

# Project Management

Last updated 11/28/22

# Project Management

- Workspace
    - Code Composer/Eclipse uses the concept of a workspace to manage projects
    - Create a single workspace
      - No Spaces in the path/names
      - Located in a place you can find it (outside of the eclipse install)
      - I use “workspace\_class#\_ccstudio
- e.g
- `workspace_ee2931_ccstudio`

# Project Management

- File inclusion
  - As a developer who has spent a lot of time developing code, I might want to allow you to use the functions in my library without giving you access to source code
  - I could give you compiled code, and the linker can include the compiled code into your final executable code
    - But you cannot see the functions and how to use them
    - The compiler cannot see the function prototypes and will generate lots of errors
  - To resolve this, I break my code into 2 parts
    - Header files – visible to you
    - Source files – ultimately these are compiled and unreadable by you

# Project Management

- .c files and .h files
  - .c files are used to store C code
    - Project code
    - Library code (collected functions)
  - .h files are used to store prototypes and constants
    - Function prototypes
    - Constants

# Project Management

- General software development process
  - Develop code using libraries from other sources along with your code
  - The owners of the libraries want you to be able to use the functions in the library but may not want you to be able to see the implementation
    - Provide x.h files with the prototypes (declarations) of all the functions
      - Allows you to see the format and documentation of the functions
      - Allows your code to compile without the actual x.c files
    - Provide a compiled version of the code (xx.lib)
  - Your code `#includes` the library x.h file

# Project Management

- General software development process
  - When you 'build' your project
    - All of the non-excluded .c files in the project get compiled
      - This is why you can only have one file with a main function
      - The included x.h files allow the compiler to know what functions are coming from elsewhere
      - Compile → assemble → machine code (10110100101010)
    - The Linker then arranges all the compiled functions from all the .c files along with any pre-compiled libraries so they can be used in your program
      - Creates a single executable file

# Project Management

- Header Files
  - xxxx.h
  - Store prototypes and constants
    - Constants
      - Pin / Bit numbers and names (msp.h)
    - Structure definitions
    - Enumerated types
    - Function declarations (prototypes)
  - Wrapped in an “include guard” to prevent including the code multiple times

# Project Management

- Header File - Include guard
  - Prevents the same code from being included multiple times

```
#ifndef MYFILENAME_H
#define MYFILENAME_H
...
declarations
...
#endif
```

Check to see if the constant `MYFILENAME_H` has not been defined – `#ifndef`

If it is not defined,  
create the constant - `#define`  
execute the commands between `#define`  
and `#endif`

If it has been defined  
skip to `#endif`

All caps used for the constant  
Based on .h file name with dot replaced by \_

Constant is not initialized or set



# Project Management

- Header File - Inclusion
  - Header files are #included into the .c file using the module
  - Optionally they can be included into the related module .c file

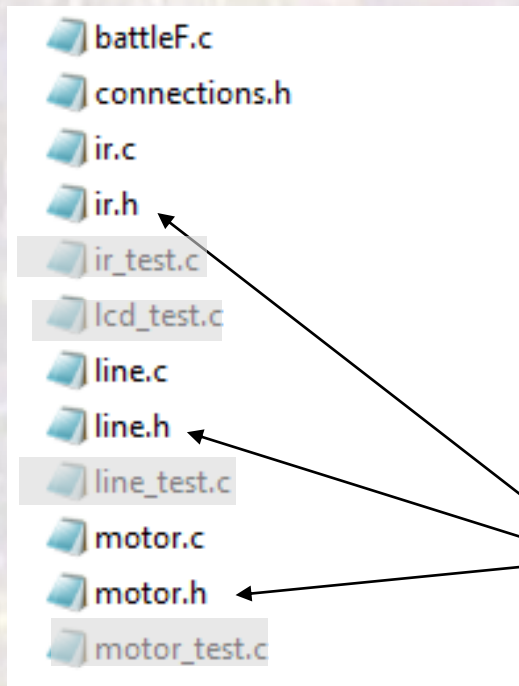
Note – c system header files are enclosed in angled brackets < >

user defined header files are enclosed in double quotes “ ”

# Project Management

- Header File – Inclusion
  - Sumo bot example

Project Files



Top level program  
battleF.c

```
battleF.c - Notepad
File Edit Format View Help
/*
 * battleF.c
 *
 * Created on: Feb 3, 2018
 * Author: Tim
 */
#include <stdio.h>
#include "msp432.h"
#include "msoe_lib_all.h"
#include "motor.h"
#include "line.h"
#include "ir.h"
```

# Project Management

- Build
  - Sumo bot example – compile/assemble

Top level program  
battleF.c

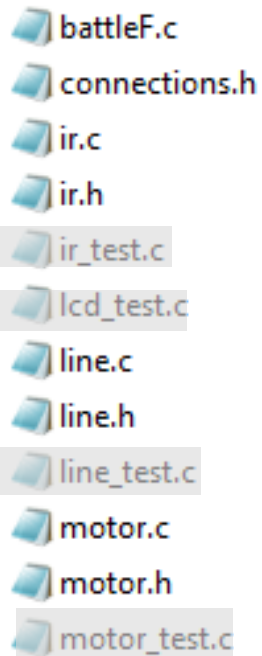
```
battleF.c - Notepad
File Edit Format View Help
/*
 * battleF.c
 *
 * Created on: Feb 3, 2018
 * Author: Tim
 */
#include <stdio.h>
#include "msp432.h"
#include "msoe_lib_all.h"
#include "motor.h"
#include "line.h"
#include "ir.h"
```

Prototypes for all the functions in these files are read in and the compiler can compile and assemble your top-level code – without knowing the specific implementation of the functions

# Project Management

- Build
  - Sumo bot example – compile/assemble

## Project Files



battleF.c  
connections.h  
ir.c  
ir.h  
ir\_test.c  
lcd\_test.c  
line.c  
line.h  
line\_test.c  
motor.c  
motor.h  
motor\_test.c

Each of the non-excluded .c files is compiled independently (including your top level)

# Project Management

- Build
  - Sumo bot example - linker

The machine code from each compiled/assembled .c file is combined along with the compiled/assembled code from standard libraries and MSOE\_LIB to create an executable file

Note: The MSOE\_LIB includes readable .c files. These files are not the files used during build. I have already compiled/assembled the MSOE\_LIB files and included them in the distribution (zip file) under the Debug directory

When you add Debug/MSOE\_LIB.lib to your linker path during library installation, you point the linker to the already compiled/assembled MSOE\_LIB files

# Project Management

- Header File – Inclusion
  - Sumo bot example

IR .c file

```
/*
 * ir.h
 *
 * Created on: Jan 17, 2018
 * Author: Tim
 */

#ifndef IR_H_
#define IR_H_

////////////////////////////////////
//
// IR_setup()
// Sets up the pins for the IR rx/tx
// Uses 2 IR transmitters and 2 IR receivers
//
// Transmitters are IR diodes and require one pin each
// L tx - P10.5
// R tx - P10.5 - common output
//
// Sensors require Vcc, gnd, and 1 output
// L rx - P10.2
// R rx - P10.3
//
////////////////////////////////////

void ir_setup(void);

////////////////////////////////////
//
// check_ir(l_ptr, r_ptr)
// modifies the pointers based on sensor output values
//
////////////////////////////////////

void check_ir(int * left, int * right);

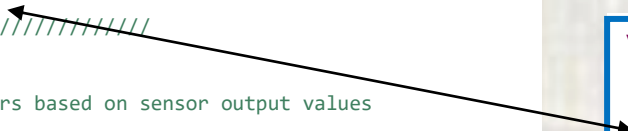
#endif /* IR_H_ */
```

```
/*
 * ir.c
 *
 * Created on: Dec 28, 2017
 * Author: johnsontimoj
 */

#include "msp432.h"
#include "msoe_lib_all.h"
#include <stdio.h>
#include "ir.h"

////////////////////////////////////
//
// IR sensor routines
//
// 1) IR_setup
// Sets up the pins for the IR rx/tx
// Sets up the 38KHz PWM signal - TimerA3
// Sets up the PWM envelope signal - TimerA2
//
// 2) check_IR
```

```
void ir_setup(void){
//
// setup pins
//
// tx outputs P10.5
P10->SEL0 |= 0x20;
P10->SEL1 &= ~0x20;
P10->DIR |= 0x20;
```



# Project Management

- Project Build

- The IDE (Code Composer /Eclipse)

- Includes all the files “included” in the top level file (the one containing main), and all files “included” in those files

- This gives the compiler a complete set of function/object prototypes

- Compiles all the .c files in the project that have not been excluded from the build

- Builds the overall solution

