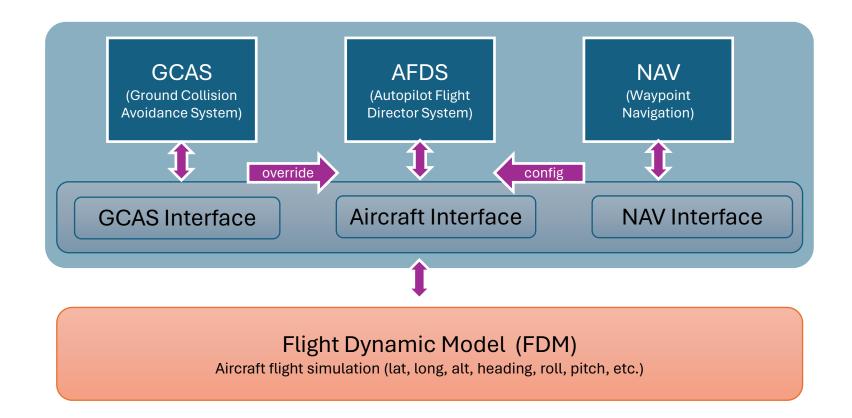
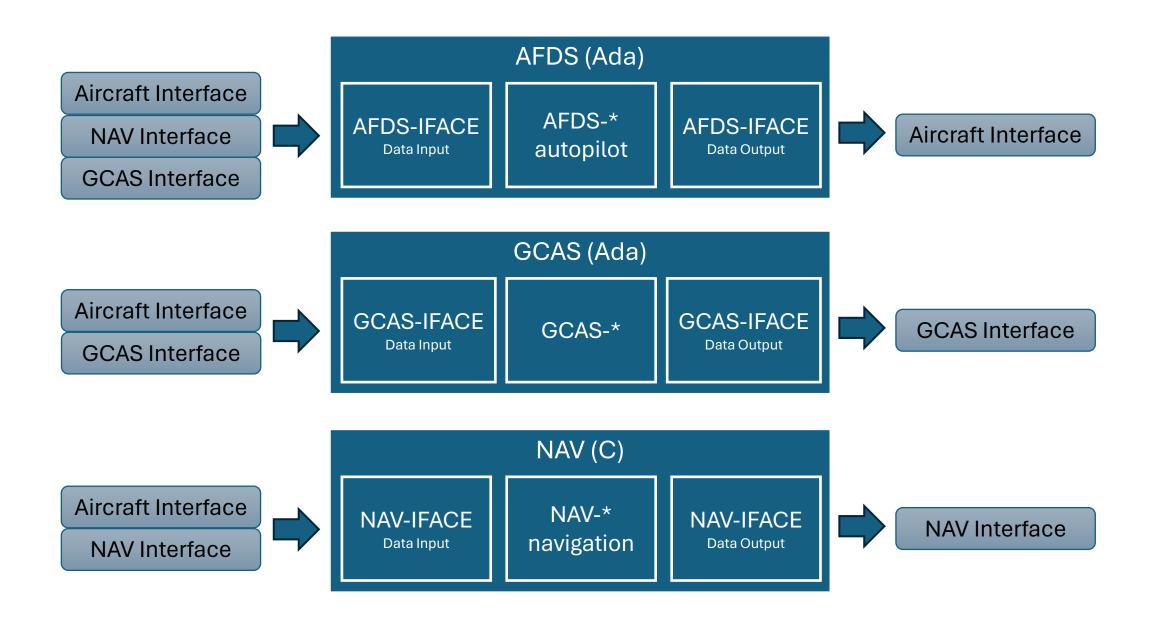
#### **Application**

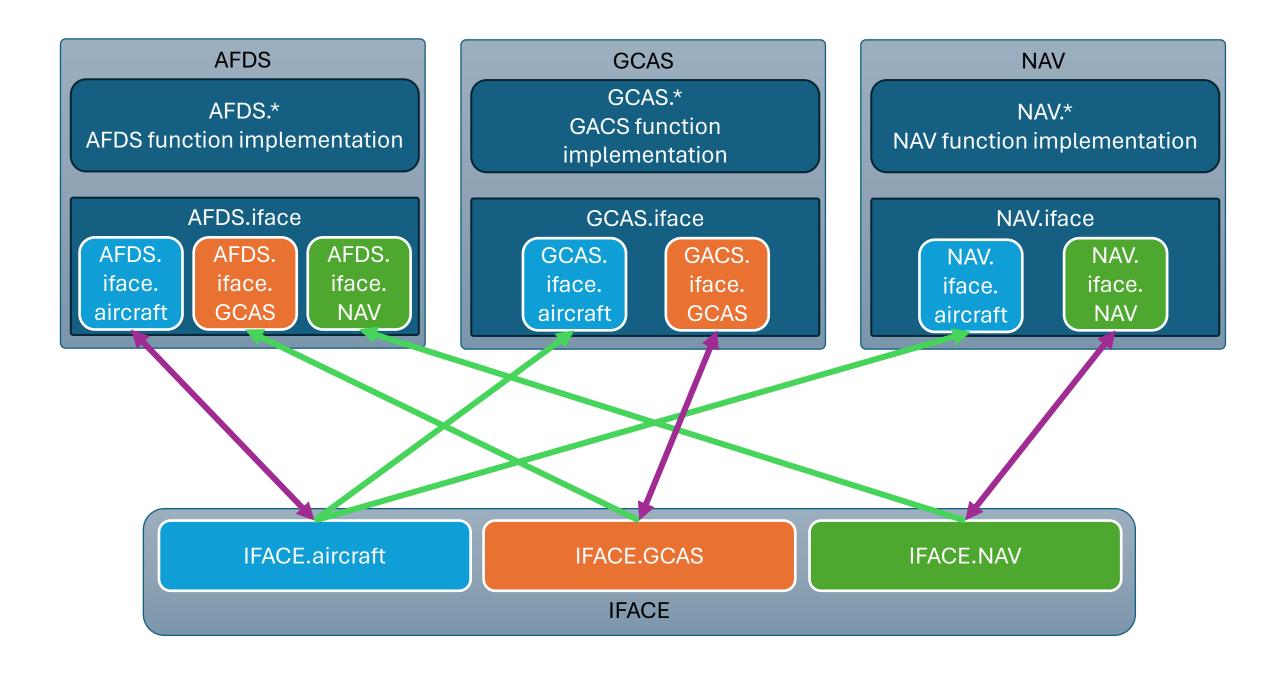


### Components

- Each component follows the same pattern
  - A component XYZ is made of two parts:
    - Data interface: XYZ.iface and XYZ.iface.\*
    - The implementation: XYZ and XYZ.\*
  - The XYZ package contains the single entry point for the component: 'step'
  - A step is made of 3 actions
    - Read data from the global interface (IFACE.\* packages) to the local interface (XYZ.iface.\*)
    - Perform the function(s) of the component
    - Write data back from the local interface (XYZ.iface.\*) to the global interface (IFACE.\*)
  - For example AFDS step subprogram is:

```
procedure step is
  begin
    AFDS.iface.read;    -- read data from all relevant interfaces
    AFDS.GCAS.step;
    AFDS.heading.step;
    AFDS.altitude.step;
    AFDS.velocity.step;
    AFDS.vspeed.step;
    AFDS.roll.step;
    AFDS.pitch.step;
    AFDS.iface.write;    -- write data to all relevant interfaces
end step;
```



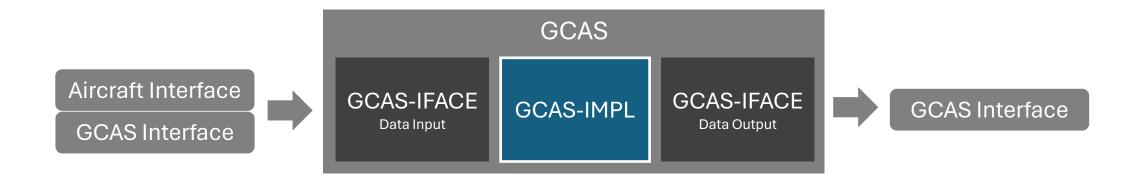


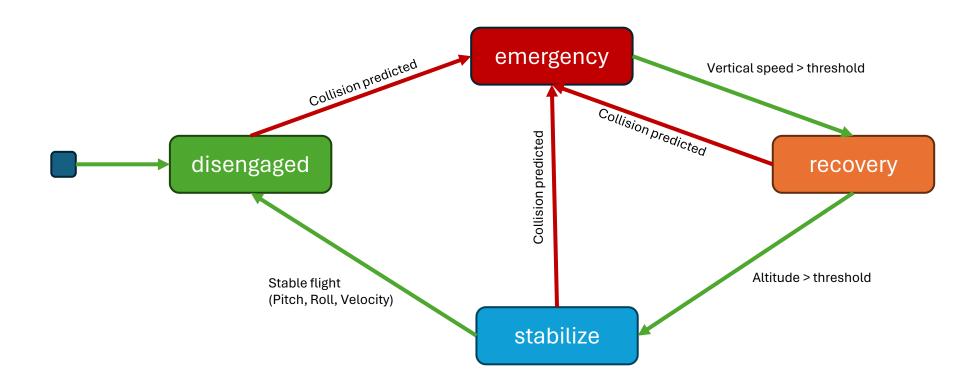
# GCAS

#### **GCAS**

 The GCAS component detect potential ground collision and set the GCAS state accordingly (see next slide)

 The GCAS state is checked by the AFDS component and the AFDS.GCAS function of this component implements the required manoeuvre.





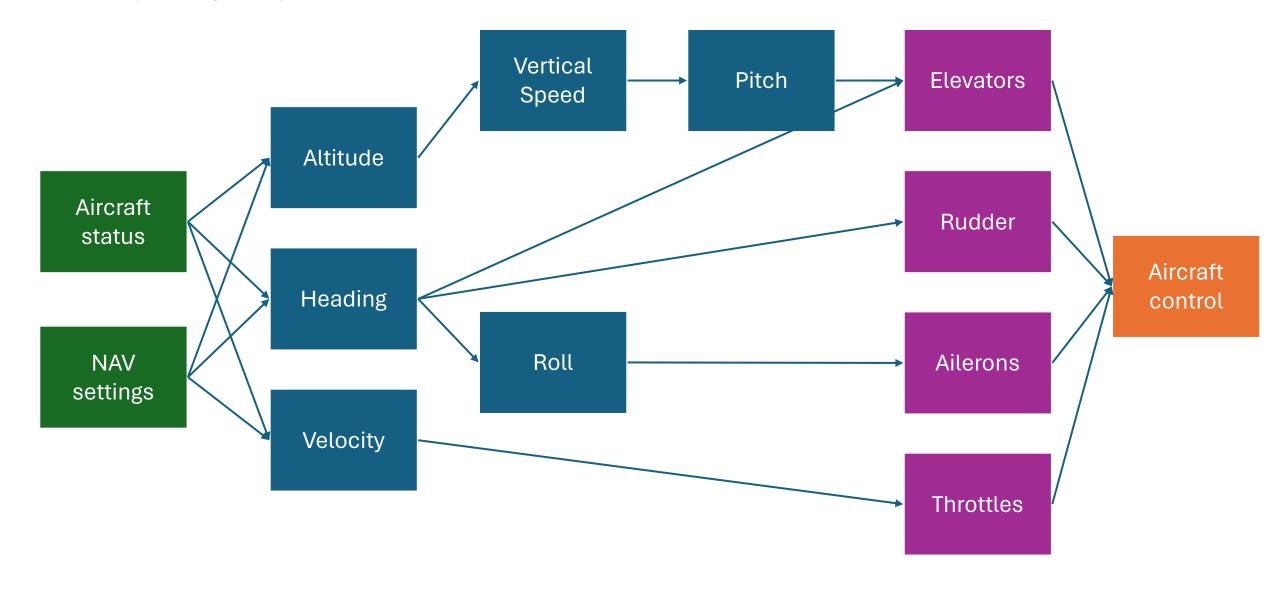
## AFDS

### **AFDS**

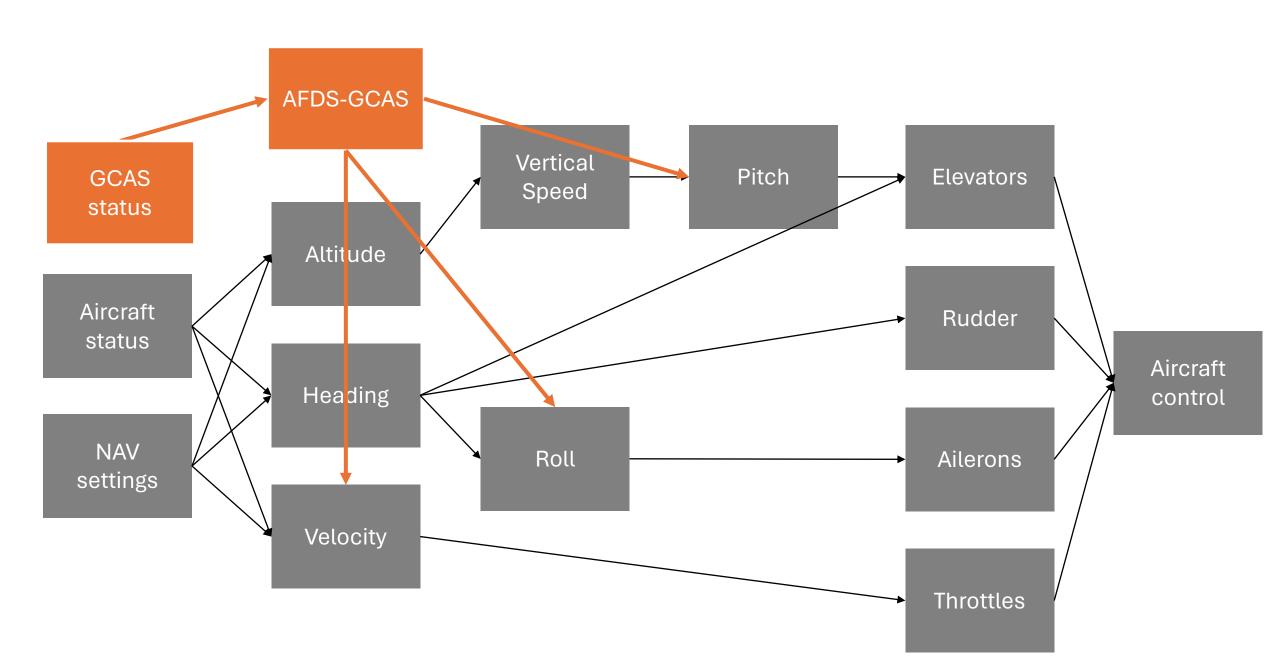
• The AFDS read the current and desired heading, altitude and velocity set by the NAV component and calculate the require commands for the aileron, elevator, rudder and throttle.

• The AFDS.GCAS can override the NAV input to force a emergency collision avoidance manoeuvre.

#### AFDS-\* (Autopilot)



#### AFDS-GCAS override



## NAV

#### **NAV**

- This component is implemented in C
- The NAV component navigate to the next waypoint.
- When a waypoint is reached, the next waypoint in the list is selected as the active waypoint.
- Navigation data (desired heading, altitude, velocity) are written to the IFACE.NAV interface for the AFDS component to read.