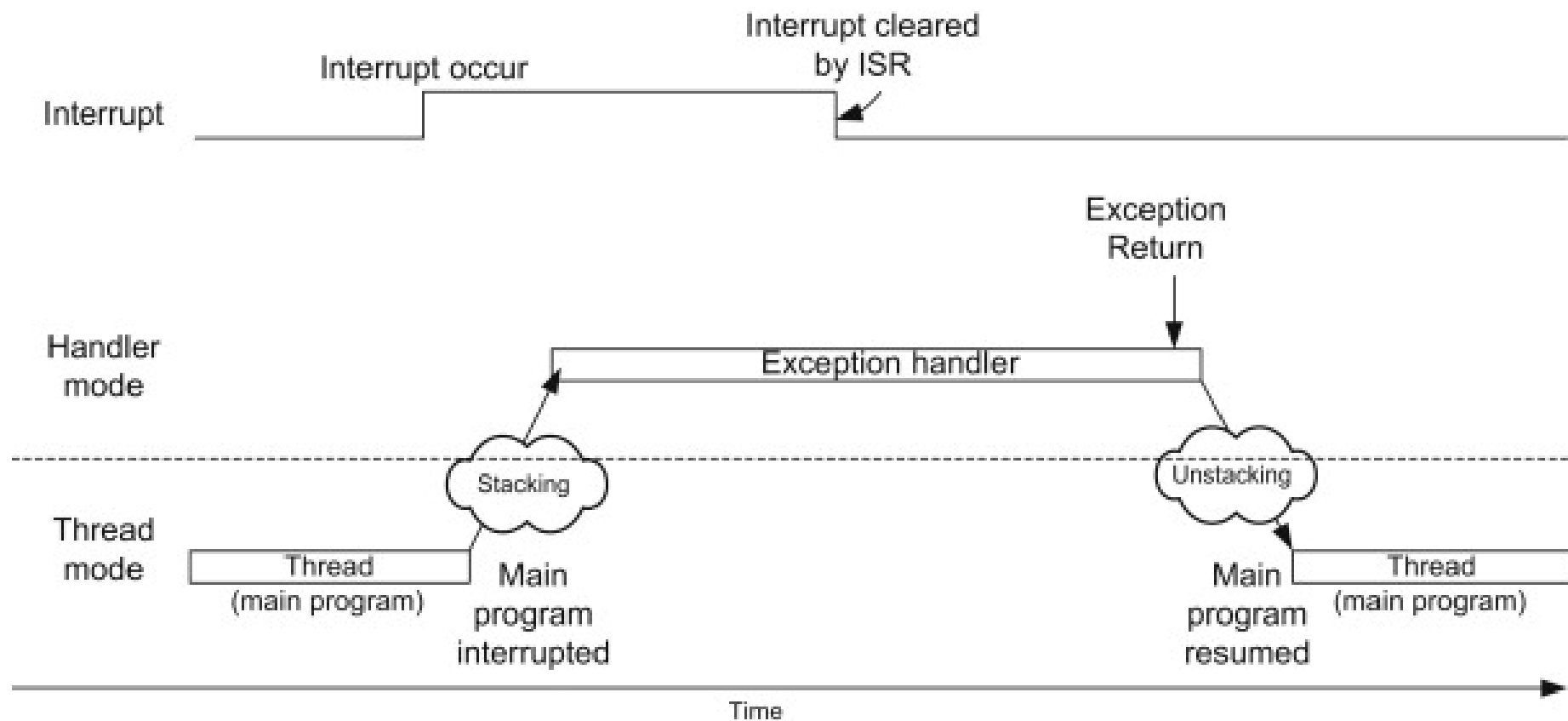


# Lesson 4

# Interrupt

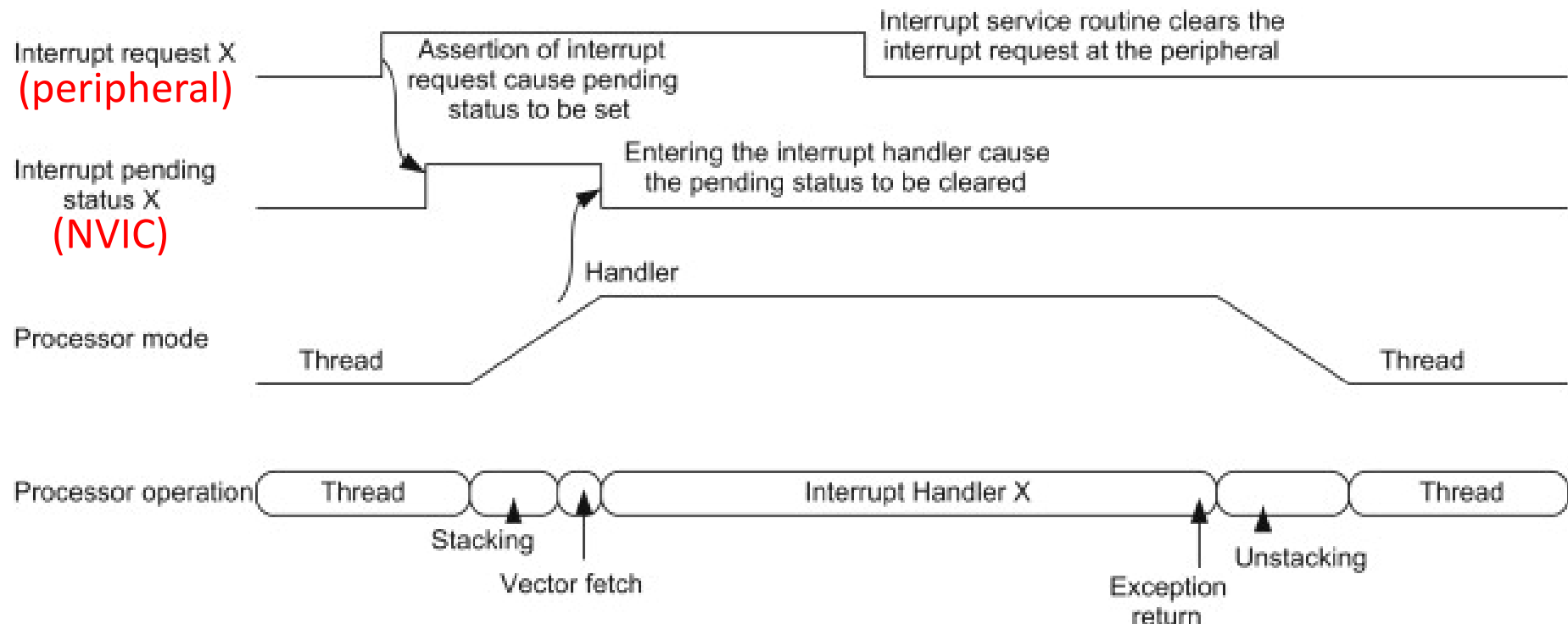
Lecturer: Harvard Tseng

# Simply view at exception entry & exit



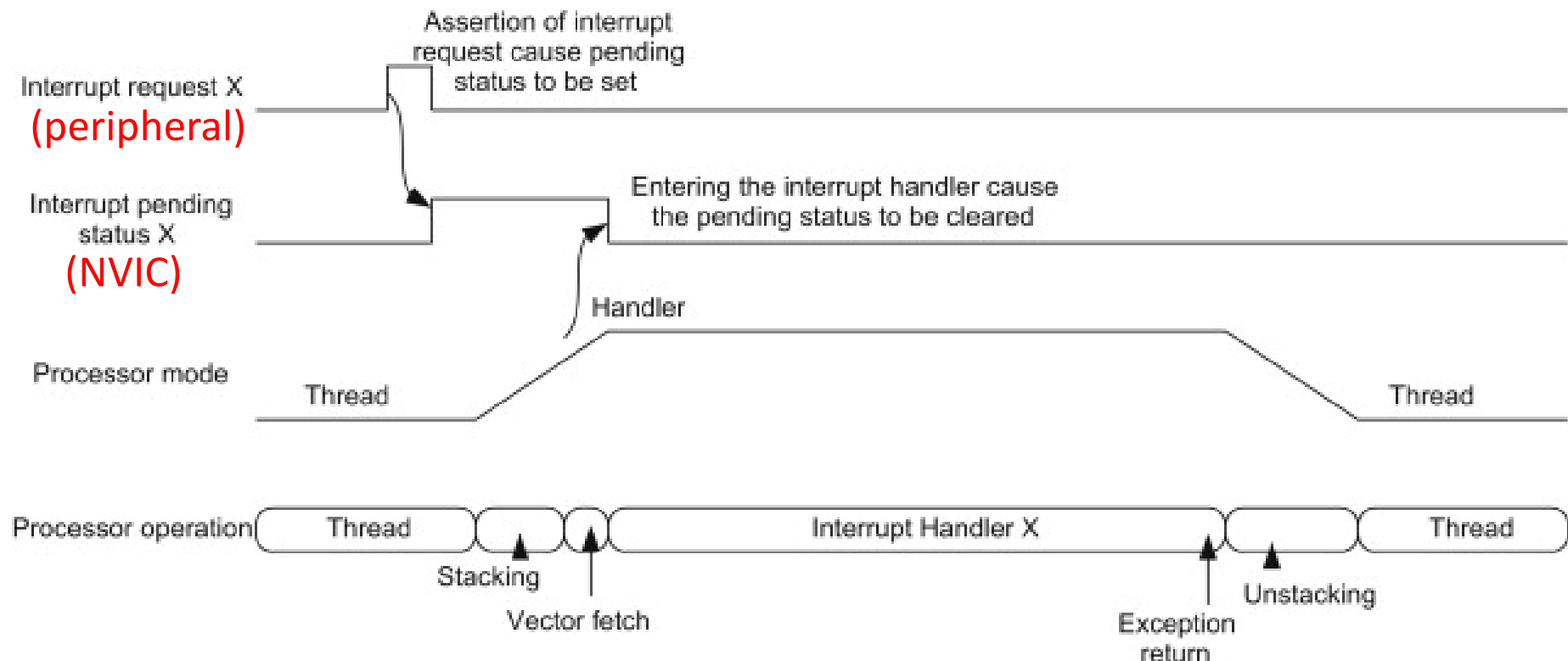
# Level Trigger

- Peripheral interrupt request will store in status register(TIMx) or pending register(EXTI).



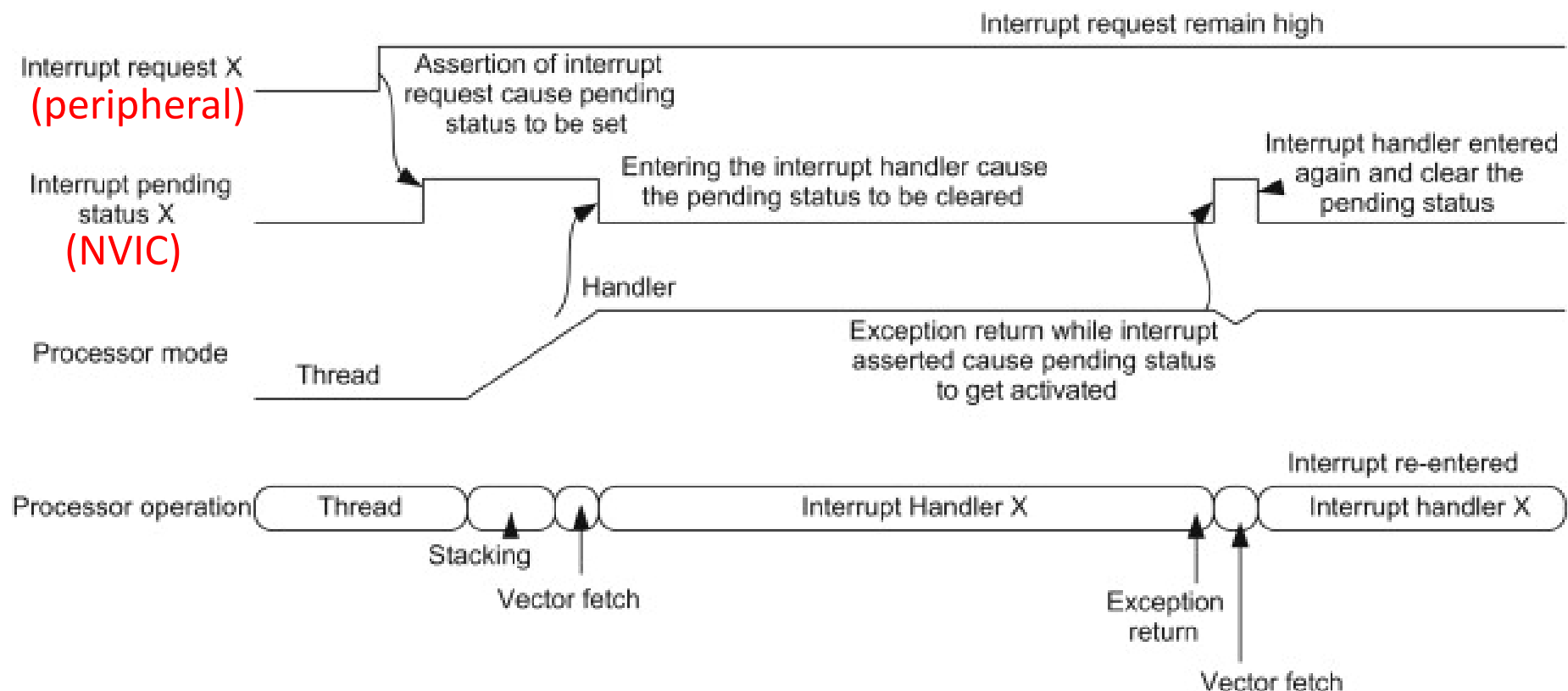
# Pulse Trigger

- Pending status register will hold the request until the interrupt is being served.



# If do not clear interrupt request

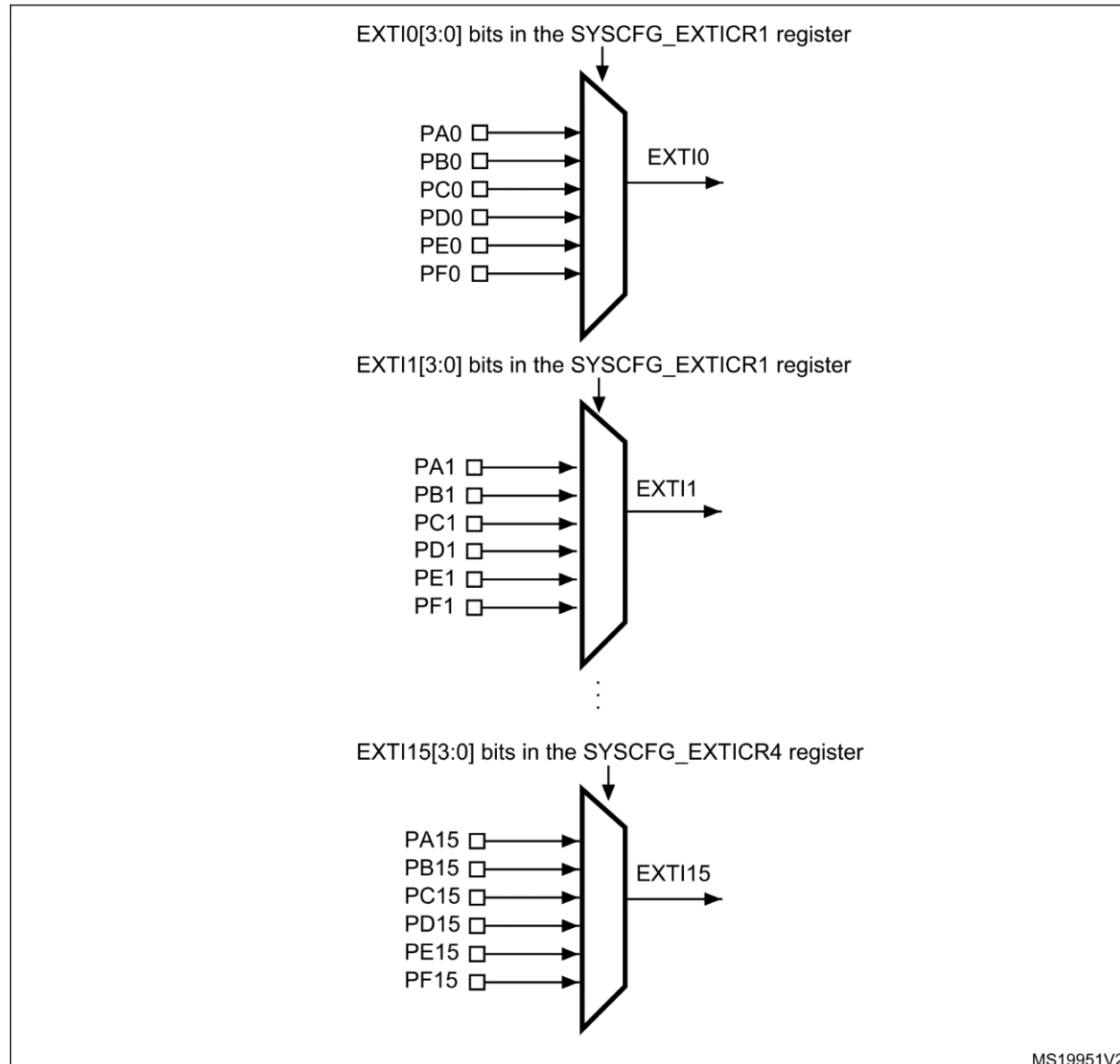
- Will re-enter interrupt handler again and again.



# EXTI

Extended interrupts and events controller

# External interrupt/event GPIO mapping



# Register

- EXTI\_IMR – Interrupt mask register – to mask interrupt request or not.
- EXTI\_RTSTR - Rising trigger selection register
- EXTI\_FTSR - Falling trigger selection register
- EXTI\_PR - Pending register - is set when the selected edge event arrives on the external interrupt line.



# EXTI interrupt selection

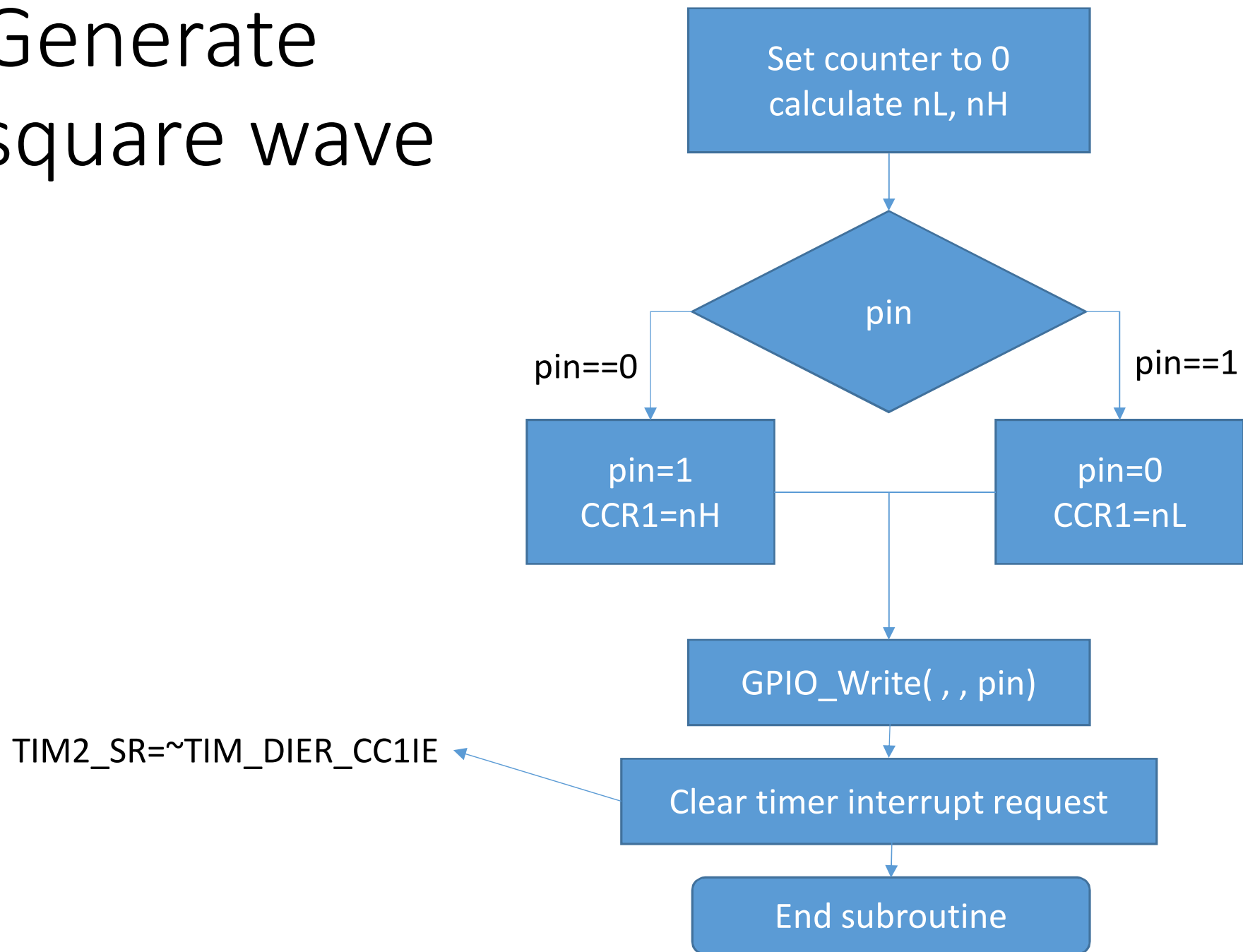
- Eg. PA0 as interrupt source.
- `EXTI_IMR |= EXTI_IMR_IM0; // Set mask bit(EXTI_Line0)`
- `EXTI_RTISR |= EXTI_RTISR_RT0; // Active when rising edge occur`
- `NVIC_EnableIRQ(EXTIO_1_IRQn); // Enable NVIC IRQ channel`

Timer

# Register

- TIMx\_CCRy - capture/compare register – if counter matches CCR value, will generate interrupt.
- TIMx\_SR – status register – record CCR interrupt information.
- TIMx\_DIER - DMA/Interrupt enable register – enable DMA/Interrupt request.

# Generate square wave



# Timer CCR interrupt configuration

- `TIM2_DIER |= TIM_DIER_CC1IE; // Capture/Compare 1 interrupt enable`
- `TIM2_CCR1 = 100; // Give a match value to compare`
- `NVIC_EnableIRQ(TIM2_IRQn); // Enable NVIC IRQ channel`

# Peripheral Interrupt Handler

- Every interrupt handle's name is already well defined in `startup_<device>.s` .
- Implement handler function under `main()` or in independent source file.

```
int main(void){  
    ...  
}  
void TIM2_IRQHandler(void){  
    ...  
}
```

# Exercise

- If button pressed, increase frequency by 1. When frequency is bigger than 10, set to 1.
- Use ISR to handle actions when button pressed or timer match compare value.