

# Layout

## Code Structure

### Architecture (Summary)

Each board's `main.c` acts strictly as an orchestrator. It initializes the runtime, creates tasks, and delegates all functional behavior to component modules.

### Core Design Contract

The repository enforces a strict separation between **entrypoints** and **components**:

- `src/<board>/main.c` defines the process entrypoint for each board target.
- `components/common/*` contains reusable logic shared across multiple boards.
- `components/<board>/*` contains board-specific functionality.
- `components/<board>/firmware/*` contains generated or vendor-provided firmware and MCU integration code.

### Primary Rule

“`main.c` must not contain domain logic. It is responsible only for system wiring and task startup.”

- Albert Einstein

## Repository Layout

```
erc/  
├─ src/  
│ └─ arm_board/main.c
```

```

|   ├── driving_board/main.c
|   ├── sensor_board/main.c
|   ├── network_board/main.c
|   └── debugging_board/main.c
|
├── components/
|   ├── common/           # Shared modules across boards
|   ├── arm_board/       # Arm board-specific modules
|   ├── driving_board/   # Driving board-specific modules
|   ├── sensor_board/    # Sensor board-specific modules
|   ├── network_board/   # Network board-specific modules
|   └── debugging_board/ # Debugging board-specific modules
|
├── test/
|   ├── common/
|   ├── arm_board/
|   ├── driving_board/
|   ├── sensor_board/
|   └── debugging_board/
|
├── scripts/             # Utility scripts (codegen, post-processing)
└── platformio.ini      # Build environments and board filters

```

## Entrypoint Responsibilities ( `src/<board>/main.c` )

The `main.c` file is intentionally minimal and should perform only the following:

1. Execute mandatory low-level initialization  
(*HAL, clock, cache, MPU, RTOS initialization as required*)
2. Initialize infrastructure dependencies  
(*GPIO, UART, timers, networking wrappers, etc.*)
3. Create one or more RTOS tasks
4. Start the scheduler/kernel
5. Delegate all functional behavior to components

## What Must NOT Be Implemented in `main.c`

The following must never reside in `main.c`:

- Sensor processing algorithms
- Business or control logic
- Packet parsing or dispatch policy
- Device-specific runtime behavior beyond initialization
- Long-running loops implementing application logic

If logic grows beyond simple initialization or task creation, it must be moved into a component module and invoked from a task.

## Component Responsibilities (`components/*`)

All functional behavior belongs in components. Tasks must delegate to components rather than implementing logic inline.

## Examples

- Sensor-related behavior → `components/sensor_board/*`  
(e.g., *GPS, IMU, pH sensors, acquisition pipelines*)
- Driving logic → `components/driving_board/*`  
(e.g., *motor control, calculations, protocol parsing, Simulink integration*)
- Debugging UI and diagnostics → `components/debugging_board/*`
- Shared infrastructure → `components/common/*`  
(e.g., *result handling, logging, queues, dispatch systems*)

## Execution Model

The execution flow for each board follows a consistent structure:

```
main.c
  → platform/runtime initialization
  → create RTOS task(s)
  → each task calls component APIs
  → component modules execute all functional logic
```

This ensures that:

- `main.c` remains stable and minimal
- behavior is modular and testable

- functionality is reusable across boards
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