**\_4WD Car\_**

**Layered architectureGraphical user interface

Description automatically generated with medium confidence**

Layers

1. Hardware

* This layer has hardware modules peripherals will act the system

1. Microcontroller abstraction layer (MCAL)

* This layer has the components will control peripherals inside MCU. We going to use DIO and Timers

1. Electronic control unit layer (ECUL)

* This layer cares about modules and hardware outside MCU connected to it. Like push buttons, motor driver and LED

1. Application layer

* In this layer cares about software of system and how will act.

**System modules**

