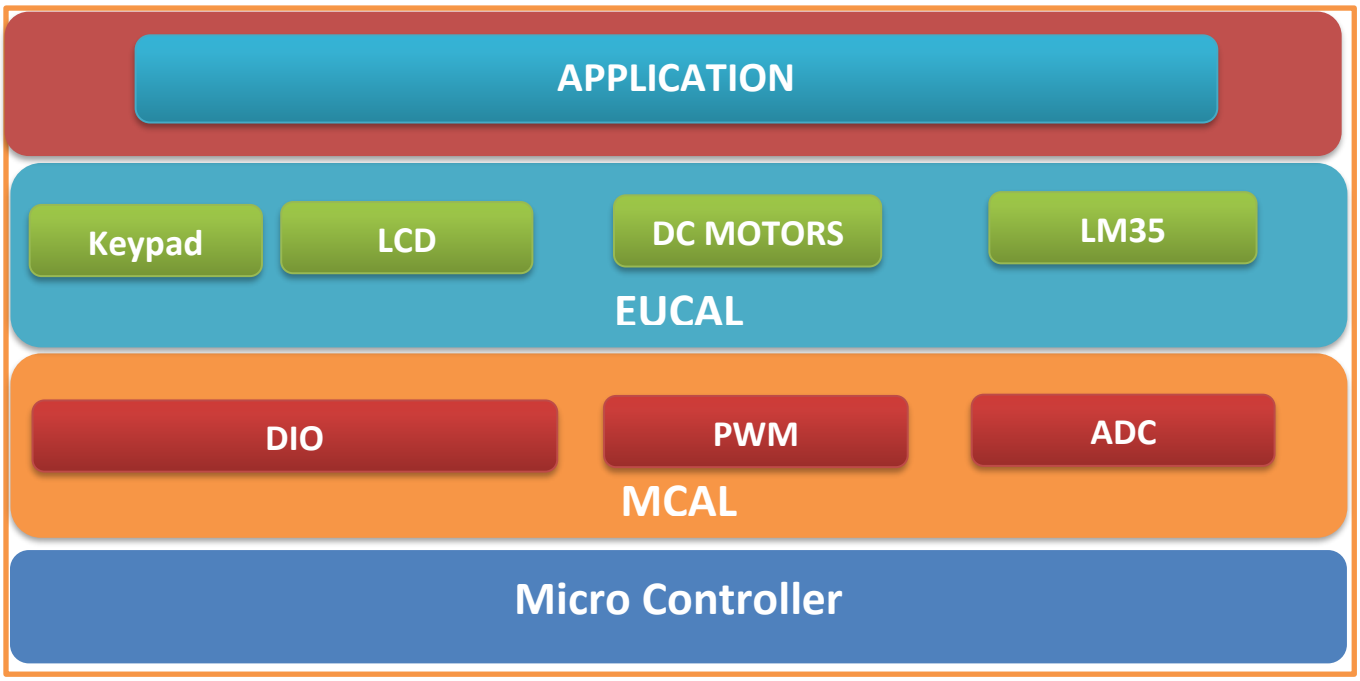
Static Design For Air Conditioner Project

Node Geeks Team

- **Design of The System, and Layered Architecture**



- **API For The System**

DIO API's :-

```
void MDIO_voidSetPinDirection (u8 copy_u8Port , u8 copy_u8Pin , u8 copy_u8Direction ) ;

void MDIO_voidSetPortDirection (u8 copy_u8Port  , u8 copy_u8Direction ) ;

void MDIO_voidSetPinValue (u8 copy_u8Port , u8 copy_u8Pin , u8 copy_u8Value ) ;

void MDIO_voidSetPortValue (u8 copy_u8Port , u8 copy_u8Value ) ;

u8 MDIO_voidGetPinValue (u8 copy_u8Port , u8 copy_u8Pin );

void MDIO_voidTogglePin (u8 copy_u8Port , u8 copy_u8Pin ) ;
```

PWM API's :

```
void MPWM_voidPwmInit(void) ;

void MPWM_voidSetDutyCycle (float copy_u8DutyPercentage , u8 copy_u8TimerNum);

void MPWM_voidStopPWM(void) ;

void MPWM_voidStartPWM(void);
```

ADC API's :-

```
void MADC_voidInit              (void);

u16  MADC_u16Read                       (u8 copy_u8Channel);

void MADC_voidSetCallBack(void (*ptrfunc)(void ));
```

Keypad API's :-

```
void EUKeypad_voidKeypadInit (void);

u8 EUKeypad_voidKeyPressed (void);
```

LCD API's :-

void EULLCD_voidLCDInit();

void EULCD_voidLCDWriteChar(uint8 character);

void EULCD_voidLCDWriteString (uint8 *str);

void EULCD_voidLCDWriteCommand(uint8 command);

void EULCD_voidLCDDisplayInteger (int num);

void EULCD_voidLCDGoto (uint8 row, uint8 coloumn);

DC Motor API's :-

void EUDCMOTOR_voidDcMotorInit(void);

void EUDCMORTO_voidSetMotorSpeed(u8 copy_u8Speed);

void EUDCMORTO_voidStartMotor(void);

void EUDCMOTOR_voidStopMotor(void);

LM35 API's :-

void EULM35_voidInit(void);

U16 EULM35_u16LM35ReadValue(u8 copy_u8ChannelNum);

Application API's:-

void APP_Init (void);

void APP_update(void);

void APP_validate(void);

void APP_UpdateScreen(void);

void App_Fan_ON(void);

void App_Fan_OFF(void);