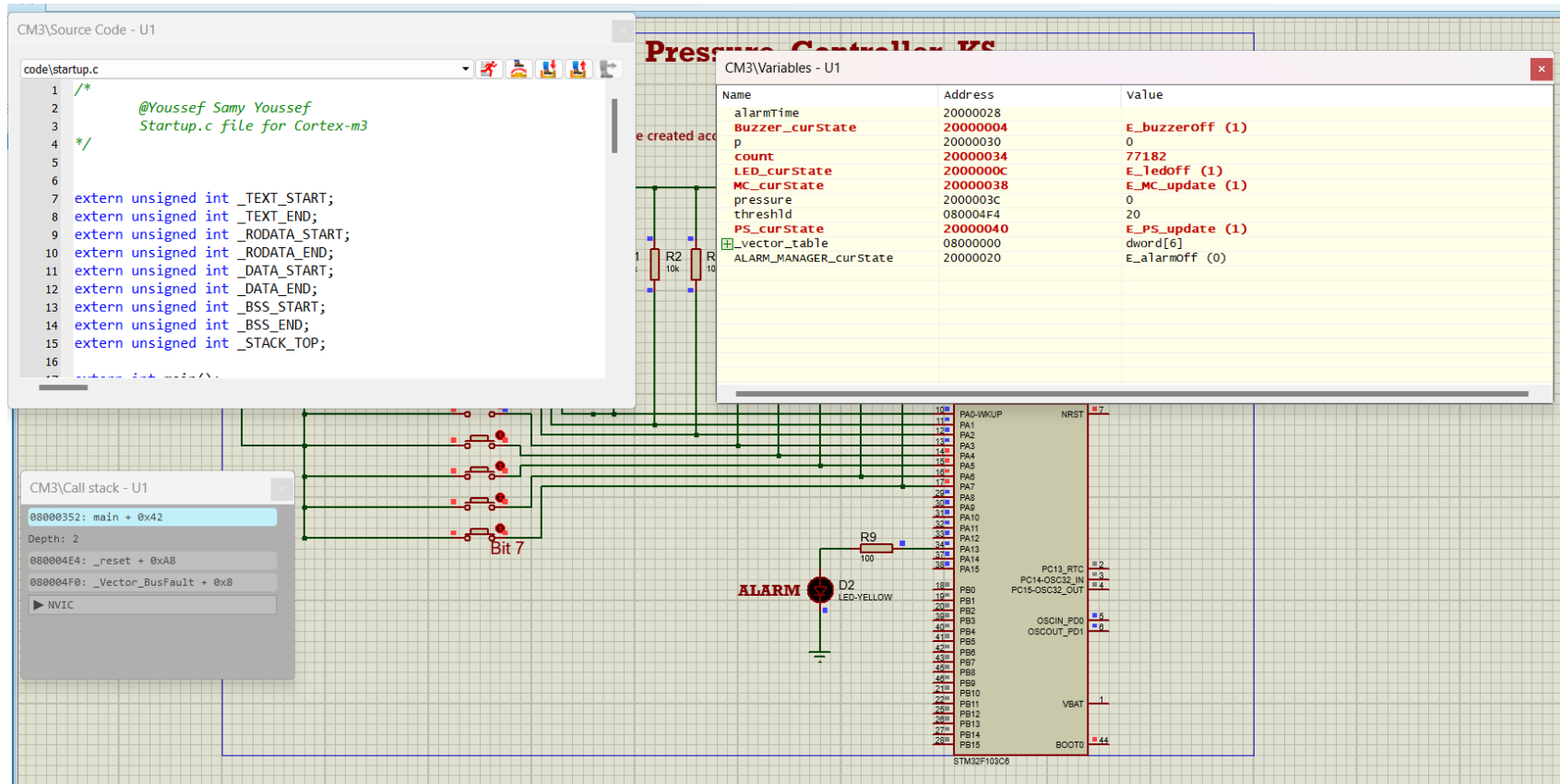
>	Project Backups	
C	alarmManager.c	+
C†	alarmManager.h	+
C	buzzerDriver.c	+
C†	buzzerDriver.h	+
C	driver.c	+
C†	driver.h	+
C	ledDriver.c	+
C†	ledDriver.h	+
≡	linker_script.ld	+
C	main.c	+
C	mainControl.c	+
C†	mainControl.h	+
M	Makefile	+
C	pressureSensorDriver.c	+
C†	pressureSensorDriver.h	+
C	startup.c	+
C†	state.h	+
C†	std_types.h	+

## 7. Project Implementation

**The code is available on my Account on GitHub.**



# 8. Proteus Simulation





## 9. Binary Utilitis (nm)

```
arm-none-eabi-nm pressure_controller.elf
```

```
20000020 B _BSS_START
2000001c D _DATA_END
20000000 D _DATA_START
0800043c T _reset
080004f8 R _RODATA_END
080004f4 R _RODATA_START
20001044 B _STACK_TOP
080004f4 T _TEXT_END
08000000 T _TEXT_START
080004e8 W _Vector_BusFault
080004e8 T _Vector_deafaultHandler
080004e8 W _Vector_HardFault
080004e8 W _Vector_MemManage
080004e8 W _Vector_NMI
08000000 t _vector_table
080004e8 W _Vector_UsageFault
20000000 D ALARM_MANAGER_curCall
20000020 b ALARM_MANAGER_curState
20000028 b alarmTime
20000008 D Buzzer_curCall
20000004 d Buzzer_curState
20000034 B count
```

```
08000164 T getPressureVal
080001fc T GPIO_INITIALIZATION
20000010 D LED_curCall
2000000c d LED_curState
08000310 T main
20000014 D MC_curCall
20000038 b MC_curState
20000030 B p
2000003c b pressure
20000018 D PS_curCall
20000040 b PS_curState
080001ac T Set_Alarm_actuator
080000b0 T Signal_onHighPressureDetect
080003b4 T Signal_readPressureSensor
08000148 T Signal_turnOffBuzzer
080002f4 T Signal_turnOffLed
0800012c T Signal_turnOnBuzzer
080002d8 T Signal_turnOnLed
08000018 T state_define_E_alarmOff
08000034 T state_define_E_alarmOn
080000f4 T state_define_E_buzzerOff
08000110 T state_define_E_buzzerOn
080002a0 T state_define_E_ledOff
```

```
080002bc T state_define_E_ledOn
08000358 T state_define_E_MC_init
08000384 T state_define_E_MC_update
080003d4 T state_define_E_PS_init
08000400 T state_define_E_PS_update
080004f4 R threshld
```

## 9. Binary Utilitis (size)

```
arm-none-eabi-size pressure_controller.elf
text    data    bss    dec    hex filename
1272     28    4132    5432    1538 pressure_controller.elf
```

# 9. Binary Utilitis (readelf)

```
arm-none-eabi-readelf -a pressure_controller.elf
```

ELF Header:

```

Magic:   7f 45 4c 46 01 01 01 00 00 00 00 00 00 00 00
Class:                               ELF32
Data:                               2's complement, little endian
Version:                             1 (current)
OS/ABI:                               UNIX - System V
ABI Version:                           0
Type:                                EXEC (Executable file)
Machine:                               ARM
Version:                               0x1
Entry point address:                   0x8000000
Start of program headers:              52 (bytes into file)
Start of section headers:              73644 (bytes into file)
Flags:                                0x5000002, has entry point, Version5 EABI
Size of this header:                   52 (bytes)
Size of program headers:               32 (bytes)
Number of program headers:              2
Size of section headers:               40 (bytes)
Number of section headers:              17
Section header string table index: 14
```

Section Headers:

[Nr]	Name	Type	Addr	Off	Size	ES	Flg	Lk	Inf	Al
[ 0]		NULL	00000000	000000	000000	00		0	0	0
[ 1]	.text	PROGBITS	08000000	008000	0004f4	00	AX	0	0	4
[ 2]	.rodata	PROGBITS	080004f4	0084f4	000004	00	A	0	0	4
[ 3]	.data	PROGBITS	20000000	010000	00001c	00	WA	0	0	4
[ 4]	.bss	NOBITS	20000020	01001c	001024	00	WA	0	0	8
[ 5]	.debug_info	PROGBITS	00000000	01001c	0008f9	00		0	0	1
[ 6]	.debug_abbrev	PROGBITS	00000000	010915	000553	00		0	0	1
[ 7]	.debug_loc	PROGBITS	00000000	010e68	000404	00		0	0	1
[ 8]	.debug_aranges	PROGBITS	00000000	01126c	000100	00		0	0	1
[ 9]	.debug_line	PROGBITS	00000000	01136c	000408	00		0	0	1
[10]	.debug_str	PROGBITS	00000000	011774	000475	01	MS	0	0	1
[11]	.comment	PROGBITS	00000000	011be9	000011	01	MS	0	0	1
[12]	.ARM.attributes	ARM_ATTRIBUTES	00000000	011bfa	000033	00		0	0	1
[13]	.debug_frame	PROGBITS	00000000	011c30	0002d4	00		0	0	4
[14]	.shstrtab	STRTAB	00000000	011f04	0000a5	00		0	0	1
[15]	.symtab	SYMTAB	00000000	012254	000660	10		16	58	4
[16]	.strtab	STRTAB	00000000	0128b4	0003b4	00		0	0	1

# 9. Binary Utilitis (objdump)

```
arm-none-eabi-objdump -x pressure_controller.elf
```

```
SYMBOL TABLE:
08000000 l d .text 00000000 .text
080004f4 l d .rodata 00000000 .rodata
20000000 l d .data 00000000 .data
20000020 l d .bss 00000000 .bss
00000000 l d .debug_info 00000000 .debug_info
00000000 l d .debug_abbrev 00000000 .debug_abbrev
00000000 l d .debug_loc 00000000 .debug_loc
00000000 l d .debug_aranges 00000000 .debug_aranges
00000000 l d .debug_line 00000000 .debug_line
00000000 l d .debug_str 00000000 .debug_str
00000000 l d .comment 00000000 .comment
00000000 l d .ARM.attributes 00000000 .ARM.attributes
00000000 l d .debug_frame 00000000 .debug_frame
00000000 l df *ABS* 00000000 startup.c
08000000 l 0 .text 00000018 _vector_table
00000000 l df *ABS* 00000000 alarmManager.c
20000020 l .bss 00000000 ALARM_MANAGER_curState
20000028 l .bss 00000000 alarmTime
00000000 l df *ABS* 00000000 buzzerDriver.c
20000004 l 0 .data 00000001 Buzzer_curState
00000000 l df *ABS* 00000000 driver.c
00000000 l df *ABS* 00000000 ledDriver.c
```

```
2000000c l 0 .data 00000001 LED_curState
00000000 l df *ABS* 00000000 main.c
00000000 l df *ABS* 00000000 mainControl.c
20000038 l .bss 00000000 MC_curState
2000003c l .bss 00000000 pressure
00000000 l df *ABS* 00000000 pressureSensorDriver.c
20000040 l .bss 00000000 PS_curState
00000000 l df *ABS* 00000000
08000000 g .text 00000000 _TEXT_START
20000030 g 0 .bss 00000004 p
080001fc g F .text 000000a4 GPIO_INITIALIZATION
080000f4 g F .text 0000001c state_define_E_buzzerOff
080004e8 g F .text 0000000a _Vector_deafultHandler
080002bc g F .text 0000001c state_define_E_ledOn
080000b0 g F .text 00000042 Signal_onHighPressureDetect
080002f4 g F .text 0000001c Signal_turnOffLed
080004e8 w F .text 0000000a _Vector_MemManage
08000110 g F .text 0000001c state_define_E_buzzerOn
08000400 g F .text 0000003c state_define_E_PS_update
20000018 g 0 .data 00000004 PS_curCall
080004e8 w F .text 0000000a _Vector_NMI
20000008 g 0 .data 00000004 Buzzer_curCall
0800012c g F .text 0000001c Signal_turnOnBuzzer
```

```
20000014 g 0 .data 00000004 MC_curCall
080004e8 w F .text 0000000a _Vector_UsageFault
08000358 g F .text 0000002a state_define_E_MC_init
08000164 g F .text 00000048 getPressureVal
080004e8 w F .text 0000000a _Vector_HardFault
080003b4 g F .text 0000001e Signal_readPressureSensor
20000000 g .data 00000000 _DATA_START
080003d4 g F .text 0000002a state_define_E_PS_init
080004f4 g .text 00000000 _TEXT_END
08000034 g F .text 0000007c state_define_E_alarmOn
080001ac g F .text 00000050 Set_Alarm_actuator
080004f8 g .rodata 00000000 _RODATA_END
080004f4 g 0 .rodata 00000004 threshld
08000310 g F .text 00000046 main
20000044 g .bss 00000000 _BSS_END
20000034 g 0 .bss 00000004 count
080002d8 g F .text 0000001c Signal_turnOnLed
20001044 g .bss 00000000 _STACK_TOP
08000384 g F .text 00000030 state_define_E_MC_update
080004e8 w F .text 0000000a _Vector_BusFault
0800043c g F .text 000000aa _reset
20000000 g 0 .data 00000004 ALARM_MANAGER_curCall
080004f4 g .rodata 00000000 _RODATA_START
```

```
08000148 g F .text 0000001c Signal_turnOffBuzzer
2000001c g .data 00000000 _DATA_END
08000018 g F .text 0000001c state_define_E_alarmOff
080002a0 g F .text 0000001c state_define_E_ledOff
20000010 g 0 .data 00000004 LED_curCall
20000020 g .bss 00000000 _BSS_START
```

# 10. Map File

## Memory Configuration

Name	Origin	Length	Attributes
flash	0x08000000	0x00020000	xr
sram	0x20000000	0x00005000	xr
*default*	0x00000000	0xffffffff	

```
.text      0x08000000      0x4f4
           0x08000000      _TEXT_START = .
*(.vectors*)
.vectors   0x08000000      0x18 startup.o
*(.text*)
```

```
.rodata    0x080004f4      0x4
           0x080004f4      _RODATA_START = .
*(.rodata*)
.rodata    0x080004f4      0x4 mainControl.o
           0x080004f4      threshld
           0x080004f8      . = ALIGN (0x4)
           0x080004f8      _RODATA_END = .
```

```
*(.data*)
.data      0x20000000      0x4 alarmManager.o
           0x20000000      ALARM_MANAGER_curCall
.data      0x20000004      0x8 buzzerDriver.o
           0x20000008      Buzzer_curCall
.data      0x2000000c      0x0 driver.o
.data      0x2000000c      0x8 ledDriver.o
           0x20000010      LED_curCall
.data      0x20000014      0x0 main.o
.data      0x20000014      0x4 mainControl.o
           0x20000014      MC_curCall
.data      0x20000018      0x4 pressureSensorDriver.o
           0x20000018      PS_curCall
.data      0x2000001c      0x0 startup.o
           0x2000001c      . = ALIGN (0x4)
           0x2000001c      _DATA_END = .
```

```
.bss       0x20000020      0x1024 load address 0x08000518
           0x20000020      _BSS_START = .
*(.bss*)
.bss       0x20000020      0x10 alarmManager.o
.bss       0x20000030      0x0 buzzerDriver.o
.bss       0x20000030      0x8 driver.o
           0x20000030      p
           0x20000034      count
.bss       0x20000038      0x0 ledDriver.o
.bss       0x20000038      0x0 main.o
.bss       0x20000038      0x8 mainControl.o
.bss       0x20000040      0x1 pressureSensorDriver.o
.bss       0x20000041      0x0 startup.o
*(COMMON)
           0x20000044      . = ALIGN (0x4)
```





**Thank You**