



**Sunbeam Institute of Information Technology**  
**Pune and Karad**

**Module - Micro controller Programming and Interfacing**

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Bit  
Band alias

Bit  
Band



0x4200 0000

0x4400 0000

0x4000 0000

0x4002 0000

04  
08  
0C  
10  
14

0x4010 0000

MODER
OTYPER
OSPEEDR
PUPDR
IDR
ODR
BSRR
LCKR
AFRR
AFRL

ODR - bit = 12

0x4002 0014
0x4002 0015
0x4002 0016
0x4002 0017

bit-band-base = 0x4200 0000  
 byte-offset \* 32 = 0x0040 0240  
 bit-number \* 4 = 0x0000 0010  
 bit-word-addr = 0x4240 0280

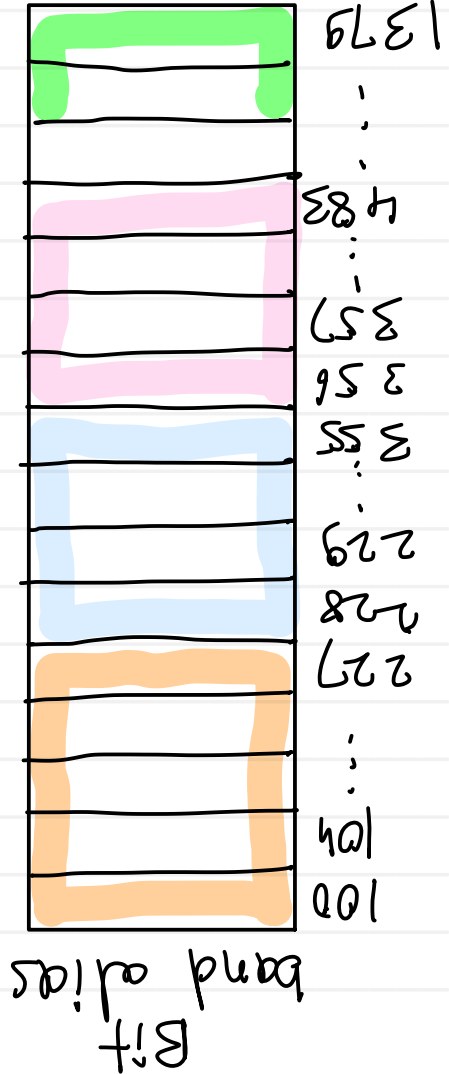
bit-word-addr = bit-band-base  
 + (byte\_offset \* 32)  
 + (bit-number \* 4)

Bit  
Band

00	MODER
04	OTYPER
08	OSPEEDR
12	PUPDR
16	IDR
20	ODR
24	BSRR
28	LCKR
32	AFR1
36	AFR1

00	7
04	15
08	16
12	31

MODER



MODER - bit=7

$$\begin{aligned} \text{bit-band-address} &= 0 \times 32 = 000 \\ \text{byte-offset} &= 7 \times 4 = 28 \end{aligned}$$

MODER - bit=9

$$\begin{aligned} \text{bit-band-address} &= 1 \times 32 = 32 \\ \text{byte-offset} &= 1 \times 4 = 4 \end{aligned}$$

$$\begin{aligned} \text{bit-band-address} &= 5 \times 32 = 160 \\ \text{byte-offset} &= 1 \times 4 = 4 \end{aligned}$$

$$\begin{aligned} 100 &= 4 \times 32 = 128 \\ 36 &= 4 \times 4 = 16 \end{aligned}$$



LD A 07, =flag  
Start: LD A 06, [r7]  
CMP r6, 0  
beq start;

-Q3  
while(flag != 0)  
=

LD A 07, =flag  
LD A 06, [r7]  
Start: CMP r6, 0  
beq start;

-Q3  
!nt flag;  
while(flag = 0)  
=

LD A 07, =flag  
Start: LD A 06, [r7]  
CMP r6, 0  
beq start;

-Q0  
while(flag = 0)  
=

Optimization: -0 (None)

```
int flag = 0;
void EXTI0-IRQHandler(void) {
```

```
    flag = 1;
    MOV R7, =flag
    LDR R1, [R7]
```

```
}
int main(void) {
    while(1) {
```

```
        MOV R7, =flag
        start: LDR R6, [R7]
        CMP R6, #0
        BEQ start
```

```
    }
```

```
}
```

Optimization: -03 (Most)

```
int flag = 0;
void EXTI0-IRQHandler(void) {
```

```
    flag = 1;
    MOV R7, =flag
    LDR R1, [R7]
```

```
}
int main(void) {
    while(1) {
```

```
        MOV R7, =flag
        start: LDR R6, [R7]
        CMP R6, #0
        BEQ start
```

```
    }
```

```
}
```

Optimization: -03 (Most)

```
volatile int flag = 0;
void EXTI0-IRQHandler(void) {
```

```
    flag = 1;
    MOV R7, =flag
    LDR R1, [R7]
```

```
}
int main(void) {
    while(1) {
```

```
        MOV R7, =flag
        start: LDR R6, [R7]
        CMP R6, #0
        BEQ start
```

```
    }
```

```
}
```

extern : variable scope is through out the program

static : variable scope is limited (function / file)

const : make variable location non modifiable

volatile : disables compiler optimization for variable

extern const volatile int var = 1;

static const volatile int var = 1;

~~extern static const volatile int var = 1;~~



Thank you!!!

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