

# Code Generation for Embedded Software for Modeling Clear Box Structures

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**ABSTRACT**

Cleanroom software Engineering (CRSE) recommended that the code related to the Application systems be generated either manually or through code generation models or represents the same as a hierarchy of clear box structures. CRSE has even advocated that the code be developed using the State models that models the internal behavior of the systems. No framework has been recommended by any Author using which the Clear boxes are designed using the code generation methods. Code Generation is one of the important quality issues addressed in cleanroom software engineering. It has been investigated that CRSE can be used for life cycle management of the embedded systems when the hardware-software co-design is in-built as part and parcel of CRSE by way of adding suitable models to CRSE and redefining the same. The design of Embedded Systems involves code generation in respect of hardware and Embedded Software. In this paper, a framework is proposed using which the embedded software is generated. The method is unique that it considers various aspects of the code generation which includes Code Segments, Code Functions, Classes, Globalization, Variable propagation etc. The proposed Framework has been applied to a Pilot project and the experimental results are presented.

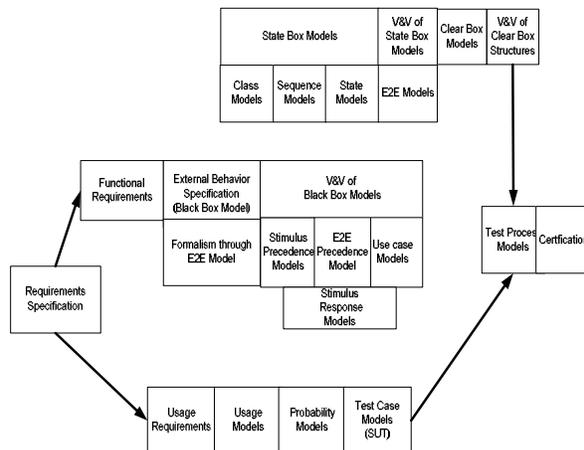
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**I. INTRODUCTION:**

CRSE (Clean room Software Engineering) methodology recommended that the code be developed/generated as Clear box structures using standard structures such as If -Then-Else with the help of State model built for designing the internal behavioral of a system. [1] Have presented the internal behavioral modeling of the embedded systems trough state box structures and presented the refined CRSE methodology which is shown in the **Figure 1.1**. They have also presented the methods [2] using which the state models presented by them can be verified and validated. An embedded system shall be transiting from one state to other in order to realize the user defined functions. The states include both hardware and software. The next step in CRSE is the design of Clear Box which mostly includes the modeling of code generation.



**Figure 1, 1 Refined CRSE Model until the stage of Internal Behavioral Modeling**

An embedded system shall be transiting from one state to other in order to realize the user defined functions. The states include both hardware and software. The next step in CRSE is the design of Clear Box which mostly includes the modeling of code generation.

When an embedded system is in a particular state, either the processing is being done within the Hardware or execution is being done within the Micro controller or interaction is taking place with hardware through execution of the software. The state model that incorporated the Co design of hardware and software must be split into HW behavior and software behavior so that the same can be individually optimized, tested and then integrated to present the final solution.

Two code generation frameworks are necessary that include code generation for Hardware to facilitate selection, integration and displaying the layout and code generation related to Embedded Software. Many frameworks have been presented in the past to generate code relating to presentation of foot print. [3] have presented a method of generating the code meant for modeling the Hardware for facilitating the selection of the hardware, integration of the hardware and displaying the layout of the Hardware diagram. The method proposed by them can be used for conducting different kinds of analysis/Testing that include signal balancing, Latency computations, Signal overloading, matching of the signals etc.

CRSE has recommended that the code be developed by using the standard structures like if-then-else but no formal framework has been presented for generation of the code related to the Hardware CRSE as such has not addressed the issue of generating the code related to HW either for foot print or selection, integration and layout design of the Hardware. Numbers of authors have presented the Code Generation methods. Most of them related to generation of HW foot print.

Code is required for two purposes. Code is required for designing of the hardware which includes selection, integration and display. The internal functioning of each of the hardware component can also be represented in terms of the code but when it comes to embedded systems, since hardware chips are selected as modules, the code related to selection, integration and display is more important. Designing and representing the internal functioning of each of the Hardware device is not under the scope of this paper.

CRSE advocates that code be generated using state model. The state model includes both Hardware and Software states. When a system is in a hardware state other than the Micro Controller state, no code is executed. Some electronic function is being processed. Most of the code is

executed when the embedded system is in software state at which time code is executed within the micro controller. The hardware states are not that important for generating the code related to embedded software. Code in respect of HW, however is required to select, integrate and layout the hardware diagram using which different types of modeling can be carried such as signal loading, signal conversion, power balancing etc. Even the timing of the signals can also be analyzed and designed using the Hardware Layout Diagram.

In this paper, a formal framework is proposed using which code related to hardware for selection, integration and presenting the layout has been presented. The framework has been applied to the pilot project described in section 3.0

## II. RELATED WORK

[4] Have presented a model based code generation framework for embedded real time system considering multiple operating systems, communication mechanisms, different hardware sizes and dynamic structures of the software. [5] A number of design and code generation approaches have been presented in the literature for development of embedded systems that require implementation of concurrency. [6] have presented Framework called StreamIT which is based on dataflow formalism. [7], Real time workshop (RTW) from mathwork considered code generation based control system modeling and time has been considered as integral part of the model development. [8] [9] have proposed partial evaluation methods that help automating the designing and code generation process.

[10] Have used partial evaluation methods for optimized code generation by transforming a generalized actor based model to a target code while preserving the models semantics [5] has generated C Code based on the Models. The code is related to software that is embedded into software. The issues related to co existence of hardware and software has not been considered. [10] Have proposed a method of generating SystemC TLM Model from UML specification. Using the SustemC TLM Model, SystemC RTL Model and the embedded software is generated. The SystemmC RTL model is synthesized to generate FPGA RTL code in the VHDL language and a ASIC netlist is generated. [11] have proposed method to generate embedded software from state diagrams. Prior to the generation of the code the state charts are validated for correctness related to unused states, one initial state, states with outgoing links, rechability of every state from initial state, existence of at least one final state, availability of at least one path that reaches the final state even if a loop is in existence at any of the state.

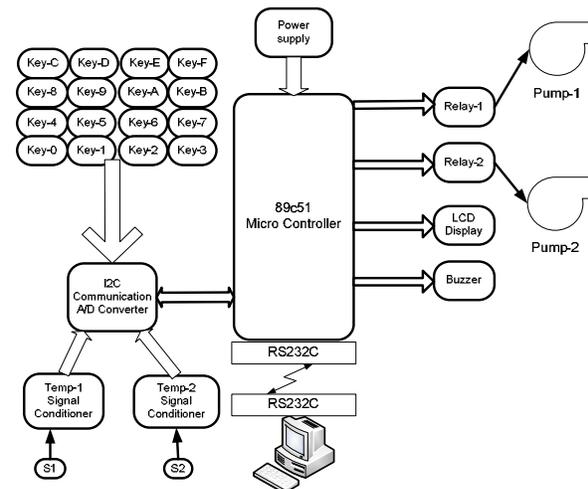
[12] Have investigated the fitness criteria for a programming language that can be used to generate the Embedded Software Code from model based specifications. They have checked the fitness of Java language from the point of object oriented semantics and the ability to support the issues related to concurrency. [13] have used SDL (Specification Description Language) for modeling complex real-time embedded system. SDL is a Graphic and formal language. User can interact with SDL and build the embedded system from the scratch. [14] Have proposed building a system not necessarily the embedded systems using the Colored Petri net models (CPN). The model is debugged and verified for its exactness suiting to the application. 15] have explained that an embedded system can be developed in terms of UML Artifacts. They have proposed that SystemC code can be generated by way of establishing the SystemC equivalents to UML notations. They have added some standard extensions to UML so that the UML notations can be mapped to SystemC constructs. [16] have recommended a method to generate code given a set of Hierarchical state Charts. They have also explained the way the Hierarchical or concurrent processing state charts can be developed.

Most of the methods discussed above lacks in many of the respects which include inability to generate the code related to Embedded Software considering many of the intricate aspects. Very few models are available that help generating the embedded software. In the literature while some strategies have been explained to generate the embedded software, no specific Framework as such has been recommended as of now. Again no common language is used to model the software and the hardware as a result becomes necessary to use too many tools and frequent translations leading to inefficient methods for generating either the Hardware or Software related code. The performance and scheduling issues are never addressed especially when the embedded software has to run under the influence of real time operating system.

### III. PILOT PROJECT – TEMPERATURE MONITORING AND CONTROLLING OF NUCLEAR REACTOR SYSTEM (TMCNRS)

The block diagram at Figure 3.1 shows various hardware components and the integration between them related to TMCNRS. The mechanical setups that simulate the Nuclear reactors are connected with sensing devices such as Temperature sensors, and actuating devices such as heaters and pumps. Both the sensing and actuating devices are connected to the embedded system (TARGET) and the embedded system is connected to a remote computer (HOST) through which the operator monitors and controls the operation of the nuclear reactor.

The temperature sensors are connected to signal conditioners and the outputs of signal conditioners are connected to A/D converter which communicates with Micro Controller using I<sup>2</sup>C Communication protocol. The output devices which include LCD interface to HOST, and Relays to actuate pumps are connected to the Micro Controller through its output ports. The access to the embedded system is controlled through a password entered through the key board which is connected to A/D converter. The application running in the embedded system captures the key board strokes and verifies the validity of the password. The rest of the application is invoked when the password is valid.



**Figure 3.1 TMCNRS Hardware Integration diagram**

Different types of outputs are written on LCD such as Help messages, Sensed temperatures, reference temperatures, and temperature mismatches etc. The HOST is connected to the Micro Controller using RS232C interface. The ES application has the interface for reading the reference temperatures and displaying the same on LCD. A buzzer is connected to Micro Controller and the buzzer is triggered when the difference in temperatures read is more than a threshold level. The ES board is provided with regulated power supply to drive the Micro Controller and to the relays for activating the pumps. The sensors are mounted on the water tube situated in the mechanical setup. Flow control is achieved through activation and deactivation of the relays that control the Start-Stop mechanism of the pumps. Heaters are used to raise the temperature of the tubes. The mechanical setup for such an arrangement is shown in the **Figure 3.2**.



**Figure 3.2 Mechanical setup of the TMCNRS**

The Embedded application that runs within the Micro Controller has the following tasks:

1. Read Key Board input
2. Validate the Password
3. Read Reference Temperatures from the HOST
4. Write Initialization output to LCD
5. Write actual outputs to LCD
6. Read the sensed Temperatures
7. Compare the Temperatures
8. Actuate the buzzer
9. Set and reset the relays to control the pumps
10. Communicate with HOST to transmit the sensed Temperatures

#### IV. REQUIREMENTS OF CODE GENERATION FRAMEWORK FOR GENERATING EMBEDDED SOFTWARE

The following are the requirements that must be addressed for designing the framework for Embedded Software related code generation.

1. Identification and maintaining the standard code segments dully identifying the variables used as Global, instance, return, local or arguments to the functions. A convention to refer to the kind of variables and include elements must be designed and used. The code segments may also refer to some standard functions.
2. Identification and maintaining standard functions constructed out of the standard code segments and other functions. The variables to be used in the functions must be projected as Global, Local, instance, return or functional out of the definitions included in the code segments
3. Mapping the standard functions as non member functions and defining them as friend functions within the classes where the functions are required

4. Mapping the member functions to the respective classes. While doing so define the variables as Instance or local and the global variables be declared right in the beginning of the program file
5. Recognize every software state in the state diagram and include the methods of the classes as the entry procedures. The methods should be executed whenever a transition is made to a software state due to occurrence of either an internal or external event.
6. Generate the code
  - a. Include all the Global variables in the beginning of the program file
  - b. Include all the classes as defined in the class diagrams duly including instance variables, methods, local variables and the code
  - c. Develop a non member main method by tracing all the logical paths in the state diagrams and include code that facilitates the execution of the logical paths. The higher level state diagram shall be used for scheduling the tasks that are repetitive in Nature (Self loop states) and the lower level state diagrams are used for code control within the main method. Initiate the RTOS and include the RTOS functions that schedules the tasks and start the RTOS for commencement of the execution of the embedded application
  - d. Include all the non member functions which are declared as friends within the classes.

#### V. CODE GENERATION FRAMEWORK FOR EMBEDDED SOFTWARE MODELING

CRSE has advocated that the code be developed using the state box specification. Procedures are to be executed when a system enters into a state or leaves the state or while in the state. Entering into a state happens when state transition takes place. Since every state is a snapshot of an object of a class, the procedures are the functions that are encapsulated into the classes. Code generation therefore implies that the code related to the functions be developed either manually or by some automated means. Manually coding is always erroneous and it is important that the code be generated automatically so that high quality reliable code can be obtained. Code generation is one of the essential requirements of the Embedded Systems.

Many authors have recommended for automatic code generation based on the design specification, but the code generation related to hardware design alone has been covered to certain extent and no recommendations have been available in the literature for generating the code related to embedded application.

It has been recommended that generation of code for the embedded system in a very structured manner and using a particular architecture will lead to delivery of high quality Embedded Systems. One of the design principles of Embedded System is that the code be developed using a standard and structured methods based on the foundations of the Frameworks.

It has been recognized that it is possible to determine standard code structures related to embedded systems. The standard code segments use global or local input and produces output again either local or Global. The standard code segments are in different files and can be included wherever necessary. The standard code segments can be stored as library and the library can be grown every time a new code segments suiting to the embedded systems are identified, the same can be included into the library. Even clean room software engineering also advocated that standard control structures be used for delivering high quality code.

The standard code functions can be identified by way of including the standard code structures and other standard code functions. Even a standard code structure can also include a standard code function. The code structures and the functions are included in the sequence such that standard logic is implemented. The standard code functions are then mapped to the classes based on the expected responsibilities of the classes. The main control logic is implemented by way of taking the instances of the classes and calling for the functions through object references.

The sequence in which the code contained in various classes gets executed based on the sequence flows that are built into the state Diagrams. Thus the state diagrams and class diagrams used for modeling the internal behavior of the embedded systems will be the foundations using which code generation Framework can be defined and used for generating the code related to any of the embedded systems.

The code generation method proposed in this paper is primarily based on the library management which helps in reusing the library elements to construct code segments, code functions and functional modules. The framework for code generation involves several steps. A code function is a whole unit of execution generally involving one or more number of code segments. A set of code segments together with some other functions form a code function. The function units that are related to communicating with the hardware devices and the code functions units that are used as non member functions are recognized and identified as the code functions. The code functions are either general purpose functions such as converting ASCII to HEX or specific member functions that processes and communicate

with a peripheral device. The code functions will be defined with various types of variables based on the code segments included in them. Some more variables that are specific to the code functions are defined within the code functions. Every code segment will clearly recognize variables, their types and location where the variables must have been declared including the details of locations which include, Global, instance, local, functional arguments and return variables. This way of categorizing the variables will clearly help in mapping and constructing code functions and the class modules in which the code segments are placed.

The code segments are pre identified and developed as a library over a period of time. The library is maintained and more number of code segments are added to the library as when needed especially when a ES application is analyzed and designed. The code segments identified in respect of TMCNRS are placed in a library of Code Segments. A code segment may include many other code segments or may even call code functions.

A repository of code segments can be maintained which will be used latter for resolving and placing the variables in appropriate locations. The details of the repository constructed for locating and maintaining the standard code structures that help generating the code for TMCNRS is shown in the **Table 5.1**. The Framework is implemented through several steps of execution

#### **Step #1 Construct a Library of the code segments**

A code segment is a unit of execution that is required quite frequently. The code units that are related to communicating with the hardware devices and the code units that are used in non member functions are recognized and identified as the code segments. Every code segment will clearly recognize variables, their types and location where the variables must have been declared including the details of locations which include, Global, instance, local, functional arguments and return variables. This way of categorizing the variables will clearly help in mapping and constructing code functions and the class modules in which the code segments are placed.

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appropriate locations. The details of the repository constructed for locating and maintaining the standard code structures that help generating the code for TMCNRS is shown in the **Table 5.1**. The contents of the Code Segments Library designed for TMCNRS systems are placed below:

### **Step #2 Construct a Library of Non-member functions**

Code functions may be member functions or member functions. The functions that are mapped to the classes shall be the member functions and the remaining functions shall be non member functions but shall be declared as friend functions with the classes wherever needed. When non member functions are mapped to the classes the same will be defined as non member functions.

A library of standard non member functions are identified and maintained as shown in the **Table 5.2**. The Mapping of the code segments to the Non Member functions is also shown in the **Table 5.2**. When code segments are included into a function, the variable declarations as instance, global local, and return or functional shall be automatically got projected and maintained.

### **Step #3 Construct a Library of Hardware related Code functions**

Some of the Code functions are member functions of the classes that are related to Hardware Devices. A library of standard member functions that are related to hardware are identified and maintained as shown in the **Table 5.3**. The Mapping of the code segments to the Member functions of the Hardware classes is also shown in the **table 5.3**. When code segments are included into a function, the variable declarations as instance, global local, and return or functional shall be automatically get projected and maintained.

### **Step #4 Map the Non member functions to the Classes**

The non member functions are mapped to various classes as friend functions as necessary. The mapping of the Non member functions to the classes has been shown in the **Table 5.4**. When non member functions are mapped to the classes the Global variables and instant variables will be located at global declarations or instance declarations as the case may be. When functions are mapped, the variable declarations shown in the function definition will be automatically located either as Global or instance variables

### **Step #5 Map the Hardware dependent functions to the classes that are related to the Hardware**

The hardware dependent functions are mapped to the classes that implement the interface with the hardware devices. The data repository showing the mapping is shown

in the **Table 5.5**. The following are the classes related to Hardware. When functions are mapped, the variable declarations shown in the function definition will be automatically located either as Global or instance variables

### **Step #6 Map the Hardware dependent variables to the classes that are related to the Hardware**

Some of the classes that are related to the Hardware just have variables that are defined to map to the PINS and ports of the Micro controller to which the hardware devices are connected. Signals are asserted on the PINS of the micro controller by way of setting the memory variables with appropriate values. Data variables which are mapped to the PINS are inserted to the classes based on the Connectivity details.

### **Step #7 Maps the Support oriented functions to the supporting Classes**

Some of the functions are supporting functions that are necessary for undertaking specialized activities. Such functions are mapped to the classes that provide supporting services to other classes. The mapping of supporting functions to the supporting classes is shown at the **Table 5.6**. When supporting functions are mapped, the variable declarations shown in the function definition will be automatically located either as Global or instance variables

### **Step #8 Maps Task oriented functions to the classes that are self looped**

Some of the functions are Task oriented functions that are necessary for undertaking Task oriented activities. Such functions are mapped to the classes that provide Task execution services to other classes. The mapping of task oriented functions to the Task oriented classes is shown at the **Table 5.7**. When task oriented functions are mapped, the variable declarations shown in the function definition will be automatically located either as Global or instance variables

### **Step #9 Maps the class functions as the entry procedures of system states.**

A system enters into a state due to transition from the previous state as consequence of occurrence of an event while system is in previous state. When a system enters into a state or exiting from a state some procedures are executed. Some procedures can also be executed while the system is within the state. In the previous steps explained a process using which the classes are flushed with the methods and attributes and established the global behavior of the embedded system. The mapping of the class methods to entry procedure of system states will define the state boxes comprehensively. The system is built using several

objects and each of the objects be in different states and execute procedures when the system enters into a particular state. **Table 5.8** shows various objects and states into which the objects undergo transitions and the kind of procedures executed for realizing a user requirement.

### Step #10 Generate Main Control of execution

The following procedure helps building the main function in which central control logic is situated.

1. Consider the Top Level State diagram shown at the figure at **Figure 5.1**.
2. The procedures that are mapped to the super states which are self looping states shall be recognized as the task that must be scheduled within the real time operating system.
3. Create a buffer of such schedulable tasks. For each of the tasks create a stack as character arrays of a default length **3000 Bytes**
4. For each of the Non schedulable super state, find sub state chart as shown in the **Figure 5.2**.
5. Find all the State flows in sub-state chart by following Right to left and top to bottom rule
6. For each of the sub state flow find all the entry procedures and include them in the main function.
7. If any of the sub state is self looping in nature, include infinite while loop and enclose the code within the scope of the while loop or create a finite looping through a for statement or while statement using the finiteness as the controlling parameter.
8. If a class is associated with the function/procedure to be executed as a part of entry procedure for the first time, an instance of the class is included before the method is called
9. Include code to start the operating system
10. Consider each of the self looping super states and for each of the self looping super state, create objects that are related the entry procedures of the self looping super state
11. Include an RTOS statement for creating a task representing the entry procedure of self looping super state, under the control of RTOS including the reference to stack buffer that is created earlier
12. Include statements to start RTOS

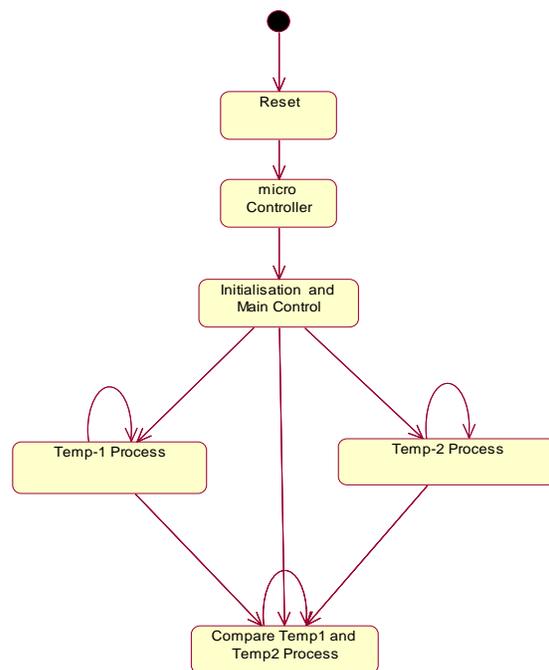
### Step #11 Generate Total codes

The generation of total code thus involves the following steps

1. Construct Library of standard code segments duly identifying the various types of variables
2. Construct library of the standard **Non member functions** through code segments and while doing so, consolidate types of variables especially the

global and instance variable. The local, return and functional variables are absorbed within the functions

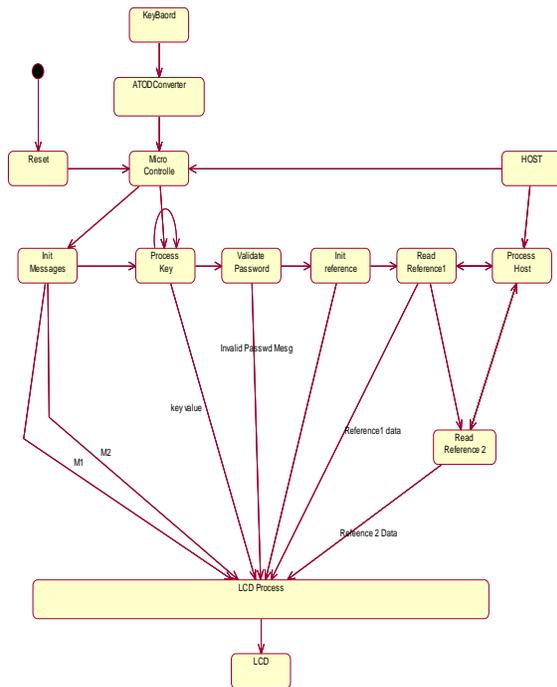
3. Construct library of the standard **Hardware related functions** through code segments and while doing so consolidate types of variables especially the global and instance variable. The local, return and functional variables are absorbed within the functions
4. Create hardware dependent variable in the classes related to Hardware devices duly mapping the PINS of micro controller to the memory address variables
5. Construct library of the standard **Member functions** through code segments and while doing so consolidate types of variables especially the global and instance variable. The local, return and functional variables are absorbed within the functions



**Figure 5. 1 Top Level State Diagrams**

6. Map the Non member functions to the respective classes
7. Map hardware dependent functions to hardware processing classes
8. Map support functions to the support classes
9. Map the task oriented function to task oriented classes
10. Include into entry procedures of each state the functions related to various types of classes.

- Build a main method by tracing the super state sub state charts.



**Figure 5.2 Elementary level State Diagram for the Top Level State: Initialization**

**VI. REFINED CRSE METHODOLOGY**

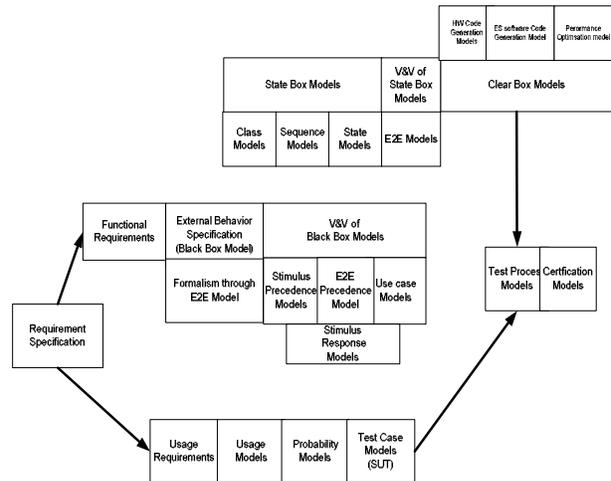
In the Figure 1.1, the refined CRSE methodology as a consequence of implementing formalism and automation for modeling the internal behavior of the embedded system has been presented. Further refinement of CRSE has been presented as shown in the Figure 6.1. The refinements are made by way of introducing the code Generation and performance optimization models. The Refined CRSE model fully satisfies the requirements of development of Embedded Systems.

**VI. CONCLUSIONS**

Hardware software co design requires that state models be built considering both the hardware and software states of the embedded systems. Code has to be generated using the state models. Hardware states are the instances of the classes that relate to the HW devices. Code related to ES software can be generated using Framework presented in this paper. The code generation models primarily are developed on the premises that defect free software can be developed using the standard code structures and the standard code functions built from the code segments. A repository of such standard code functions can be maintained after thoroughly testing the same. The code generation processes help is generating the high quality

software. The effort for developing code segments and code function library is one time, the segments and the function modules can be used several times whenever newer applications are to be developed.

The models presented in these chapters formalize and automate the process of modeling the clear boxes primarily through code generation



**Fig 6.1 Refined Clean Room software Engineering Model after CB Stage**

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## Biographies

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Mr. D. Balakrishna Kamesh is presently working in the department of Freshmen Engineering at K L University, Vaddeswaram and has 8 years of experience spanning across the Industry and Educational institutes. He has so far published 9 papers in the International Conferences in the field of Software Engineering and Embedded systems.

Serial Number	Coding Structure Name	Local variables		Global Variables		Instance Variables		Argument variables		Return Variables	
		Name	Type	Name	Type	Name	Type	Name	Type	Name	Type
1	LCD-BUSSY-CHK	busy	int	Set =01	int						
				Reset=00	int						
				rs=P2^5	sbit						
				rw=P2^4	sbit						
				en=P2^3	sbit						
				busy=P2^7	sbit						
2	LCD-COMMAND-WRITE							d	int		
3	LCD-DATA-WRITE			Set =01	int						
				Reset=00	int						
				rs=P2^5	sbit						
				rw=P2^4	sbit						
				en=P2^3	sbit						
				busy=P2^7	sbit						
4	LCD-NDATA-WRITE			Set =01	int			Data[20]	char		
				Reset=00	int						
				rs=P2^5	sbit						
				rw=P2^4	sbit						
				en=P2^3	sbit						
				busy=P2^7	sbit						
5	RS232C-RECV	Include.h						dat	Uchar		
6	RS232C-SEND							dat	Uchar		
7	I2C-READ			SDAt=P1^5	sbit			i	Ucar		
				SCLt=P1^4	sbit			dat	char		
8	PROCESS-DELAY							i	long		

**Table 5.1 Repository of standard code structures**

Serial Number	Standard Code Function	Coding Structure Name	Local variables		Global Variables		Instance Variables		Argument variables		Return Variables		
			Name	Type	Name	Type	Name	Type	Name	Type	Name	Type	
1	I2C_read-Temp()	I2C-READ	i	Char	SDAt=P1^5	sbit			i	Ucar			
			dat	char	SCLt=P1^4	sbit			dat	char			
2	Dealy()	PROCESS-DELAY							i	long			
3	I2C_write_Temp()	I2C-WRITE	i	Char	SDAt=P1^5	sbit			i	uchar			
			dat	char	SCLt=P1^4	sbit			dat	char			
4	I2c_start-temp()	I2C-START			SDAt=P1^5	sbit							
					SCLt=P1^4	sbit							
					HIGH=1	Int							
					LOW=1	int							
5	I2c_stop_Temp()	I2C-STOP			SDAt=P1^5	sbit							
					SCLt=P1^4	sbit							
					HIGH=1	int							
					LOW=1	int							
6	asciiToHex()	ASCII-TO-HEX			Digit0	Char			value	char	dat	unsigned	
					Digit1	Char							
					Ascii0	Char							
					Ascii1	Char							
					Ref1	Int							
					Ref2	int							
7	HexToAscii()	HEX-TO-ASCII	temp	usigned	Digit0	Char			value	char			
					Digit1	Char							
					value	char					dat	unsigned	

**Table 5.2 Repository of standard Non Member Functions**

Serial Number	Standard Function Name	Coding Structure Name/ Function name	Local variables		Global Variables		Instance Variables		Argument variables		Return Variables	
			Name	Type	Name	Type	Name	Type	Name	Type	Name	Type
1	readkey()	I2C_strat-temp()										
		I2c_write_Temp(0x70)										
		I2c_write_Temp(0xFE)										
		I2c_stop_Temp()										
		I2c_start_temp										
		I2c_write_temp(0x71)										
		I2c_read-temp()										
2	write_Command ()	LCD-COMMAND- WRITE			Set =01	int			d	int		
					Reset=00	int						
					rs=P2^5	sbit						
					rw=P2^4	sbit						
					en=P2^3	sbit						
					busy=P2^7	sbit						
3	Busy ()	LCD-DATA-WRITE			Set =01	int						
					Reset=00	int						
					rs=P2^5	sbit						
					rw=P2^4	sbit						
					en=P2^3	sbit						
					busy=P2^7	sbit						
4	Recv ()	RS232C-RECV	Include.h					dat	Uchar			
5	Data_write()	LCD-DATA-WRITE			Set =01	int						
					Reset=00	int						
					rs=P2^5	sbit						
					rw=P2^4	sbit						
					en=P2^3	sbit						
					busy=P2^7	sbit						
6	Send()	RS232C-SEND							dat	Uchar		

**Table 5.3 Repository of Standard Hardware related Member Functions**

Serial Number	Name of the class	Delay()	I2c-read	I2c-write	I2c-start	I2c-stop	Hex-Ascii	ASCII-HEX	Get-Reference
1	Initialization process	√					√		
2	Process key		√	√	√	√		√	
3	Temp1Task	√	√	√	√	√	√		√
4	CompareTemp1Task						√		
5	Temp2Task	√	√	√	√	√	√		√
6	CompareTemp2Task						√		
7	ProcessTemp1Temp2Task	√					√		

**Table 5.4 Mapping Non member functions to the Classes**

Serial Number	Name of the class	Readkey ()	Command-write()	Data-write()	Busyccheck ()	Send()	Receive()
1	ProcessKey	√					
2	ProcessLCD		√	√	√		
3	ProcessHOST					√	√

**Table 5.5 Mapping Member Functions to the Hardware classes**

Serial Number	Name of the class	ComparePasswd	CompareTemp1withRef	CompareTemp1withRef
1	ValidatePasswd	√		
2	CompareTask1		√	
3	CompareTeask2			√

**Table 5.6 Mapping Supporting Functions to the supporting classes**

Serial Number	Name of the class	displayInitMessage	displayEnterpasswd Message	readRefTemp	ConvertrefrenceDigits	Temp1Processing Task	Temp2process Task	comapreTemp1Temp2Task
1	InitialisationProcess	√	√	√	√			
2	Temp1Task					√		
3	Temp2Task						√	
4	ProcessTemp1Temp2Task							√

**Table 5.7 Mapping Task Functions to Execution Task Classes**

Name of the Sequence	Name of the Object	Type of the Object	Name of the State	Entry Procedures
<b>Display Init Messages based on the reset button</b>	Operator	Human	Operator	-
	Micro Controller	Hardware	Micro Controller	-
	Initialization Process	Software	InitMessages	InitialisationProcess. initMessages() { ProcessLCD. Command_Write() ProcessLCD. Data_write () }
				InitialisationProcess. displaypasswdMessage() { ProcessLCD. Command_Write() ProcessLCD. Data_write () }
	Process LCD	Software	LCD Process	ProcessLCD. Command_Write() ProcessLCD. Data_write ()
	LCD	Hardware	LCD	-
<b>Read password through strokes Key</b>	<i>Name of the Object</i>	Type of the Object	Name of the State	Entry Procedures
	<i>Key Board</i>	Hardware	Keybaord	-
	<i>ATODConverter</i>	Hardware	ATODConverter	
	<i>Micro Controller</i>	Hardware	Micro Controller	-
	<i>InitilisationProcess</i>	Software	ProcessKey	ProcessKey. Readkey ()
	<i>Process LCD</i>	Software	LCD Process	ProcessLCD. command_write () ProcessLCD. data_write ()
	<i>LCD</i>	Hardware	LCD	-

**Table 5.8 Function Mapping to the Classes**