

## LED Sequence Version 3.0

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### Firstly: Project Description:

#### 1. *Description*

##### 1. *Hardware Requirements*

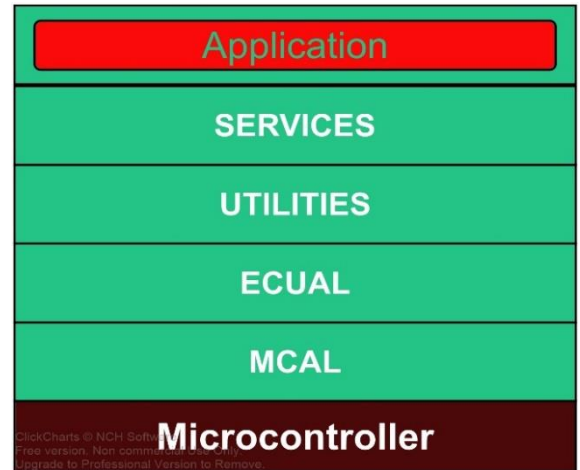
1. Four LEDs (**LED0, LED1, LED2, LED3**)
2. **Two** buttons (**BUTTON0** and **BUTTON1**)

##### 2. *Software Requirements*

1. Initially, all LEDs are OFF
2. Once **BUTTON0** is pressed, **LED0** will blink with **BLINK\_1** mode
3. Each press further will make another LED blinks **BLINK\_1** mode
4. At the **fifth press**, **LED0** will changed to be **OFF**
5. Each **press further** will make only one LED is **OFF**
6. This will be repeated forever
7. The sequence is described below
  1. Initially (OFF, OFF, OFF, OFF)
  2. Press 1 (BLINK\_1, OFF, OFF, OFF)
  3. Press 2 (BLINK\_1, BLINK\_1, OFF, OFF)
  4. Press 3 (BLINK\_1, BLINK\_1, BLINK\_1, OFF)
  5. Press 4 (BLINK\_1, BLINK\_1, BLINK\_1, BLINK\_1)
  6. Press 5 (OFF, BLINK\_1, BLINK\_1, BLINK\_1)
  7. Press 6 (OFF, OFF, BLINK\_1, BLINK\_1)
  8. Press 7 (OFF, OFF, OFF, BLINK\_1)
  9. Press 8 (OFF, OFF, OFF, OFF)
  10. Press 9 (BLINK\_1, OFF, OFF, OFF)
8. When **BUTTON1** has pressed the blinking on and off durations will be changed
  1. No press → **BLINK\_1** mode (**ON**: 100ms, **OFF**: 900ms)
  2. First press → **BLINK\_2** mode (**ON**: 200ms, **OFF**: 800ms)
  3. Second press → **BLINK\_3** mode (**ON**: 300ms, **OFF**: 700ms)
  4. Third press → **BLINK\_4** mode (**ON**: 500ms, **OFF**: 500ms)
  5. Fourth press → **BLINK\_5** mode (**ON**: 800ms, **OFF**: 200ms)
  6. Fifth press → **BLINK\_1** mode
9. **USE EXTERNAL INTERRUPTS**

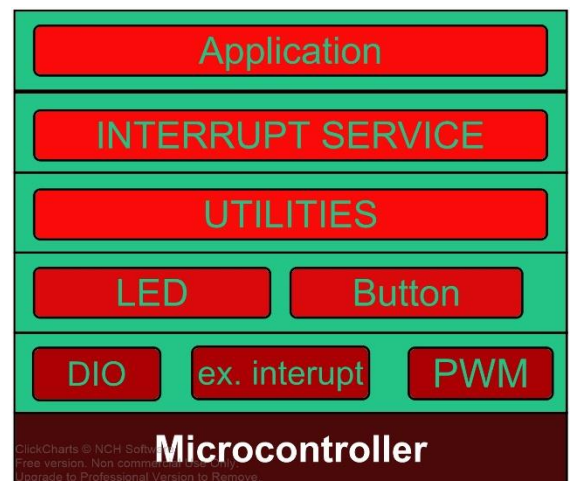
## Secondly: Layered architecture:

- 1- Microcontroller
- 2- MCAL
- 3- ECUAL
- 4- UTILITIES
- 5- SERVICES
- 6- Application



## Thirdly : System modules:

- 1- Specify system modules/drivers:
  - DIO, EX. INT, PWM, LED, BUTTON, APPLICATION
- 2- Assign each module to its related layer:
  - By drawing



## Fourthly: APIs:

### 1- DIO APIs:

```
void DIO_init (uint8_t portNumber,uint8_t pinNumber,uint8_t direction);
void DIO_write (uint8_t portNumber,uint8_t pinNumber,uint8_t value);
void DIO_read (uint8_t portNumber,uint8_t pinNumber,uint8_t *data);
void DIO_toggle (uint8_t portNumber,uint8_t pinNumber);
```

## **2- External interrupt APIs:**

```
void INT_VECT(void) __attribute__ ((signal,used));  
void SIE(void);  
void CLI(void);  
void INT_SENSE(uint8_t inerrupt_number,uint8_t sense);  
void EX_INT_Enable(uint8_t inerrupt_number);  
void EX_INT_Disable(uint8_t inerrupt_number);  
void EX_INT0_SET_CALLBACK (void (*copyFuncptr) (void));  
void EX_INT0_SET_CALLBACK (void (*copyFuncptr) (void));  
void EX_INT_init(uint8_t interrupt , uint8_t sense);
```

## **3- LED APIs:**

```
void LED_init (uint8_t port, uint8_t pin);  
void LED_on (uint8_t port, uint8_t pin);  
void LED_off (uint8_t port, uint8_t pin);  
void LED_toggle (uint8_t port, uint8_t pin);
```

## **4- BUTTON APIs:**

```
void BUTTON_init (uint8_t buttonport, uint8_t buttonpin);  
void BUTTON_read (uint8_t buttonport, uint8_t buttonpin, uint8_t *value);
```

## 5- PWM APIs:

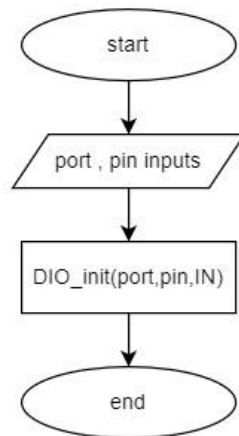
```
void PWM_Stop (void);  
void PWM_init (void);  
void PWM_start (uint8_t duty_percent);  
void PWM_set (uint8_t duty_percent , uint8_t blinks);
```

## 6- APPLICATION APIs:

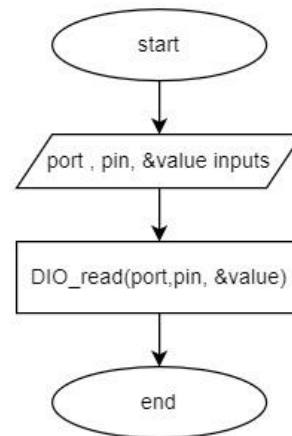
```
void APP_init(void);  
void APP_stop(void);  
void APP_start(void);  
void EX_INT0_ISR(void);  
void EX INT1 ISR (void);
```

## Fifthly: Flowcharts APIs:

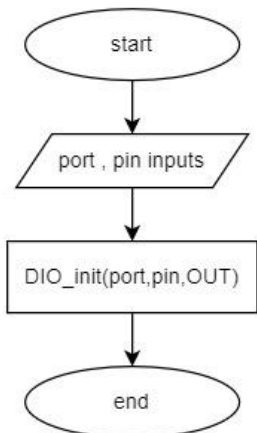
**BUTTON\_init(port,pin)**



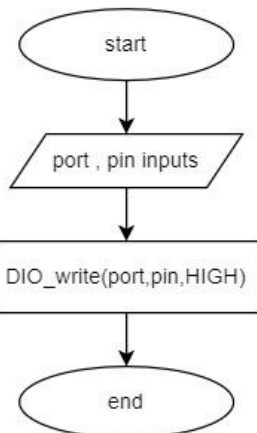
**BUTTON\_read(port,pin,&value)**



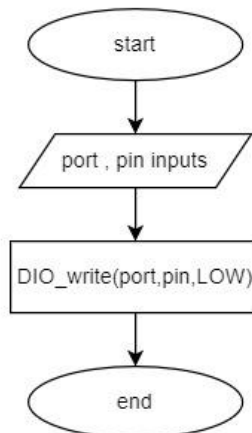
**LED\_init(port,pin)**



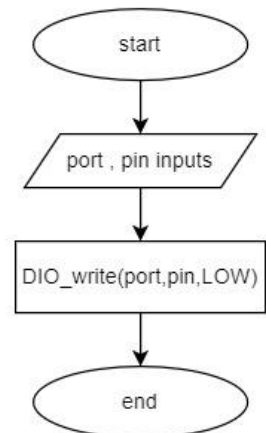
**LED\_on(port,pin)**

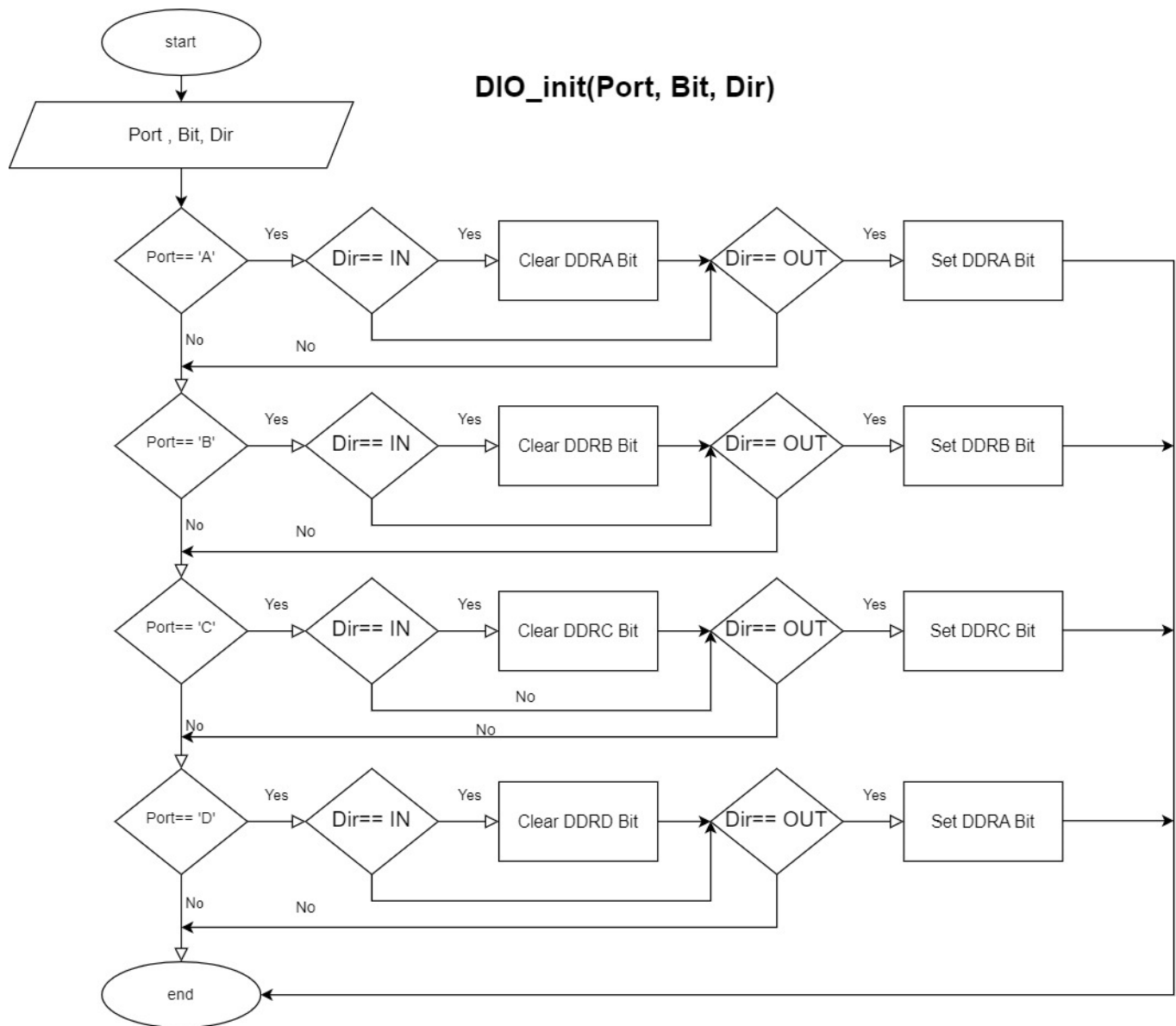


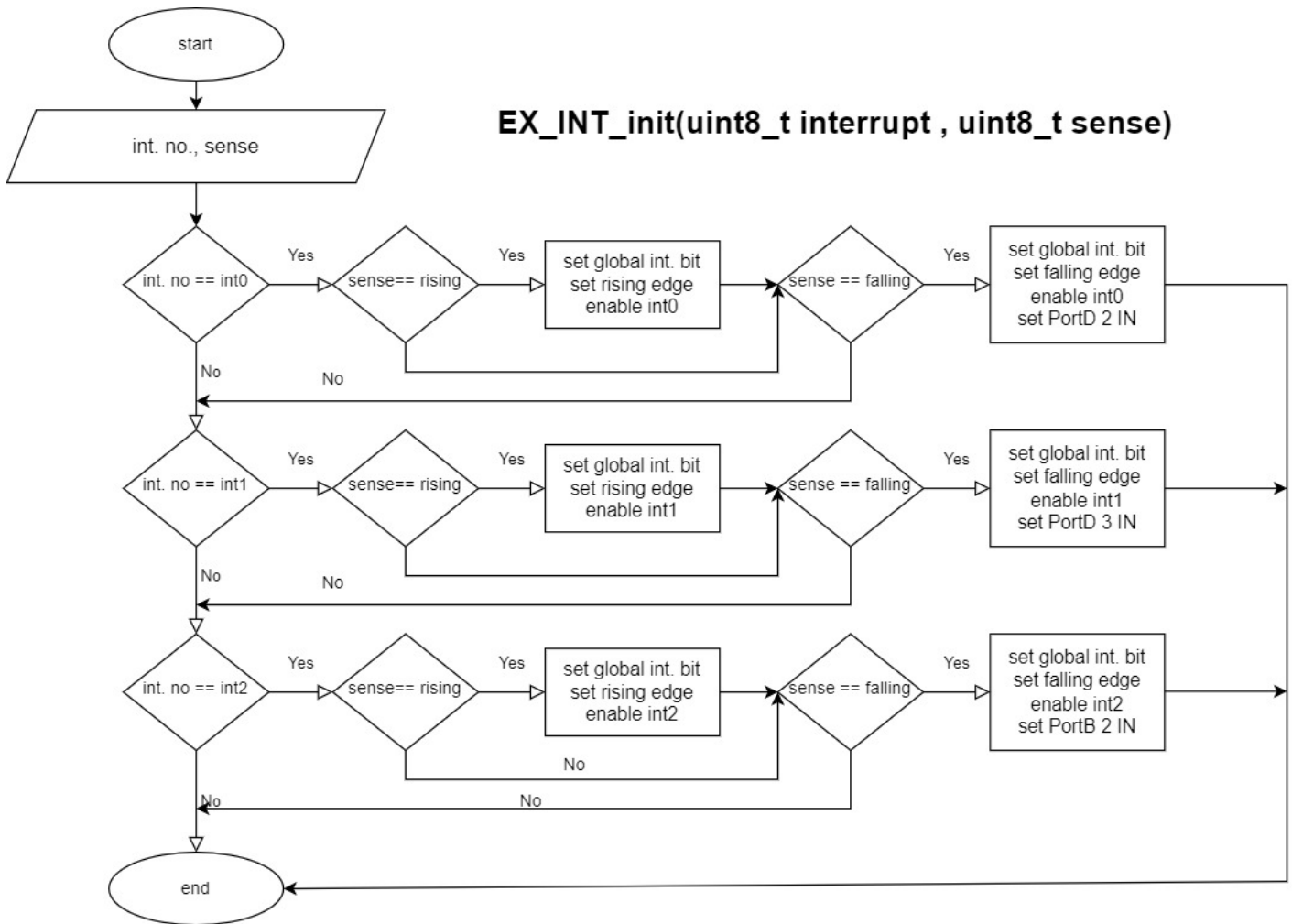
**LED\_off(port,pin)**

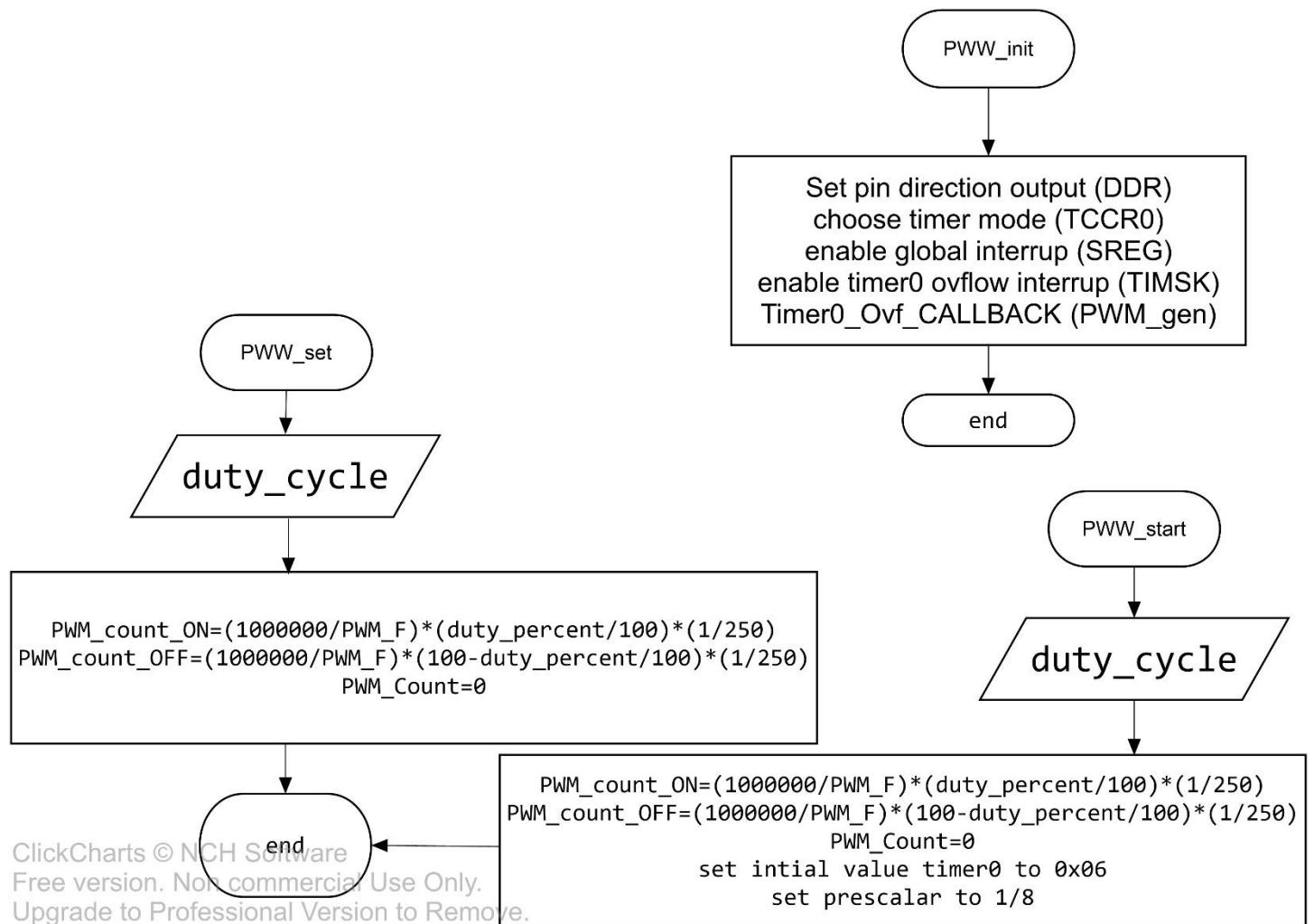


**LED\_toggle(port,pin)**



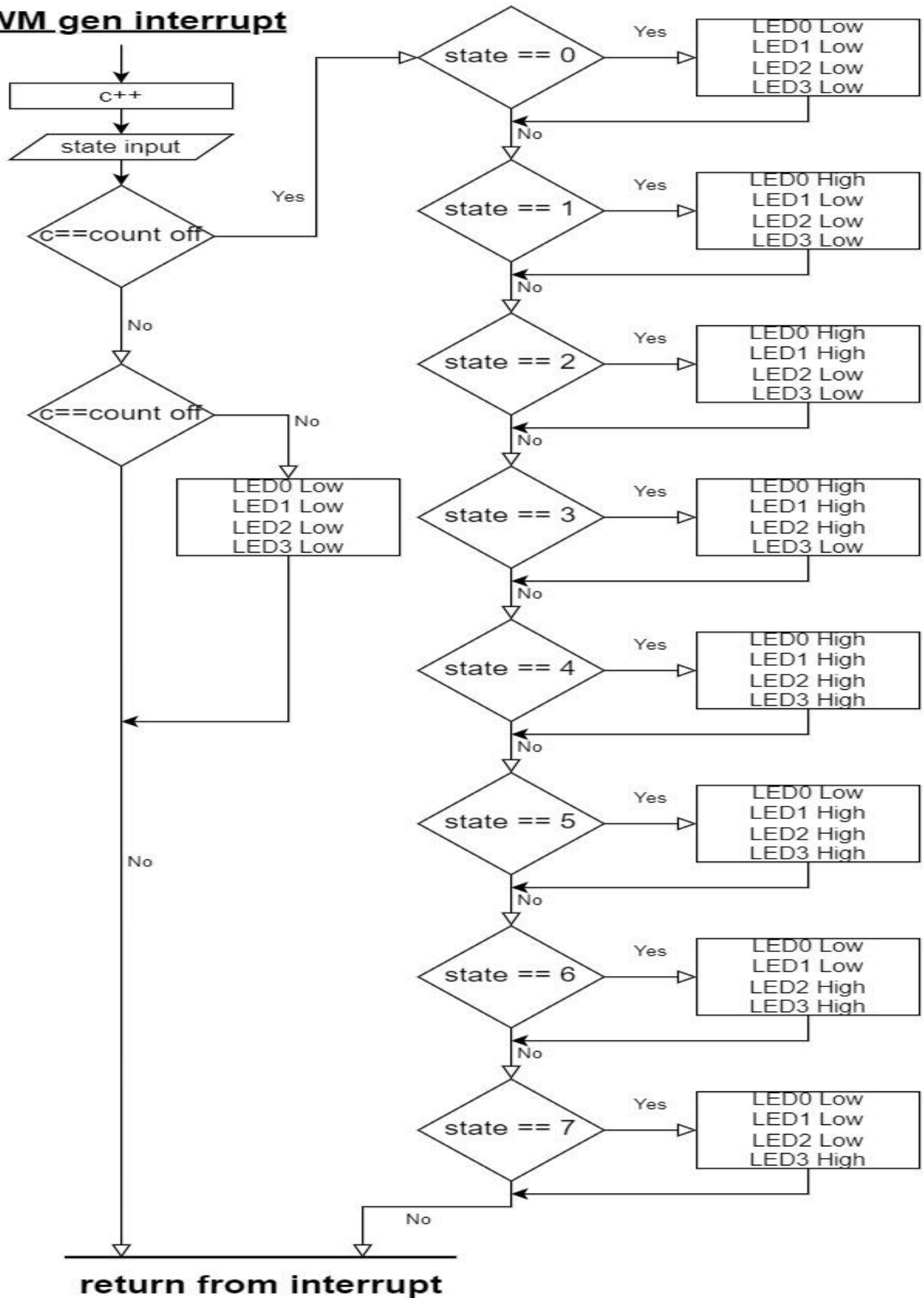




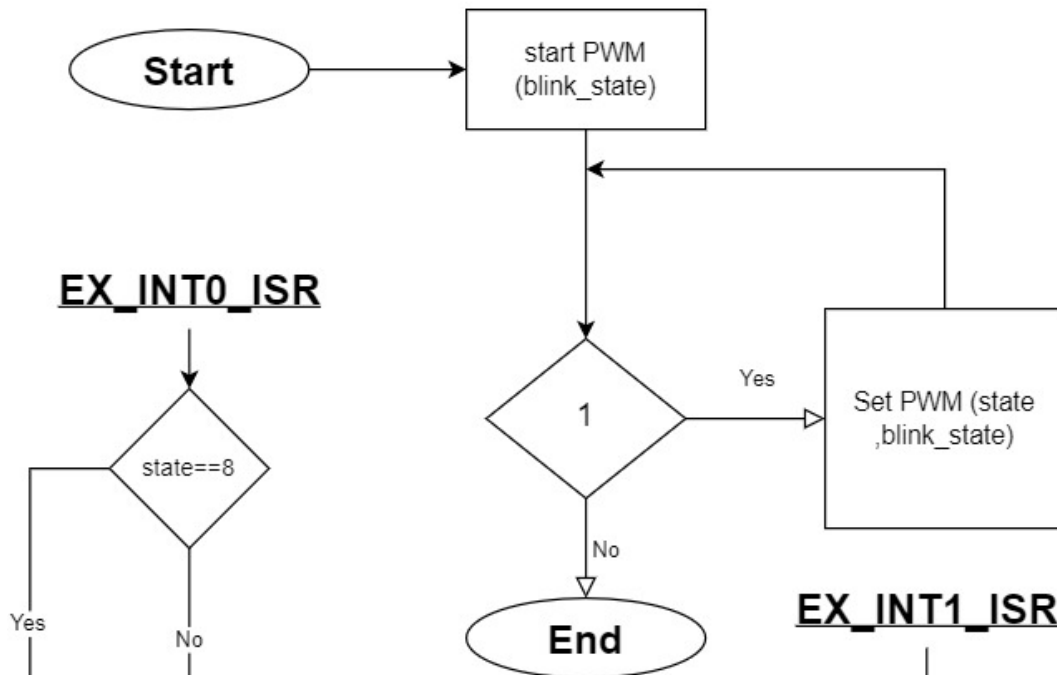




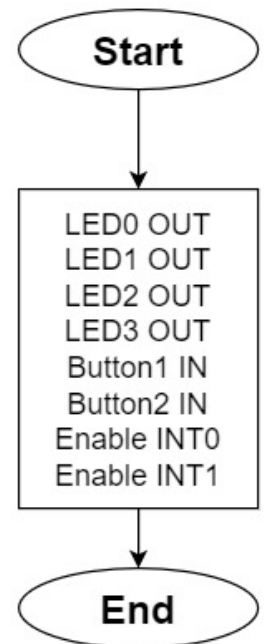
## PWM gen interrupt



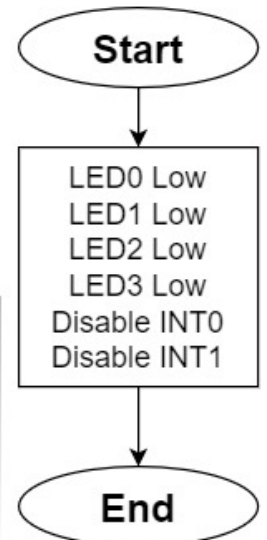
## APP\_start



## APP\_init



## APP\_stop



return from interrupt