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# PO1\_DGC Calculator

**(GDD)**

**Status**: **Draft**

### **Document Status**

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| --- | --- | --- | --- |
| **Version** | **Status** | **Author** | **Date** |
| V 1.0 | Draft | May Abdelsalam | 26/2/2020 |

**History Table**

|  |  |  |  |
| --- | --- | --- | --- |
| **Version** | **Author** | **Date** | **Change** |
| 1.0 | May Abdelelsalam | 26/2/2020 | Initial creation |

**Reference documents**

|  |  |  |  |
| --- | --- | --- | --- |
| **Reference number** | **Document name** | **Version** | **Status** |
| 1 | PO1\_DGC Calculator  (SRS) | V1.6 | Proposed |

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## **Project Description**

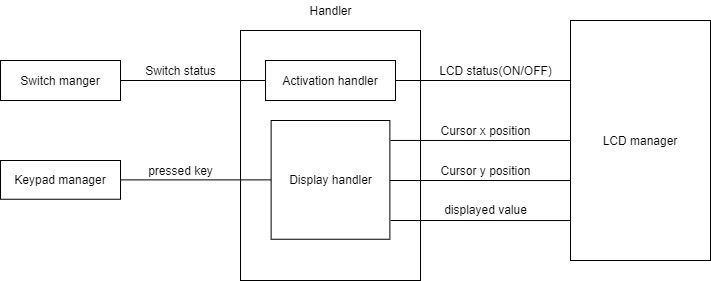
The Digital Calculator system will consist of a Power component in the APP layer to turn all the system ON whenever the ON switch is pressed.

The system starts with the Keypad\_assignment component waiting for any of the Keypad keys to get pressed. When a switch of the keypad is pressed the Keypad\_assignment component will send signals to all of the following components:

1- Character\_Handler: it will handle the received signals and convert them to numbers to be displayed using the Display component.

2- Math\_calc: will calculate the entered operation and send the result to the Display component.

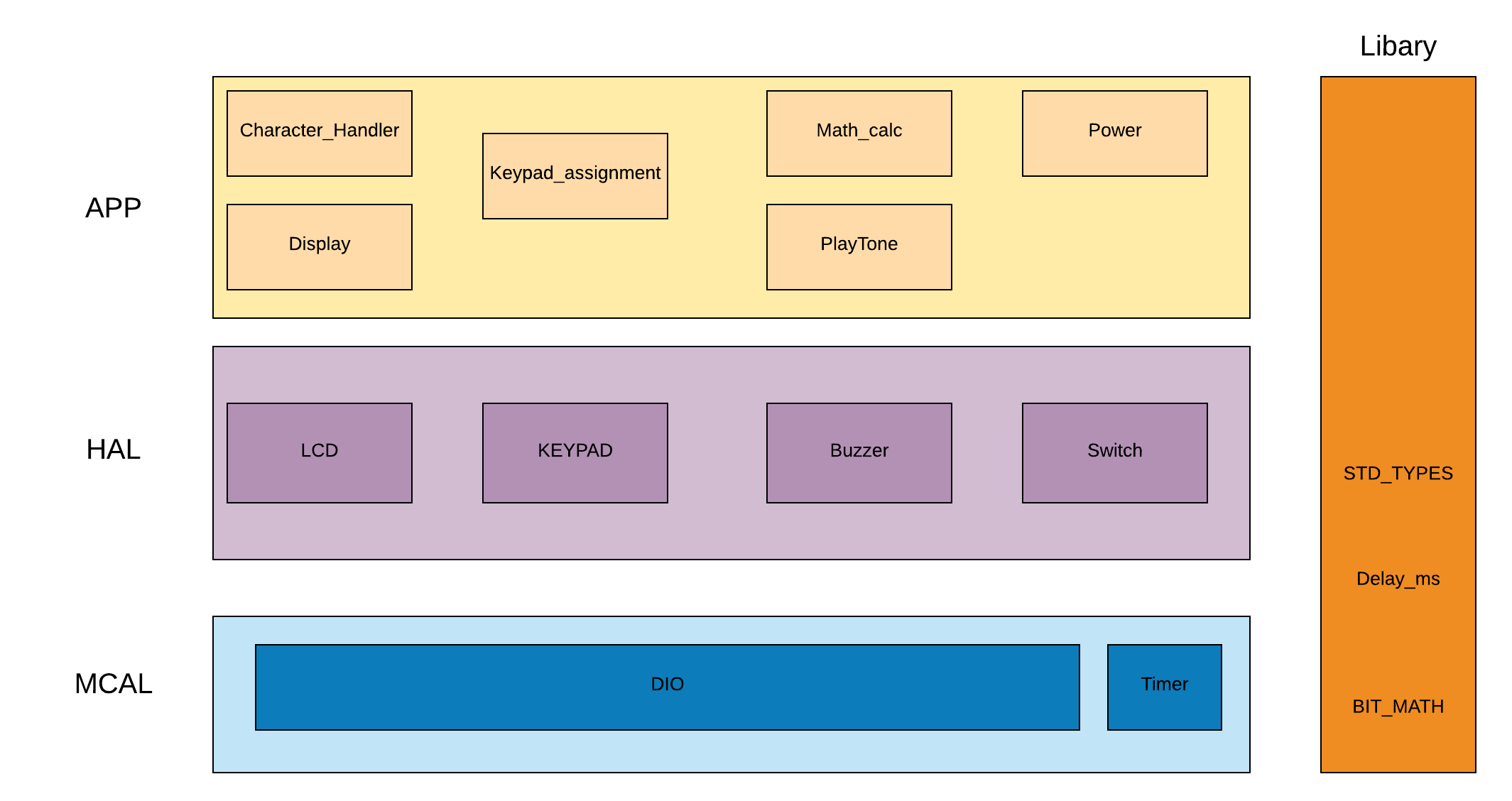
3- PlayTone: will play a tune every time keypad\_assignment component is used.



**Input Output signals:**

**Software features:**

**Static Architecture:**



### **APP Components APIs:**

### **HAL Components APIs**

### **MCAL Components APIs**

### **Reference Documents**

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| 1 | CRS | - | - |