

Project Requirements

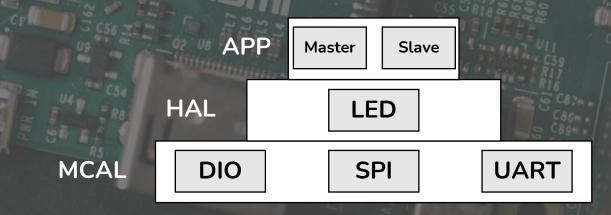
- Project Code based on Layered Architecture and Modular Programming
- Project Simulation on Proteus
- Document that describes the Architecture and Design

Project Description

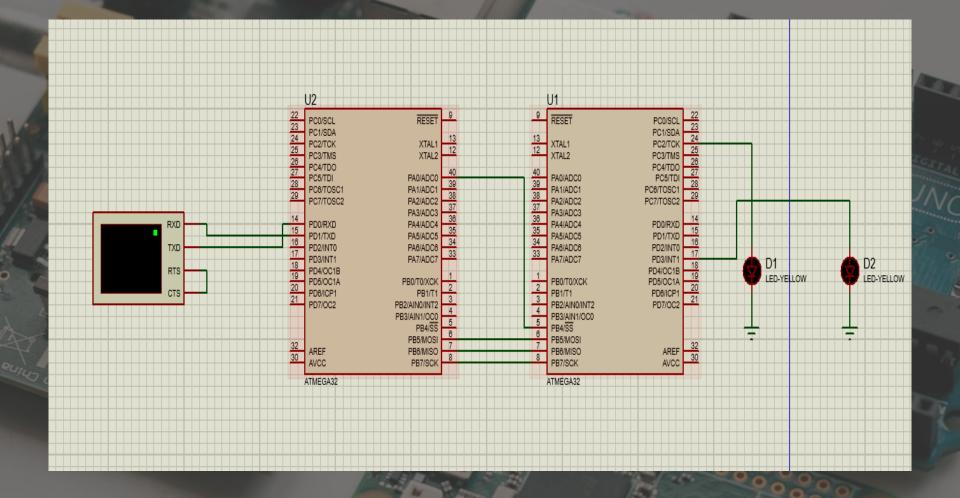
- The application Submitted demonstrates the idea of a smart home where, The Terminal expects an input of either 1 or 2 or 3 or 0.
- The input is then transferred using UART-communication protocol- to the First Micro-Controller(MC1).
- Then the Data is transferred from MC1-Master- to MC2-Slave- by SPI-communication protocol-.
- Finally, the MC2-slave- compares the inputs transferred, if
 it matches any of the required Inputs to take actions on the
 actuators-LEDs in our case- upon the received data.

Layered Architecture

- To build This application I started by Building the MCAL where I build different peripheral Modules such as DIO, SPI, UART.
- Then I build the HAL, where I didn't use any Hardware except for the LED which was based on DIO Module.
- Finally, I started including my files inside the APP Layer to build two Projects for both MC1 and MC2



Logic Circuit



Project Notes

- I did edit on the MCU file we used on classwork to make the DIO registers as a struct just as a good practice.
- Did use the Terminal Window in the Project instead of the Bluetooth device as mentioned in the frequently asked questions document.
- You can find the Slave folder that contains its code inside the Master Folder.



CE FO	Expected Outputs	B V1 1
Expected Inputs	Expected Outputs	14 C226
0	All LEDs Off	C7.9 FR.
1	LED1 Toggle	C220 86 C70
2	LED2 Toggle	22 R37 S
3	All LEDs On	12 R18 8

