

## **Design a Non-blocking LCD and Keypad**

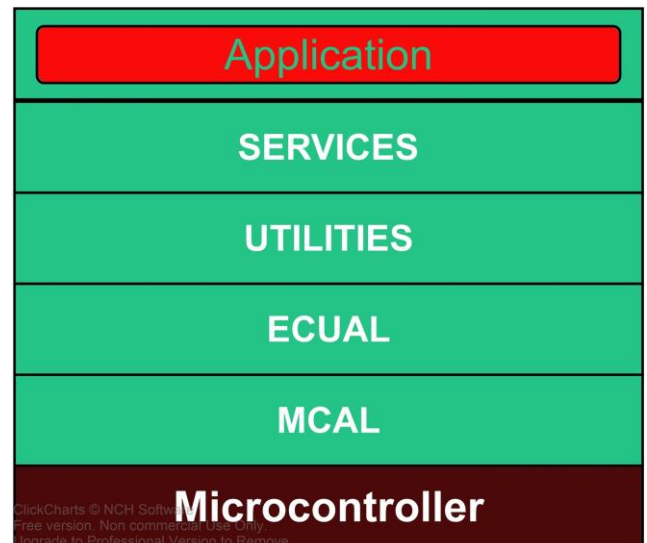
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### **Firstly: Project Description:**

1. *Hardware Requirements*
  1. *character LCD*
  2. *KEPAD*
2. *Software Requirements*
  1. Use non-blocking delay functions

## Secondly: Layered architecture:

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



## Thirdly : System modules:

- 1- Specify system modules/drivers:
  - DIO, TIMER, LCD, KEYPAD, DELAY
- 2- Assign each module to its related layer:
  - By drawing



## Forthly: 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
```

## **2- TIMER APIs:**

```
void TIMER_init (uint8_t Mode,uint8_t intial_value);  
void TIMER_start (uint8_t prescaler_value);  
void TIMER_set(uint8_t intial_value);  
void TIMER_getStatus(uint8_t *value);  
void TIMER_Stop (void);
```

## **3- LCD APIs:**

```
void LCD_init (void);  
void LCD_sendcommand (uint8_t cmd);  
void LCD_sendcommand (uint8_t char_data);
```

## **4- KEYPAD APIs:**

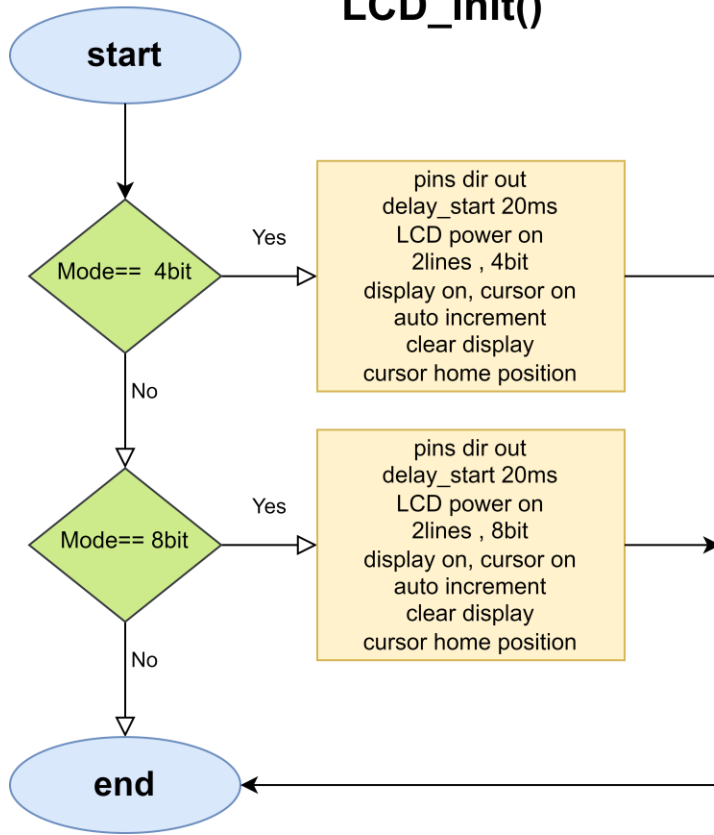
```
void KEYPAD_init (uint8_t port);  
uint8_t KEYPAD_getkey (void);
```

## **5- DELAY APIs:**

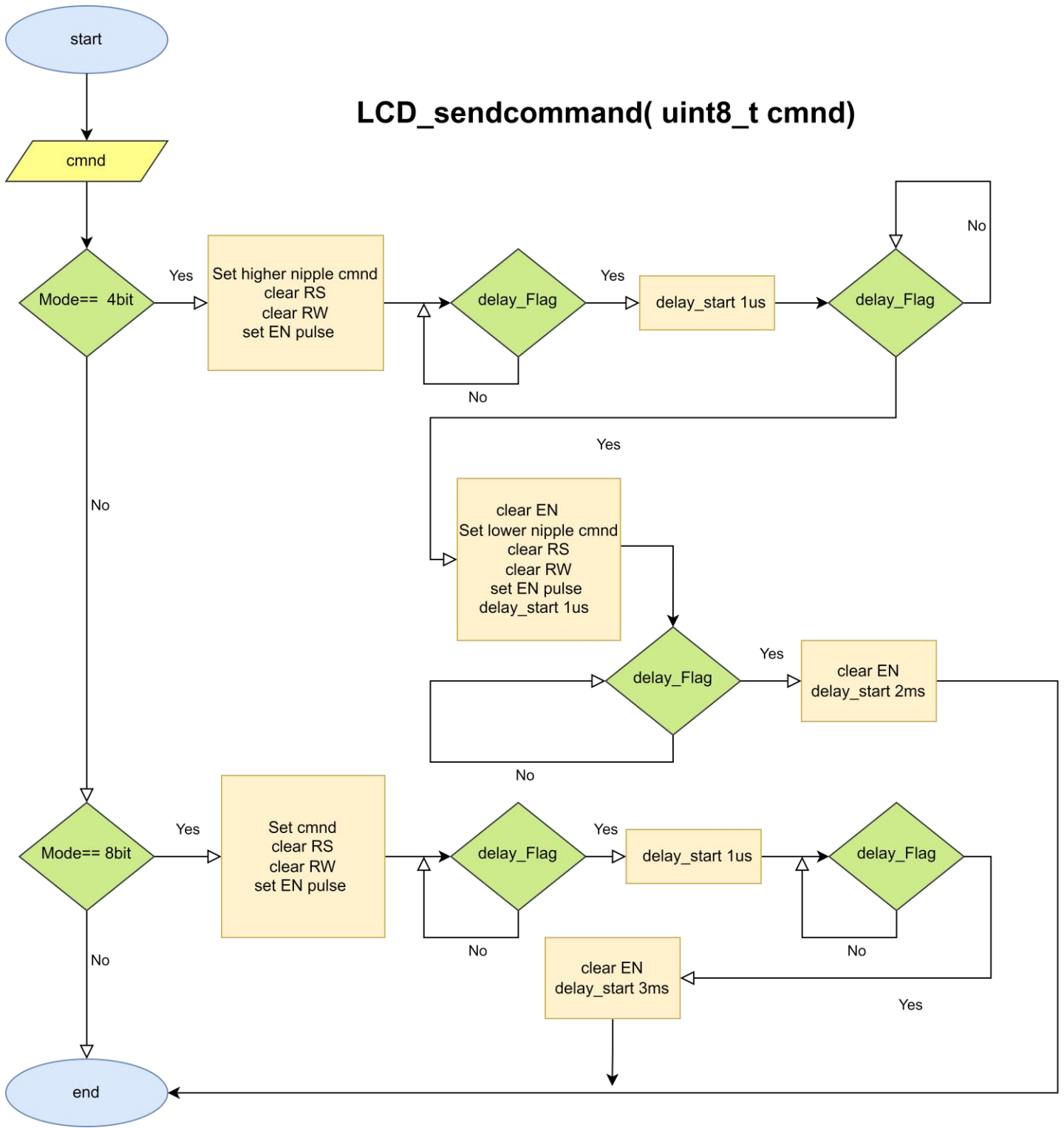
```
void delay_start_ms (uint32_t ms);  
void delay_start_us (uint32_t us);
```

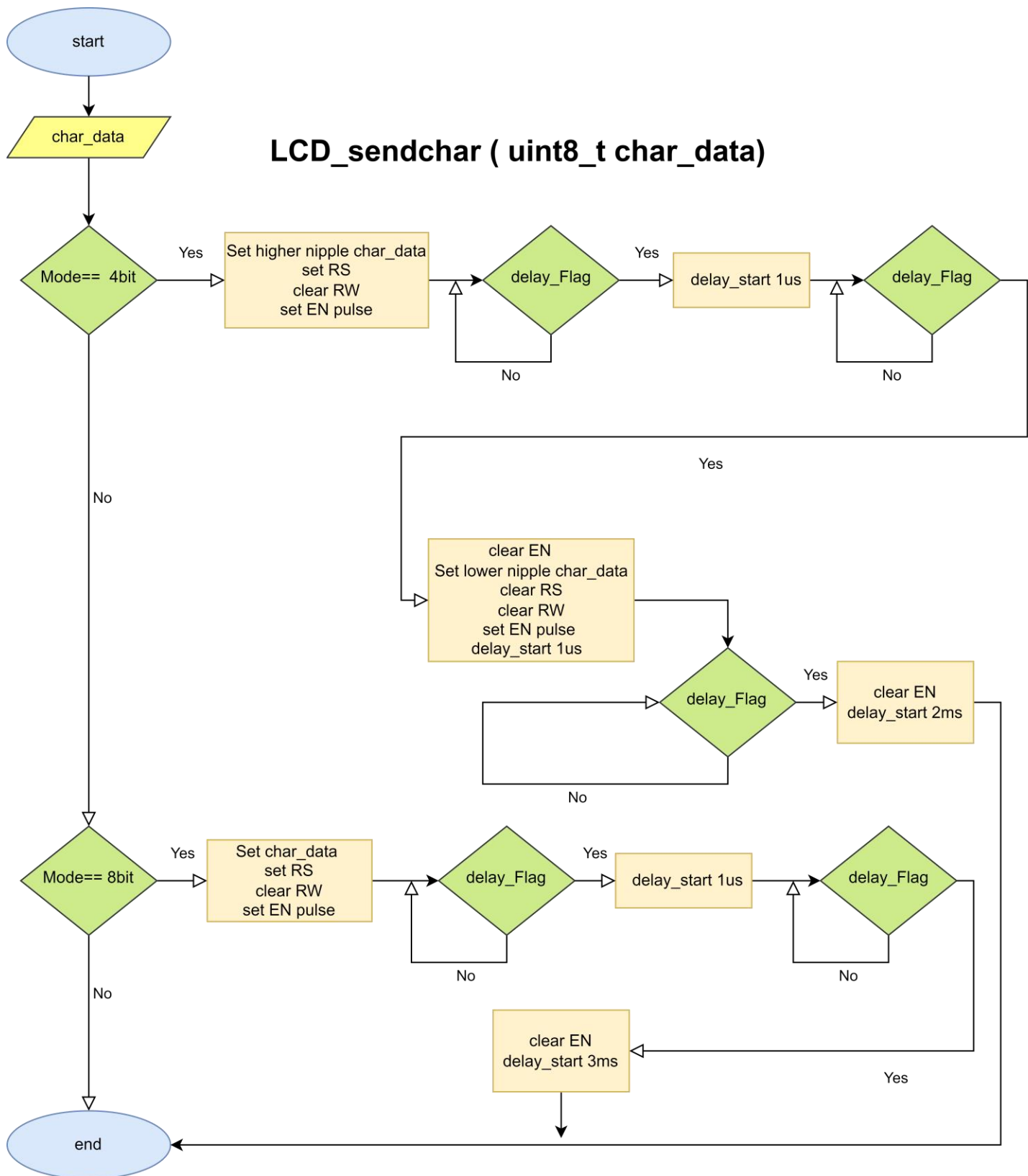
## Fifthly: Flowcharts APIs:

### LCD\_init()

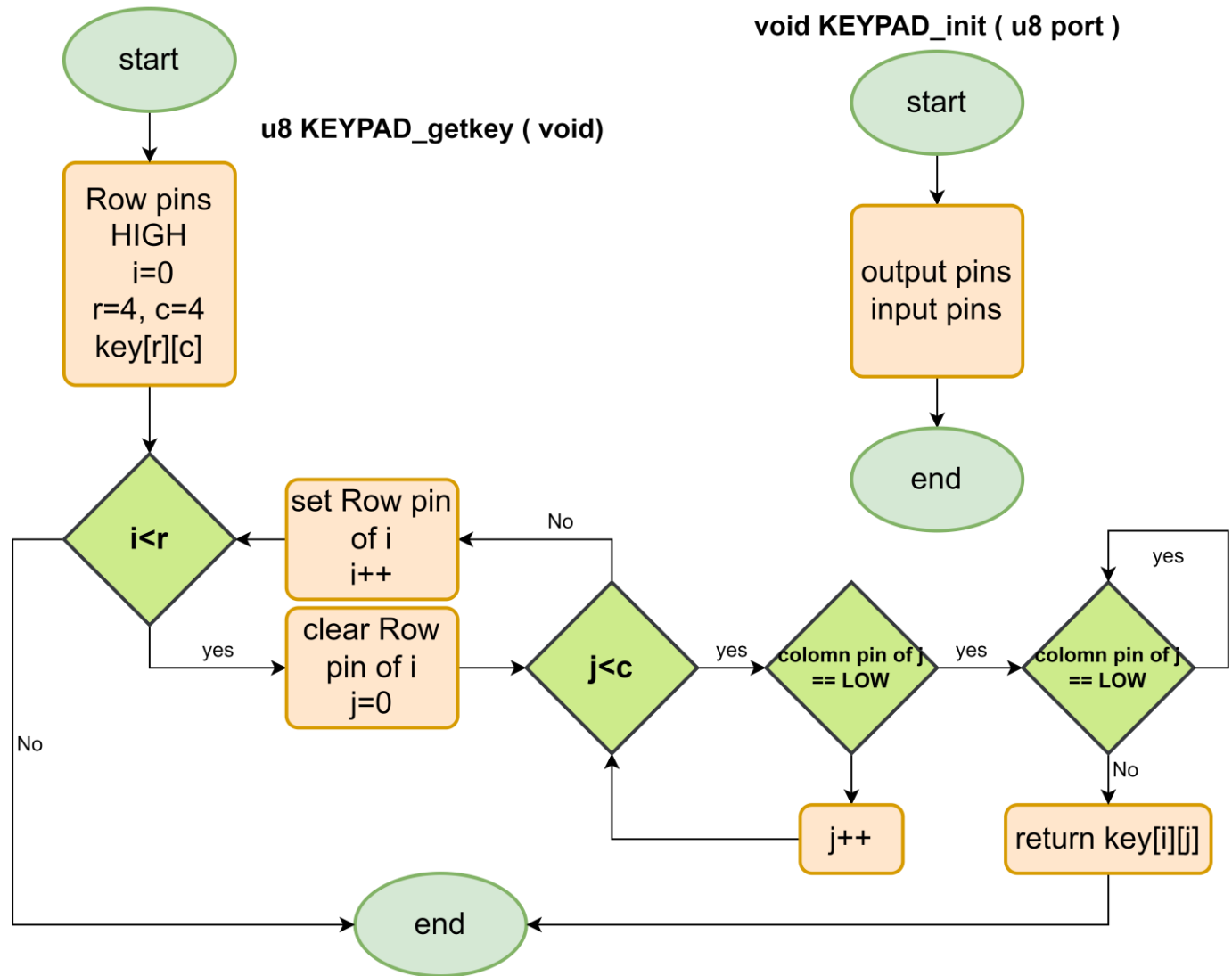


## LCD\_sendcommand( uint8\_t cmd)





void KEYPAD\_init ( u8 port )



**void delay\_start\_ms (u8 ms)**

**void delay\_start\_us (u8 us)**

