



# Small Operating System

With Preemptive Priority Based Scheduler

V1.0

---

Sharpel Malak  
Sprints.ai

## Table of Content

<b>Table of Content</b>	<b>1</b>
<b>Introduction</b>	<b>2</b>
Detailed Requirements	2
Specifications	2
Main Application Flow	6
<b>High Level Design</b>	<b>7</b>
Layered architecture	7
Modules Descriptions	8
• Dio	8
• Timer	8
• Led	8
• Button	8
• Sos	8
• App	8
Drivers' documentation	8
• Dio	8
• Timer	9
• Led	10
• Button	10
• Sos	10
UML	11
Sos Class Diagram	11
Sos State Machine	11
Sequence diagram	12
App Flowchart	13
<b>To Be Done ( Low Level Design )</b>	<b>14</b>
• Flowcharts	14
• Pre-compiling configurations	14
• Linking configurations	14

## Introduction

A small operating system with a priority based preemptive scheduler based on time-triggered.

## Detailed Requirements

### Specifications

sos_init function, this function will initialize the SOS database.	
Function Name	sos_init
Syntax	enu_system_status_t sos_init (void)
Sync/Async	Synchronous
Reentrancy	Non Reentrant
Parameters (in):	None
Parameters (out):	None
Parameters (in, out):	None
Return:	SOS_STATUS_SUCCESS: In case of Successful Operation.
	SOS_STATUS_INVALID_STATE: In case The SOS is already Initialized.

sos_deinit function, this function will reset the SOS database to invalid values	
<b>Function Name</b>	sos_deinit
<b>Syntax</b>	enu_system_status_t sos_deinit (void)
<b>Sync/Async</b>	Synchronous
<b>Reentrancy</b>	Non Reentrant
<b>Parameters (in):</b>	None
<b>Parameters (out):</b>	None
<b>Parameters (in, out):</b>	None
<b>Return:</b>	SOS_STATUS_SUCCESS: In case of Successful Operation.
	SOS_STATUS_INVALID_STATE: In case The SOS is already De-Initialized or was not initialized previously

sos_create_task API, this API will create a new task and add it to the SOS database	
<b>Function Name</b>	sos_create_task
<b>Syntax</b>	enu_system_status_t sos_create_task(enu_task_priority_id_t enu_task_priority_id,str_tasks_config_t *str_tasks_config
<b>Sync/Async</b>	Synchronous
<b>Reentrancy</b>	Non Reentrant
<b>Parameters (in):</b>	enu_task_priority_id : Allocate task in order based on priority Id str_tasks_config : Holds all task info(periodicity,reference,args)
<b>Parameters (out):</b>	None
<b>Parameters (in, out):</b>	None
<b>Return:</b>	SOS_STATUS_SUCCESS: In case of Successful Operation.
	SOS_NULL_ARGS: In case of Null poiters
	SOS_TASK_PERIODICITY_UNKNOWN : case undefined periodicity
	SOS_TASK_DUPLICATED_PIRORITY : case of duplicated priority



sos_delete_task API, this API will delete an existing task from the SOS database	
<b>Function Name</b>	sos_delete_task
<b>Syntax</b>	enu_system_status_t sos_delete_task(enu_task_priority_id_t enu_task_priority_id)
<b>Sync/Async</b>	Synchronous
<b>Reentrancy</b>	Non Reentrant
<b>Parameters (in):</b>	enu_task_priority_id : search for task in database
<b>Parameters (out):</b>	None
<b>Parameters (in, out):</b>	None
<b>Return:</b>	SOS_STATUS_SUCCESS: In case of Successful Operation.
	SOS_TASK_PRIORITY_ERROR: In case of wrong priority id
	SOS_TASK_NOT_FOUND : in case of not found task

**sos\_modify\_task API, this API will modify existing task parameters in the SOS database**

<b>Function Name</b>	sos_modify_task
<b>Syntax</b>	enu_system_status_t sos_modify_task(enu_task_priority_id_t enu_task_priority_id, str_tasks_config_t *str_tasks_config)
<b>Sync/Async</b>	Synchronous
<b>Reentrancy</b>	Non Reentrant
<b>Parameters (in):</b>	enu_task_priority_id : search for task in database str_tasks_config : Holds all task info(periodicity,reference,args)
<b>Parameters (out):</b>	None
<b>Parameters (in, out):</b>	None
<b>Return:</b>	SOS_STATUS_SUCCESS: In case of Successful Operation.
	SOS_NULL_ARGS: In case of Null pointers
	SOS_TASK_PERIODICITY_UNKNOWN : case undefined periodicity
	SOS_TASK_NOT_FOUND : in case of not found task

**sos\_run API, this API will run the small scheduler**

<b>Function Name</b>	sos_run
<b>Syntax</b>	enu_system_status_t sos_run(void)
<b>Sync/Async</b>	Synchronous
<b>Reentrancy</b>	Non Reentrant
<b>Parameters (in):</b>	None
<b>Parameters (out):</b>	None
<b>Parameters (in, out):</b>	None
<b>Return:</b>	SOS_NO_TASKS_TO_RUN: In case of Empty Database.

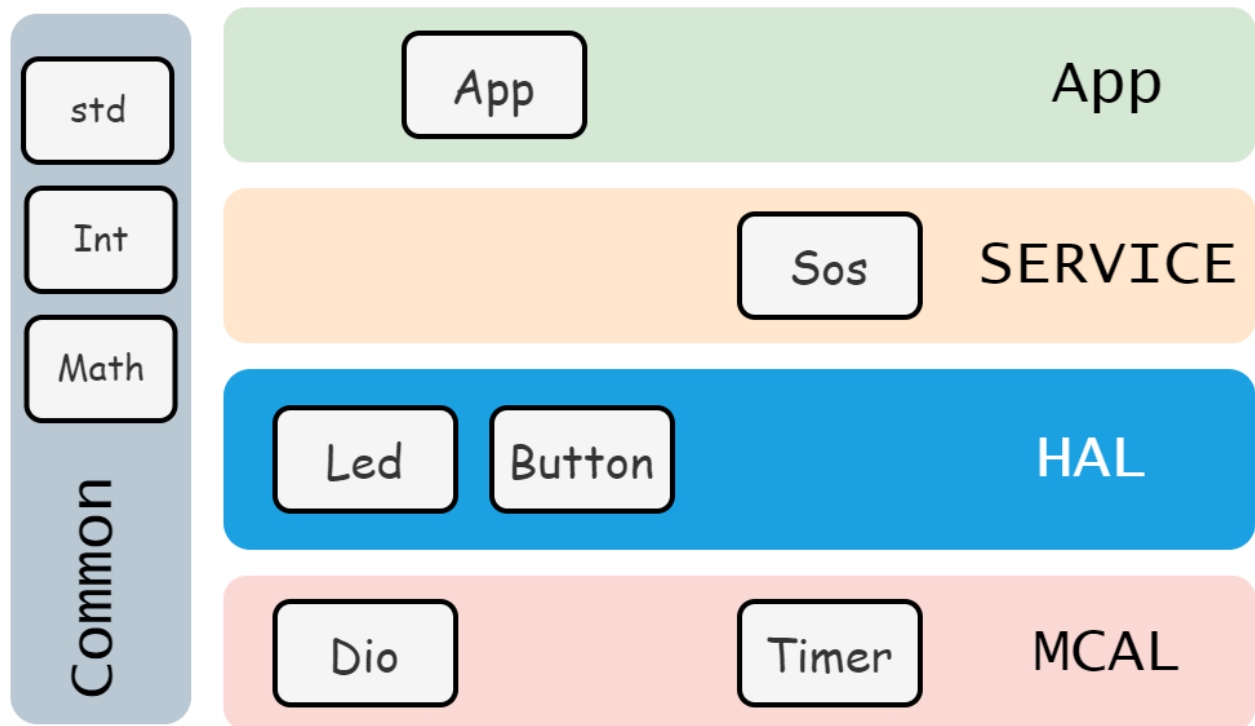
sos_disable API, this API will stop the scheduler	
Function Name	sos_disable
Syntax	enu_system_status_t sos_disable(void)
Sync/Async	Synchronous
Reentrancy	Non Reentrant
Parameters (in):	None
Parameters (out):	None
Parameters (in, out):	None
Return:	SOS_STATUS_SUCCESS: In case of Successful Operation.

#### Main Application Flow

- Implement an application that calls the SOS module and use 4 tasks
  - Task 1: Toggle LED\_0 (Every 3 Milli-Seconds)
  - Task 2: Toggle LED\_1 (Every 5 Milli-Seconds)
- Make sure that these tasks occur periodically and forever
- When pressing **PBUTTON0**, the SOS will stop (**stop task**)
- When Pressing **PBUTTON1**, the SOS will run (**start task**)

## High Level Design

### Layered architecture





## Modules Descriptions

- **Dio**  
Stands for Digital Input/Output. It is an interface component that allows the system to send digital signals to devices. Also read signals from others
- **Timer**  
A timer is a specialized type of clock used for measuring specific time intervals
- **Led**  
This Module Controls Leds state in the program
- **Button**  
The push button module allows detection in states of high or low from the onboard momentary push button
- **Sos**  
Small operating system that manages all Application processes.
- **App**  
Contain Main application Logic

## Drivers' documentation

- **Dio**  
 Description : This function initialize PIN and set it's direction  
 ARGS : take PIN Number and PORT Number and Direction (INPUT,OUTPUT)  
 return : return DIO\_OK if the PIN initializes correctly, DIO\_NOT\_OK otherwise  
 EN\_DIO\_ERROR DIO\_init(EN\_DIO\_PINS pinNumber,EN\_DIO\_PORTS portNumber,EN\_DIO\_DIRECTION direction);  
 Description : This function write on PIN and set it's level  
 ARGS : take PIN Number and PORT Number and level (LOW,HIGH)  
 return : return DIO\_OK if the PIN level sets correctly, DIO\_NOT\_OK otherwise  
 EN\_DIO\_ERROR DIO\_write(EN\_DIO\_PINS pinNumber,EN\_DIO\_PORTS portNumber,EN\_DIO\_LEVEL level);

Description : This function toggles PIN level

ARGS : take PIN Number and PORT Number

return : return DIO\_OK if the PIN toggles correctly, DIO\_NOT\_OK otherwise

EN\_DIO\_ERROR DIO\_toggle(EN\_DIO\_PINS pinNumber, EN\_DIO\_PORTS portNumber);

Description : This function reads PIN level and store it in the variable

ARGS : take PIN Number and PORT Number and pointer to the variable

return : return DIO\_OK if the PIN value stored correctly , DIO\_NOT\_OK otherwise

EN\_DIO\_ERROR DIO\_read(EN\_DIO\_PINS pinNumber, EN\_DIO\_PORTS portNumber, uint8\_t \* value);

## ● Timer

Description : This function initialize Timer 1 with CTC mode and enable interrupts

ARGS : void

return : void

void TIMER\_ONE\_init(void);

Description : This function starts Timer 1 with configured prescaler

ARGS : void

return : void

void TIMER\_ONE\_start(void);

Description : This function stops Timer 1

ARGS : void

return : void

void TIMER\_ONE\_stop(void);

Description : This function calculate number of ticks to achieve desired time and assign the value in compare register

ARGS : time in milliseconds

return : void

void TIMER\_ONE\_setDelay(uint16\_t delay\_ms);

Description : This function set call Back when ISR fired the call back function executes

ARGS : pointer to call back function

return : void

void TIMER\_ONE\_setCallBack(void(\*ptr\_func)(void));

- **Led**

Description : This function inits led as output

ARGS : pointer to struct (pin/port)

return : return LED\_OK if the Led initialized correctly , LED\_NOT\_OKAY otherwise

enu\_led\_error\_t LED\_init(str\_led\_config\_t \*str\_ptr\_led\_config);

Description : This function sent High to pin

ARGS : pointer to struct (pin/port)

return : return LED\_OK if the Led turns high correctly , LED\_NOT\_OKAY otherwise

enu\_led\_error\_t LED\_on(str\_led\_config\_t \*str\_ptr\_led\_config);

Description : This function sent Low to pin

ARGS : pointer to struct (pin/port)

return : return LED\_OK if the Led turns Low correctly , LED\_NOT\_OKAY otherwise

enu\_led\_error\_t LED\_off(str\_led\_config\_t \*str\_ptr\_led\_config);

Description : This function toggle pin state

ARGS : pointer to struct (pin/port)

return : return LED\_OK if the Led toggled correctly , LED\_NOT\_OKAY otherwise

enu\_led\_error\_t LED\_toggle(str\_led\_config\_t \*str\_ptr\_led\_config);

- **Button**

Description : This function initialize PIN and set it's direction as Input

ARGS : take PIN Number and PORT Number

return : return BTN\_OK if the PIN initializes correctly, BTN\_NOT\_OK otherwise

EN\_BTN\_Error\_t Button\_init(EN\_DIO\_PINS pinNumber, EN\_DIO\_PORTS portNumber);

Description : This function Read PIN value and store it in variable

ARGS : take PIN Number and PORT Number and the address of the variable

return : return BTN\_OK if the PIN read correctly, BTN\_NOT\_OK otherwise

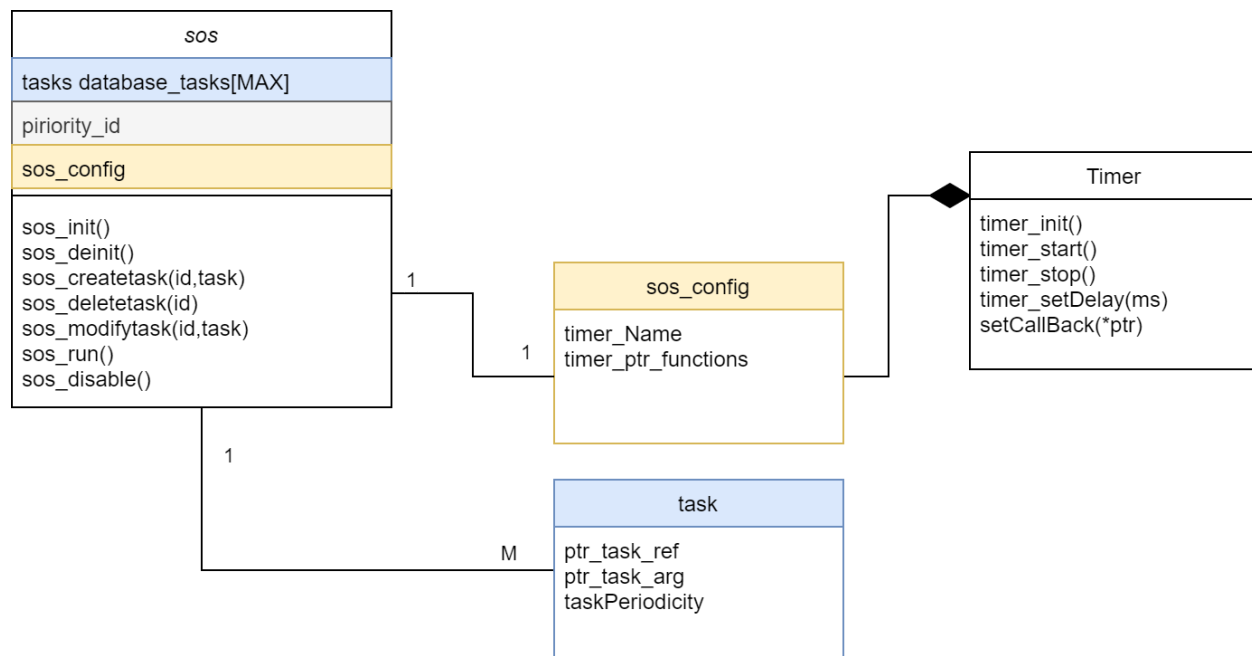
EN\_BTN\_Error\_t Button\_read(EN\_DIO\_PINS pinNumber, EN\_DIO\_PORTS portNumber, uint8\_t \*value);

- **Sos**

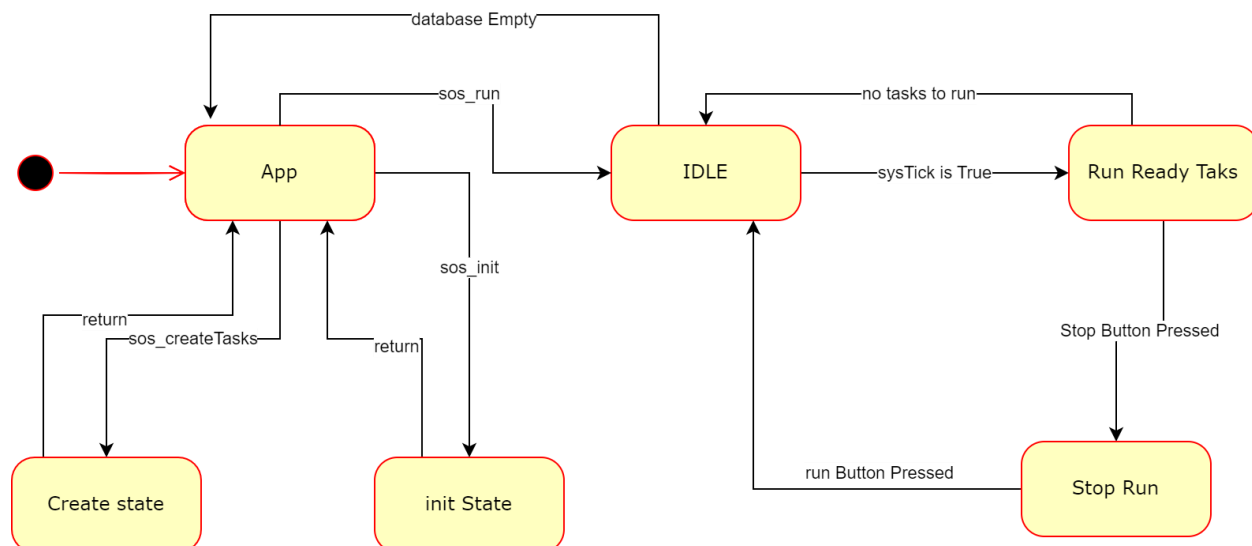
Go to [Specifications](#) section.

## UML

### Sos Class Diagram

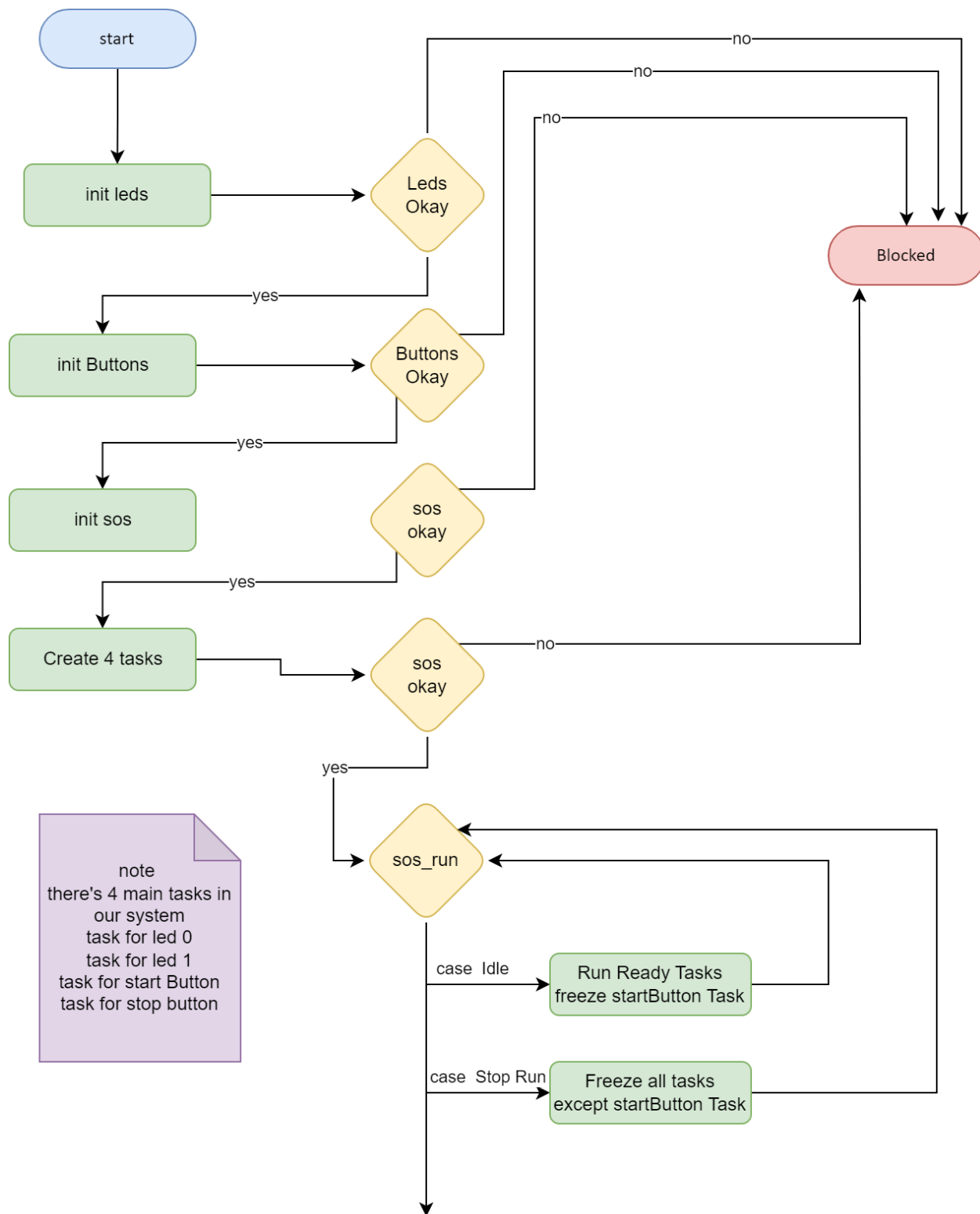


### Sos State Machine





## App Flowchart



## To Be Done ( Low Level Design )

- Flowcharts
- Pre-compiling configurations
- Linking configurations