

ON-DEMAND TRAFFIC LIGHT CONTROL

Tarek Abdallah Mohammed hussin

AGENDA

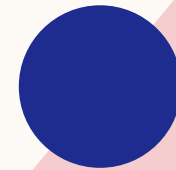
system description

system design

system flow chart

system constraints

Summary



SYSTEM DESCRIPTION

The system is divided into three layer

- Microcontroller Abstraction Layer
- ECU Abstraction Layer
- Application Layer

SYSTEM ARCHITECTURE

MICROCONTROLLER ABSTRACTION LAYER

- In this layer we deal with the basic components of hardware, including peripherals and memory directly by writing in the registers of each peripheral.
- This level is highly dependent on the architecture of the controller, so when the target changes, the parts at this level must be reorganized.
- In our application, we made drivers for some of the peripherals used in the application, including the GPIO, TIMES, INTERRUPT.

ECU LAYER

- At this level, we configure the controller to deal with external electrical devices, for example LEDs, Push Button
- At this level we completely isolate the controller and deal with the resulting API from the controller level.
- Adjustment at this level occurs when we change the types of inputs or outputs

APPLICATION LAYER

In this layer, we configure the resulting API from the ECU Layer to implement the required function of this application.

Here we configure the sources by using timers to convert between signals and achieve the logarithm described in the following slides

APP

components

LEDs

PUSH BOTTON

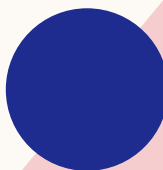
Timer control flow

GPIO

Interrupt

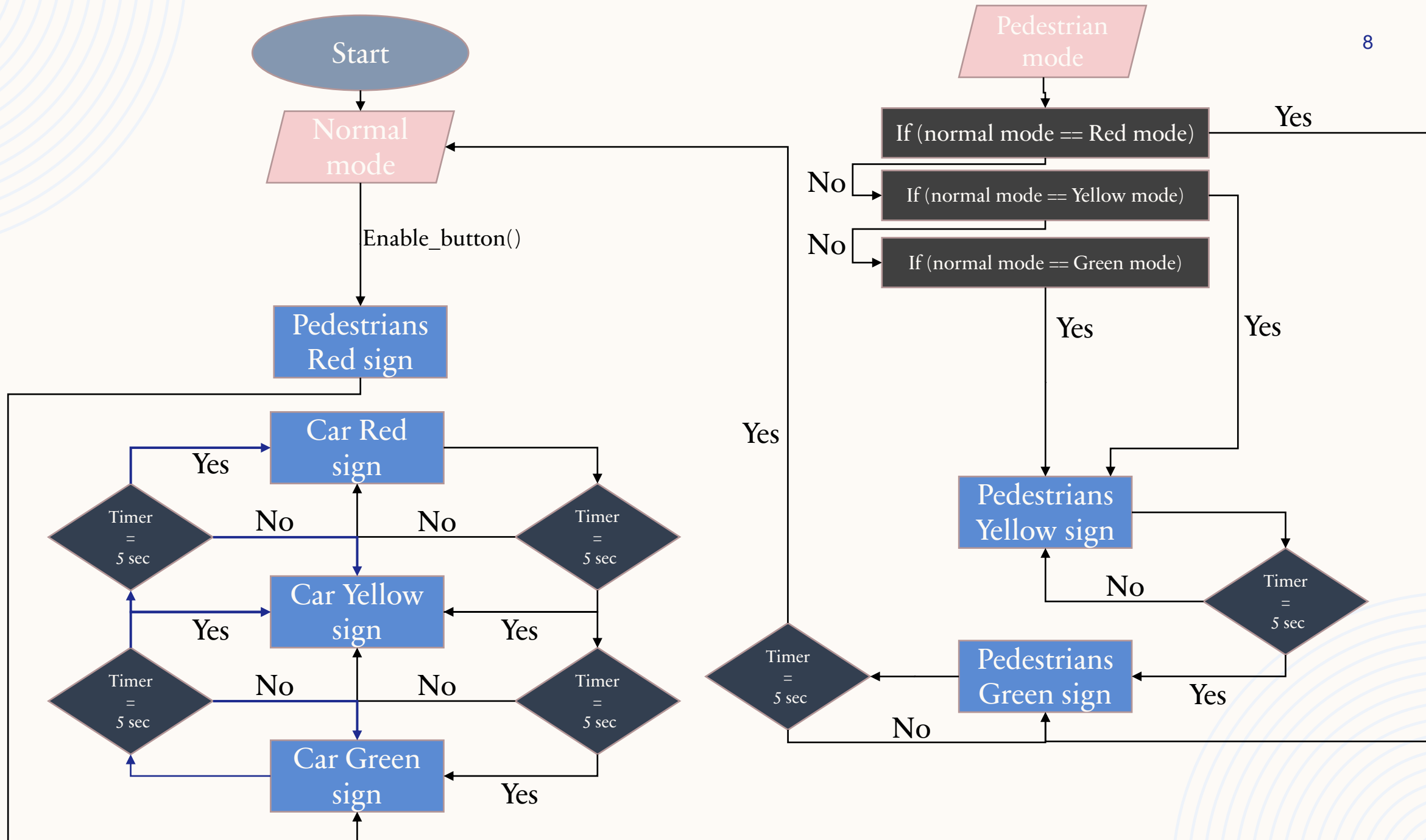
Timers

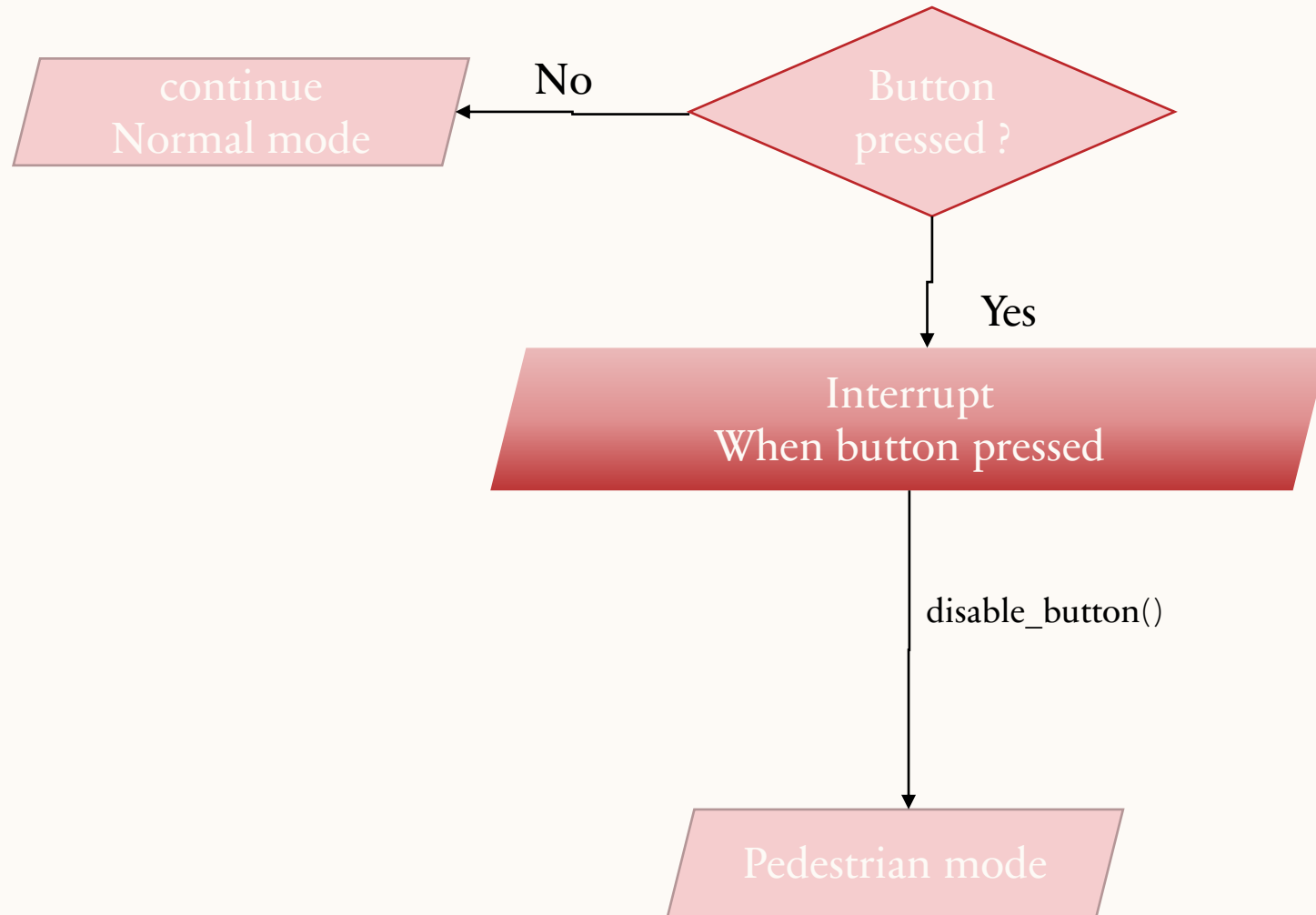
ATMEGA 32



FLOW CHART

We have 3 LEDs for cars traffic and another 3 LEDs for pedestrians, so we have two modes: normal mode for cars and pedestrians mode. Can switch from between two modes by button.







THANK YOU

dabout62@gmail.com