**Switch Reading Control  
 Component Detailed Design (CDD)**

**Kenovo - Electric Blender (PO2\_EBL)**

**Document status:**

|  |  |  |  |
| --- | --- | --- | --- |
| **Version** | **Status** | **Author** | **Date** |
| 1.0 | draft | Fatima Gomaa  Esraa Mansour  Mohamed Megahed | 4/3/2020 |

**Document History:**

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| **Version** | **Author** | **Date** | **Change Description** |
| 1.0 | Fatima Gomaa  Esraa Mansour  Mohamed Megahed | 4/3/2020 | Initial Creation of Switch Reading Control CDD |

**Reference Table:**

|  |  |  |  |
| --- | --- | --- | --- |
| **Ref. number** | **Doc. name** | **Version** | **Status** |
| 2 | SRS  GDD | 1.6  1.0 | Released  Released |

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1. **Software Context Diagram**

C:\Users\Esraa\Downloads\Untitled Diagram.png

Figure 1 Switch Reading Control Software Context

1. **Component APIs**

|  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- |
| **Req\_ID** | Req\_ PO2\_EBL\_Electric\_Blender\_CDD\_001-1.0 | | | | **Covers** | | Covers\_ PO2\_EBL\_Electric\_Blender\_GDD\_001-1.0 |
| **Author** | Fatima Gomaa  Esraa Mansour  Mohamed Anwar | | | | **DATE** | | 4/3/2020 |
| **Syntax** | errState Button\_Pressed(u8 Button\_CH, u8 \*BData); | | | | | | |
| **Scope** | Public | | | | | | |
| **Description** | This Function shall read if the button is pressed or not. | | | | | | |
| **Flowchart** | A close up of a map  Description automatically generated | | | | | | |
| **Parameters** | **Name** | **Type** | **Min value** | **Max value** | | **Description** | |
| Button\_CH | u8 | 0 | 0 | | Which button is being checked. | |
| BData | u8 \* | 0 | 3 | | Pointer to the variable that will hold the returned button status.   1. Means that first press of button starts the blender at the first speed. 2. Means that second press of button starts the blender at the second speed. 3. Means that third press of button starts the blender at the third speed. 4. Means that fourth press of button stops the blender. | |
| **Return** | **Name** | **Type** | **Min value** | **Max value** | | **Description** | |
| Local\_errState | errState | NOK | OK | | Pointer to the variable that will hold the returned button error status.  (OK) Means that the button is not pressed.  (NOK) Means that the button is pressed. | |