

## File Transmitter

Generated by Doxygen 1.8.16



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# Chapter 1

## Module Index

### 1.1 Modules

Here is a list of all modules:

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## Chapter 2

# Class Index

### 2.1 Class List

Here are the classes, structs, unions and interfaces with brief descriptions:

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## Chapter 3

# Module Documentation

### 3.1 API

Functions that interact with the protocol.

#### Classes

- struct [link\\_layer](#)

#### Macros

- `#define _TRANSMITTER 0`
- `#define _RECEIVER 1`

#### Functions

- int [llopen](#) (int port, int device)  
*Opens the serial port and tries to establish a connection.*
- int [llwrite](#) (int fd, unsigned char \*buffer, int length)  
*Writes the message to fd.*
- int [llread](#) (int fd, unsigned char \*buffer)  
*Reads the message from fd.*
- int [llclose](#) (int port\_fd)  
*Ends a connection and closes the serial port.*

#### 3.1.1 Detailed Description

Functions that interact with the protocol.

#### 3.1.2 Function Documentation

##### 3.1.2.1 llclose()

```
int llclose (  
    int port_fd )
```

Ends a connection and closes the serial port.

**Parameters**

<i>port</i> ↔ <i>_fd</i>	- File descriptor of the port
-----------------------------	-------------------------------

**Returns**

int - positive if OK, negative if error

**3.1.2.2 llopen()**

```
int llopen (
    int port,
    int device )
```

Opens the serial port and tries to establish a connection.

**Parameters**

<i>port</i>	- Number of the port to open (COM1 OR COM2)
<i>buffer</i>	- output: the data received through

**Returns**

int - file descriptor of connection, negative value on error

**3.1.2.3 lhread()**

```
int lhread (
    int fd,
    unsigned char * buffer )
```

Reads the message from fd.

**Parameters**

<i>port</i>	- file descriptor from where the data will be read
<i>buffer</i>	- data that was received

**Returns**

int - number of chars read (size of buffer)

#### 3.1.2.4 llwrite()

```
int llwrite (
    int fd,
    unsigned char * buffer,
    int length )
```

Writes the message to *fd*.

##### Parameters

<i>fd</i>	- file descriptor from where the data will be sent
<i>buffer</i>	- data to be written
<i>length</i>	- size of buffer

##### Returns

int - number of bytes written (size of buffer)

## 3.2 application

Application layer funtions.

### Classes

- struct [application\\_layer](#)

### Functions

- int [build\\_control\\_package](#) (unsigned char control, struct [application\\_layer](#) \*info, unsigned char package[])  
*Creates a control package with the specified fields.*
- int [build\\_data\\_package](#) (int sequence\_num, int data\_length, unsigned char data[], unsigned char package[])  
*Creates a data package with the specified fields.*
- int [process\\_data\\_package](#) (unsigned char data\_package[], unsigned char extracted\_data[], int \*sequence\_num)  
*Processes a received data package.*
- int [process\\_control\\_package](#) (unsigned char package[], struct [application\\_layer](#) \*info)  
*Processes a received control package.*

### 3.2.1 Detailed Description

Application layer funtions.

### 3.2.2 Function Documentation

#### 3.2.2.1 build\_control\_package()

```
int build_control_package (
    unsigned char control,
    struct application\_layer * info,
    unsigned char package[] )
```

Creates a control package with the specified fields.

#### Parameters

<i>control</i>	- The control byte of the package
<i>info</i>	- Information about the file being trasfered
<i>package</i>	- Array where the package will be put

**Returns**

int - The size of the array

**3.2.2.2 build\_data\_package()**

```
int build_data_package (
    int sequence_num,
    int data_length,
    unsigned char data[],
    unsigned char package[] )
```

Creates a data package with the specified fields.

**Parameters**

<i>sequence_num</i>	- Sequence number of the package
<i>data_length</i>	- Number of the bytes of the data in the package
<i>data</i>	- Data to include in the package
<i>package</i>	- Array where to put the package

**Returns**

int - Size of the array

**3.2.2.3 process\_control\_package()**

```
int process_control_package (
    unsigned char package[],
    struct application_layer * info )
```

Processes a received control package.

**Parameters**

<i>package</i>	- The array where the package is stored
<i>info</i>	- Information about the file being trasfered

**Returns**

int - The command or -1 on error

#### 3.2.2.4 process\_data\_package()

```
int process_data_package (
    unsigned char data_package[],
    unsigned char extracted_data[],
    int * sequence_num )
```

Processes a received data package.

##### Parameters

<i>data_package</i>	- The array where the package is stored
<i>extracted_data</i>	- The array where the data will be stored
<i>sequence_num</i>	- Pointer to an integer where the sequence number of the package will be stored

##### Returns

int - The length of the data processed

## 3.3 protocol

Functions that interact directly with the serial port.

### Functions

- int [change\\_sequence\\_number](#) ()  
*defines the current iteration sequence number, setting it to be the last one sent and returning the new sequence number*
- int [get\\_sequence\\_number](#) (unsigned char \*msg)  
*Returns the sequence number of the message.*
- int [get\\_sequence\\_answer](#) (unsigned char \*msg)  
*Returns the sequence number of the answer.*
- int [set\\_sequence\\_number\\_rejected](#) (unsigned char \*msg)  
*TRANSMITTER: sets last sequence number dependent on the received answer.*
- int [receive\\_message](#) (int serial\_port, unsigned char \*msg\_ptr)  
*Receives information through the serial port.*
- int [send\\_message](#) (int serial\_port, unsigned char \*sent\_msg, unsigned char addr, unsigned char c\_set)  
*Sends a command through the serial port.*
- int [wait\\_for\\_message](#) (int serial\_port, unsigned char rec\_addr, unsigned char rec\_c\_set)  
*Waits to receive a command.*
- int [send\\_timed\\_message\\_get\\_answer](#) (int serial\_port, unsigned char addr, unsigned char c\_set, unsigned char ans\_addr, unsigned char ans\_c\_set, int tries, int timeout\_time)  
*Sends a message and waits for an answer, if the no answer received or the answer is wrong sends the message again.*
- int [serial\\_port\\_connect](#) (int serial\_port, int tries, int timeout)  
*Sends the SET command through the serial port and waits for an UA.*
- int [serial\\_port\\_wait\\_connection](#) (int serial\_port)  
*Waits for a SET command and sends a UA command.*
- int [serial\\_port\\_start](#) (char \*serial\_port\_name, speed\_t baudrate, struct termios \*newtio, struct termios \*oldtio)  
*Opens a serial port and sets its configuration.*
- int [serial\\_port\\_close](#) (int serial\_port\_fd, struct termios \*oldtio)  
*Closes the serial port setting its configuration to oldtio.*
- int [serial\\_port\\_end\\_connection](#) (int serial\_port, int tries, int timeout)  
*Ends a serial port connection.*
- int [serial\\_port\\_wait\\_end\\_connection](#) (int serial\_port, int tries, int timeout)  
*Waits the command to end a connection.*
- int [build\\_header](#) (unsigned char \*msg)  
*receives the empty message and starts building the frame*
- int [add\\_data\\_to\\_frame](#) (unsigned char \*msg, unsigned char \*data, int data\_length)  
*Adds input to the output msg.*
- int [stuffing\\_message](#) (unsigned char \*output, unsigned char \*input, int input\_length)  
*stuffs the data bytes that are equal to special bytes, except the initial and final FLAG itself*
- int [send\\_message\\_data](#) (int serial\_port, unsigned char \*data, int data\_length)  
*Sends data message through the serial port.*
- int [answer\\_confirmation](#) (unsigned char \*msg)  
*Verifies if answer is positive and not duplicated.*
- int [receive\\_answer](#) (int serial\_port)  
*Receives answer to sent message and verifies if answer is accordingly to sent.*
- int [send\\_timed\\_data\\_get\\_answer](#) (int serial\_port, unsigned char \*data, int data\_length)

*Sends a data message (l) and waits for an answer, if nop answer received or the answer is wrong sends the message again.*

- int [destuffing\\_message](#) (unsigned char \*output, unsigned char \*input, int input\_length)

*applies destuffing operation to the message received*

- int [validate\\_header](#) (unsigned char \*msg)

*Verifies the header info validity.*

- int [validate\\_data](#) (unsigned char \*msg, int msg\_length)

*Verifies the data info validity.*

- int [send\\_answer](#) (int serial\_port, unsigned char \*msg, int msg\_length)

*Answers sender, accordingly to the message received.*

- int [receive\\_message\\_data](#) (int serial\_port, unsigned char \*data\_msg)

*Receives one data frame through serial port.*

- void [addError](#) (unsigned char \*msg, int length)

*Introduces bit flips in the frame received, so the code can be tested, the approval functions must return errors when bit flips happen has as internal argument that when changed, provide a ratio of error in the frame received.*

### 3.3.1 Detailed Description

Functions that interact directly with the serial port.

### 3.3.2 Function Documentation

#### 3.3.2.1 add\_data\_to\_frame()

```
int add_data_to_frame (
    unsigned char * msg,
    unsigned char * data,
    int data_length )
```

Adds input to the output msg.

#### Parameters

<i>msg</i>	- msg to be field with data
<i>data</i>	- data to be put in msg
<i>data_length</i>	- size of data argument

#### Returns

size of msg or negative if error



### 3.3.2.2 addErrors()

```
void addErrors (
    unsigned char * msg,
    int length )
```

Introduces bit flips in the frame received, so the code can be tested, the approval functions must return errors when bit flips happen has as internal argument that when changed, provide a ratio of error in the frame received.

#### Parameters

<i>msg</i>	- message to be altered
<i>length</i>	- size of the msg

#### Returns

void

### 3.3.2.3 answer\_confirmation()

```
int answer_confirmation (
    unsigned char * msg )
```

Verifies if answer is positive and not duplicated.

#### Parameters

<i>msg</i>	- answer to be analysed
------------	-------------------------

#### Returns

int - 1 if OK or 0 if NOT OK

### 3.3.2.4 build\_header()

```
int build_header (
    unsigned char * msg )
```

receives the empty message and startes building the frame

TRANSMITTER END

#### Parameters

<i>msg</i>	- empty message to be constructed
------------	-----------------------------------

**Returns**

int - 0 if OK or negative if errors occurred

**3.3.2.5 change\_sequence\_number()**

```
int change_sequence_number ( )
```

defines the current iteration sequence number, setting it to be the last one sent and returning the new sequence number

**Returns**

int - the current sequence number

**3.3.2.6 destuffing\_message()**

```
int destuffing_message (
    unsigned char * output,
    unsigned char * input,
    int input_length )
```

applies destuffing operation to the message received

RECEIVER END

**Parameters**

<i>output</i>	- destuffed message (MUST BE INITIALIZED)
<i>input</i>	- stuffed message
<i>input_length</i>	- size of input

**Returns**

int - size of output and -1 if error

**3.3.2.7 get\_sequence\_answer()**

```
int get_sequence_answer (
    unsigned char * msg )
```

Returns the sequence number of the answer.

**Parameters**

<i>msg</i>	- answer to be analysed
------------	-------------------------

**Returns**

int - the respective sequence number [0 OR 1] of msg

**3.3.2.8 get\_sequence\_number()**

```
int get_sequence_number (
    unsigned char * msg )
```

Returns the sequence number of the message.

**Parameters**

<i>msg</i>	- message to be analysed
------------	--------------------------

**Returns**

int - the respective sequence number [0 OR 1] of msg

**3.3.2.9 receive\_answer()**

```
int receive_answer (
    int serial_port )
```

Receives answer to sent message and verifies if answer is accordingly to sent.

**Returns**

positive if OK or negative on error (needs to repeat sending)

**3.3.2.10 receive\_message()**

```
int receive_message (
    int serial_port,
    unsigned char * msg_ptr )
```

Receives information through the serial port.

**Parameters**

<i>serial_port</i>	- The serial file descriptor of the serial port
<i>msg_ptr</i>	- The array in which to store the message

**Returns**

int - number of bytes received or -1 if some error occurred

**3.3.2.11 receive\_message\_data()**

```
int receive_message_data (
    int serial_port,
    unsigned char * data_msg )
```

Receives one data frame through serial port.

**Parameters**

<i>serial_port</i>	- file descriptor from where the message arrives
<i>data_msg</i>	- output, returns the data received

**Returns**

int - size of data\_msg (all correct), 0 if disconnect command, -1 if message should be ignored (some processing or header error)

**3.3.2.12 send\_answer()**

```
int send_answer (
    int serial_port,
    unsigned char * msg,
    int msg_length )
```

Answers sender, accordingly to the message received.

**Parameters**

<i>serial_port</i>	- port that the answer will be sent
<i>msg</i>	- message to be analysed @ return int - 0 if OK or -1 if REJ or repeated (data should be ignored)

### 3.3.2.13 send\_message()

```
int send_message (
    int serial_port,
    unsigned char * sent_msg,
    unsigned char addr,
    unsigned char c_set )
```

Sends a command through the serial port.

#### Parameters

<i>serial_port</i>	- The serial port to send the message
<i>sent_msg</i>	- Array where to store the message sent
<i>aflag</i>	- The address of the sender
<i>c_set</i>	- The command to send

#### Returns

int - size of sent message or negative on error

### 3.3.2.14 send\_message\_data()

```
int send_message_data (
    int serial_port,
    unsigned char * data,
    int data_length )
```

Sends data message through the serial port.

#### Parameters

<i>serial_port</i>	- The serial port to send the message
<i>data</i>	- The data to be sent
<i>data_length</i>	- size of data argument

#### Returns

int - number of data bytes sent, negative if error

### 3.3.2.15 send\_timed\_data\_get\_answer()

```
int send_timed_data_get_answer (
    int serial_port,
```

```
unsigned char * data,  
int data_length )
```

Sends a data message (l) and waits for an answer, if nop answer received or the answer is wrong sends the message again.

**Parameters**

<i>serial_port</i>	- the file descriptor of the serial port
<i>data</i>	- data to be sent
<i>data_length</i>	- size of data

**Returns**

int - positive if message was send and received expected answer, -1 on timeout

**3.3.2.16 send\_timed\_message\_get\_answer()**

```
int send_timed_message_get_answer (
    int serial_port,
    unsigned char addr,
    unsigned char c_set,
    unsigned char ans_addr,
    unsigned char ans_c_set,
    int tries,
    int timeout_time )
```

Sends a message and waits for an answer, if the no answer received or the answer is wrong sends the message again.

**Parameters**

<i>serial_port</i>	- The file descriptor of the serial port
<i>addr</i>	- The address of the command to send
<i>c_set</i>	- The command to send
<i>ans_addr</i>	- The address expected to receive
<i>ans_c_set</i>	- The command expected to receive
<i>tries</i>	- Number of tries until a timeout
<i>timeout_time</i>	- The time between each try

**Returns**

int - positive if message was sent and received expected answer, -1 on timeout

**3.3.2.17 serial\_port\_close()**

```
int serial_port_close (
    int serial_port_fd,
    struct termios * oldtio )
```

Closes the serial port setting its configuration to oldtio.

**Parameters**

<i>serial_port</i> <i>_fd</i>	- File descriptor where the serial port is open
<i>oldtio</i>	- Configuration to set the serial port (Usually the configuration it had before startig)

**Returns**

int - only 0 for now

**3.3.2.18 serial\_port\_connect()**

```
int serial_port_connect (
    int serial_port,
    int tries,
    int timeout )
```

Sends the SET command through the serial port and waits for an UA.

**Parameters**

<i>serial_port</i>	- file descritor of the serial port to connect
<i>tries</i>	- number of tries in case of a timeout
<i>timeout</i>	- number of seconds until a timeout

**Returns**

int - positive if OK or negative if timeout occurred

**3.3.2.19 serial\_port\_end\_connection()**

```
int serial_port_end_connection (
    int serial_port,
    int tries,
    int timeout )
```

Ends a serial port connection.

**Parameters**

<i>serial_port</i>	- File escriptor of the serial port
<i>tries</i>	- Number of tries until timeout
<i>timeout</i>	- Time between tries



**Returns**

int - positive if OK or negative on error

**3.3.2.20 serial\_port\_start()**

```
int serial_port_start (
    char * serial_port_name,
    speed_t baudrate,
    struct termios * newtio,
    struct termios * oldtio )
```

Opens a serial port and sets its configuration.

**Parameters**

<i>serial_port_name</i>	- String containing the file of the driver Ex: "/dev/ttyS1"
<i>baudrate</i>	- Baudrate to set the port
<i>newtio</i>	- Pointer to a termios struct to store the new termios config
<i>oldtio</i>	- Pointer to a termios struct to store the old termios config

**Returns**

int - File descriptor where the serial port is open

**3.3.2.21 serial\_port\_wait\_connection()**

```
int serial_port_wait_connection (
    int serial_port )
```

Waits for a SET command and sends a UA command.

**Parameters**

<i>serial_port</i>	- The serial port to listen for a connection
--------------------	--

**Returns**

int - positive on success or negative on error

**3.3.2.22 serial\_port\_wait\_end\_connection()**

```
int serial_port_wait_end_connection (
    int serial_port,
```

```
int tries,
int timeout )
```

Waits the command to end a connection.

#### Parameters

<i>serial_port</i>	- File descriptor of the serial port
<i>tries</i>	- Number of tries until a timeout
<i>timeout</i>	- Time between each try

#### Returns

int - positive if OK or negative on error

### 3.3.2.23 set\_sequence\_number\_rejected()

```
int set_sequence_number_rejected (
    unsigned char * msg )
```

TRANSMITTER: sets last sequence number dependent on the received answer.

#### Parameters

<i>msg</i>	- message to be analysed
------------	--------------------------

#### Returns

int - new last sequence number

### 3.3.2.24 stuffing\_message()

```
int stuffing_message (
    unsigned char * output,
    unsigned char * input,
    int input_length )
```

stuffs the data bytes that are equal to special bytes, except the initial and final FLAG itself

#### Parameters

<i>output</i>	- message with the stuffing applied
<i>input</i>	- message to be applied the stuffing
<i>input_length</i>	- size of input

**Returns**

int - size of output

**3.3.2.25 validate\_data()**

```
int validate_data (
    unsigned char * msg,
    int msg_length )
```

Verifies the data info validity.

**Parameters**

<i>msg</i>	- message to be analysed
<i>msg_length</i>	- size of msg

**Returns**

int - 1 if OK, 0 if not valid

**3.3.2.26 validate\_header()**

```
int validate_header (
    unsigned char * msg )
```

Verifies the header info validity.

**Parameters**

<i>msg</i>	- message to be analysed
------------	--------------------------

**Returns**

int - 0 if OK, -1 if not valid header

**3.3.2.27 wait\_for\_message()**

```
int wait_for_message (
    int serial_port,
    unsigned char rec_addr,
    unsigned char rec_c_set )
```

Waits to receive a command.

**Parameters**

<i>serial_port</i>	- The file descriptor of the serial port
<i>rec_addr</i>	- The addr expecting to receive
<i>rec_c_set</i>	- The command expecting to receive

**Returns**

int - positive if receives correct message or negative on error

## 3.4 protocol\_macros

Macros used by the protocol.

### Macros

- `#define TRUE 1`
- `#define FALSE 0`
- `#define MAX_FRAME_SIZE 4096`
- `#define TIMEOUT_TRIES 25`
- `#define TIMEOUT_TIME 2`
- `#define SET 0x03`
- `#define DISC 0x0b`
- `#define UA 0x07`
- `#define RR 0x05`
- `#define REJ 0x01`
- `#define FLAG 0x7e`
- `#define SENDER 0x03`
- `#define RECEIVER 0x01`
- `#define BAUDRATE B38400`
- `#define ESCAPE 0x7d`
- `#define ESC_BYTE 0x20`
- `#define I0 0x00`
- `#define I1 0x40`
- `#define R0 0x00`
- `#define R1 0x80`

### 3.4.1 Detailed Description

Macros used by the protocol.

## 3.5 state\_machine

Processing of the state machine.

### Enumerations

- enum **State** {  
    **INIT**, **FLG**, **ADDR**, **CTRL**,  
    **PROT**, **DATA**, **FINAL**, **ERROR** }

### Functions

- enum State [process\\_state](#) (enum State current\_state, unsigned char received, unsigned char \*msg, int \*current\_byte)

*Processes a state, returns the next state considering the current state and the received character.*

#### 3.5.1 Detailed Description

Processing of the state machine.

#### 3.5.2 Function Documentation

##### 3.5.2.1 process\_state()

```
enum State process_state (  
    enum State current_state,  
    unsigned char received,  
    unsigned char * msg,  
    int * current_byte )
```

Processes a state, returns the next state considering the current state and the received character.

##### Parameters

<i>current_state</i>	- State enum indicating the current state
<i>received</i>	- The byte of the frame we want to process
<i>msg</i>	- array where to store the bytes of the message
<i>current_byte</i>	- current position to put byte in the msg

##### Returns

enum State - returns next state

## Chapter 4

# Class Documentation

### 4.1 application\_layer Struct Reference

#### Public Attributes

- int **port\_file\_des**
- int **file\_des**
- char **file\_name** [MAX\_FILE\_N]
- int **file\_size**
- int **device**
- int **port**

The documentation for this struct was generated from the following file:

- application.h

### 4.2 link\_layer Struct Reference

#### Public Attributes

- char **port** [20]
- int **file\_des**
- speed\_t **baud\_rate**
- int **device**
- unsigned int **timeout**
- unsigned int **num\_transmit**
- struct termios **oldterm**
- struct termios **newterm**

The documentation for this struct was generated from the following file:

- api.h





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