mStack Introduction

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- Why Event-Driven What is mStack Event-Driven Core State Machine Core
 - Console
- Conclusion

- Use mainly sequential programming
- Lack of good code structure
 - Spaghetti code everywhere
- Limited resources: CPU, RAM, STORAGE, POWER...
- Hard to debug and maintain

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Sequential Programming with Superloop

```
digitalWrite(led, HIGH);
                                                                                                                            digitalWrite(led, LOW);
                                  pinMode(led, OUTPUT);
                                                                                                                                               delay(1000);
                                                                                                          delay(1000);
                                                     while (1)
void main()
```

Sequential Programming with Superloop

```
blocking
                                                                    blocking
                 turn led on
                                                                      wait for 1s
                                                                                                                           turn led off
                                                                                                                                                                                 wait for 1s
                                                                                            digitalWrite(led, HIGH);
                                                                                                                                  digitalWrite(led, LOW);
                                  pinMode(led, OUTPUT);
                                                                                                                                                      delay(1000);
                                                                                                                 delay(1000);
                                                       while (1)
void main()
```

Sequential Programming with RTOS

```
while (1)
                                                                                                   digitalWrite(led, HIGH);
                                                                                                                                           digitalWrite(led, LOW);
                                                                                                                                                                RTOS_delay(1000);
                                       pinMode(led, OUTPUT);
                                                                                                                        RTOS_delay(1000);
void thread_blink()
                                                           while (1)
```

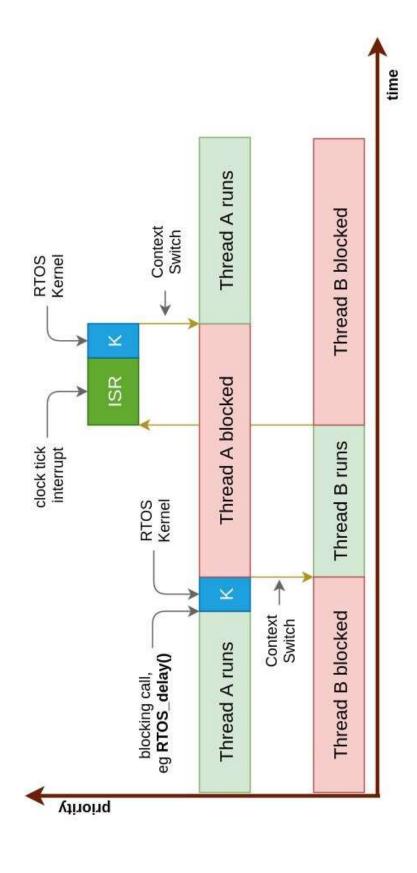
```
if (uart_tx_ready())
                                                                                                                          c = uart_read();
                                                                                                                                               dnene.push(c);
void thread_uart_tx()
```

Sequential Programming with RTOS

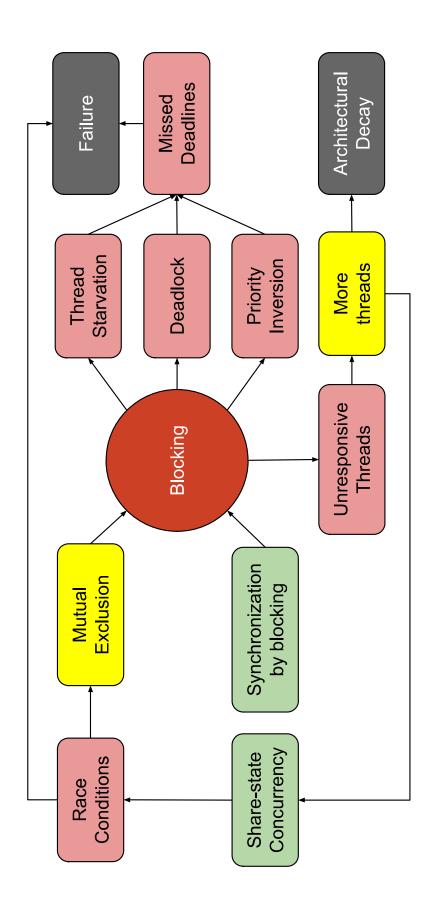
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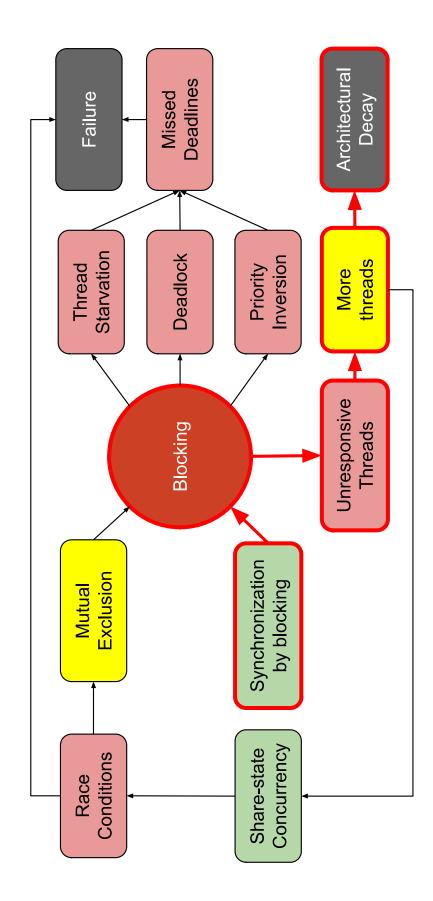
Sequential Programming with RTOS



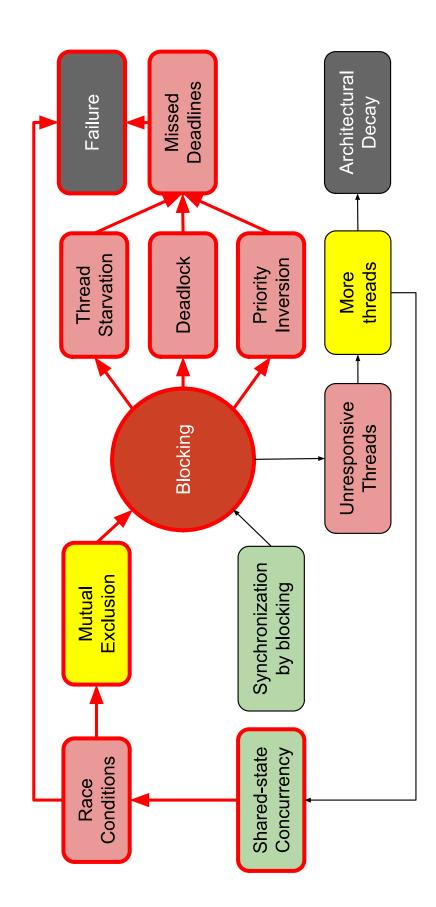
Problems of RTOS



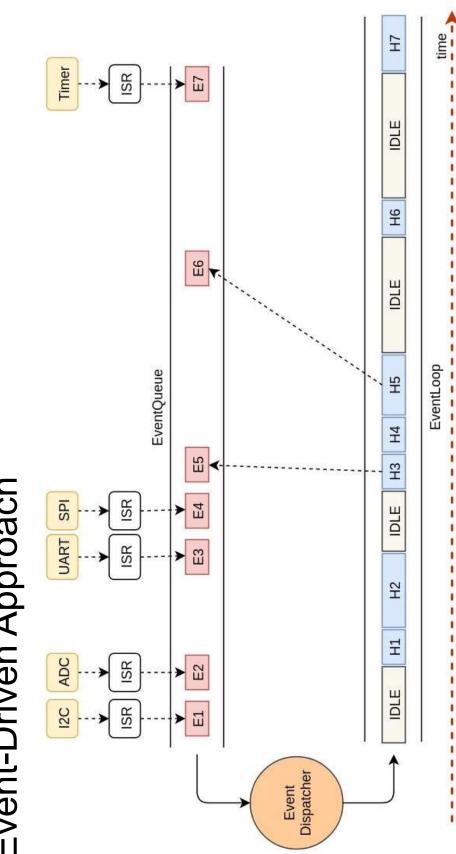
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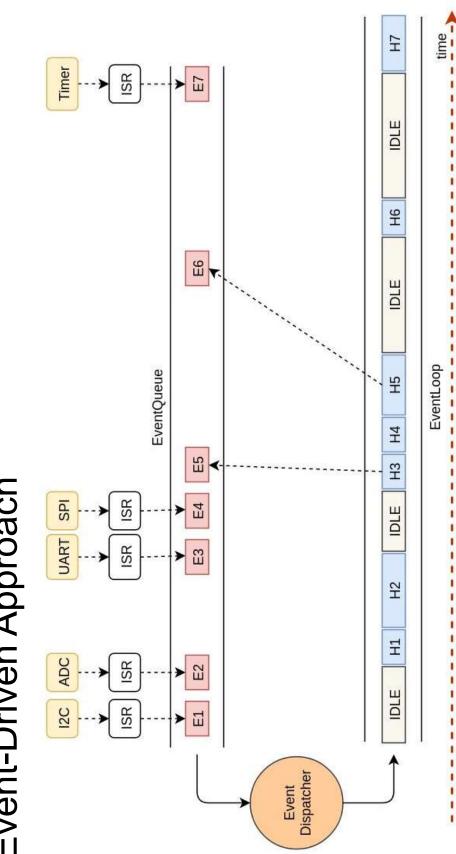
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Event-Driven Approach



Event-Driven Approach



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Solutions

- **Event-Driven Programming**
- Object Oriented Programming
- Finite State Machine
- Debug Tools

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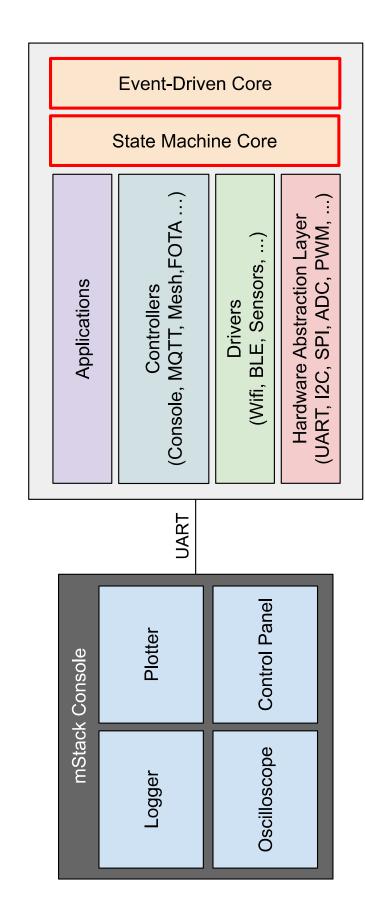
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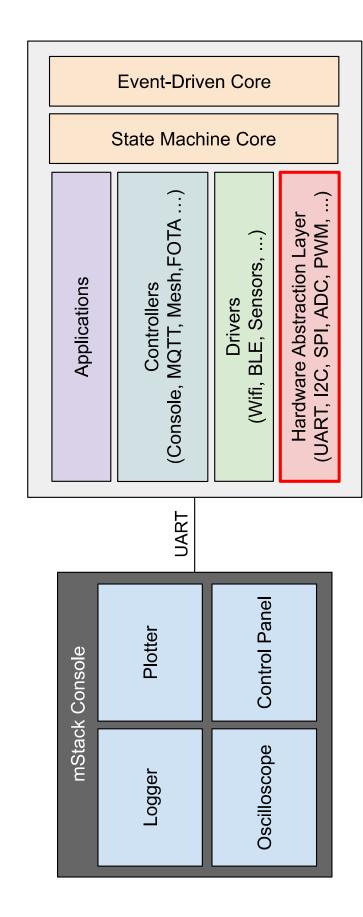
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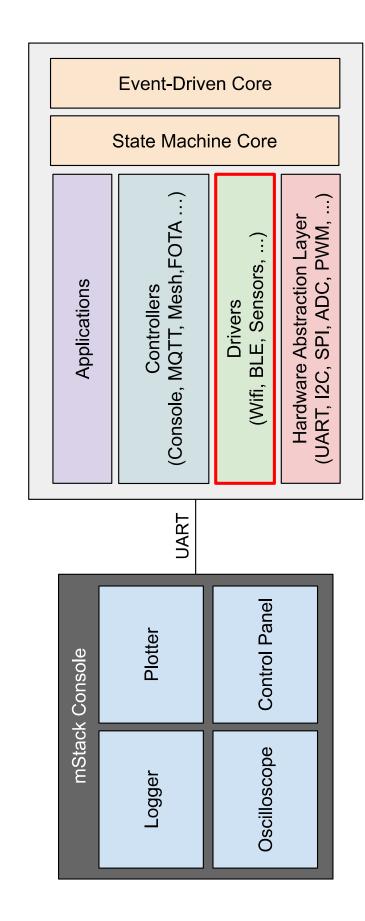
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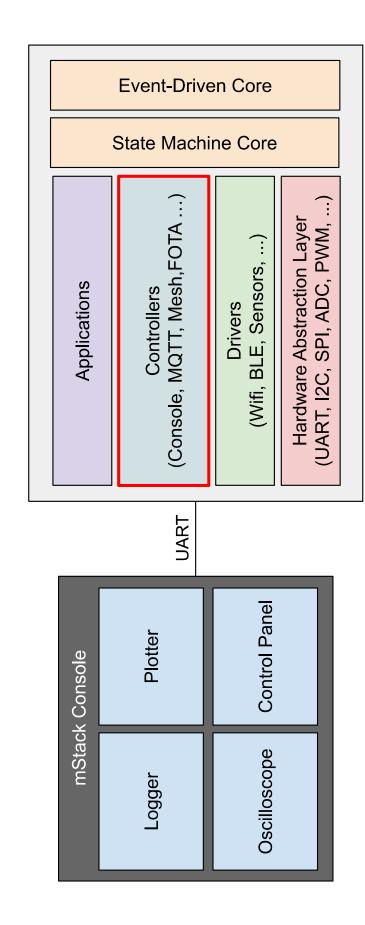
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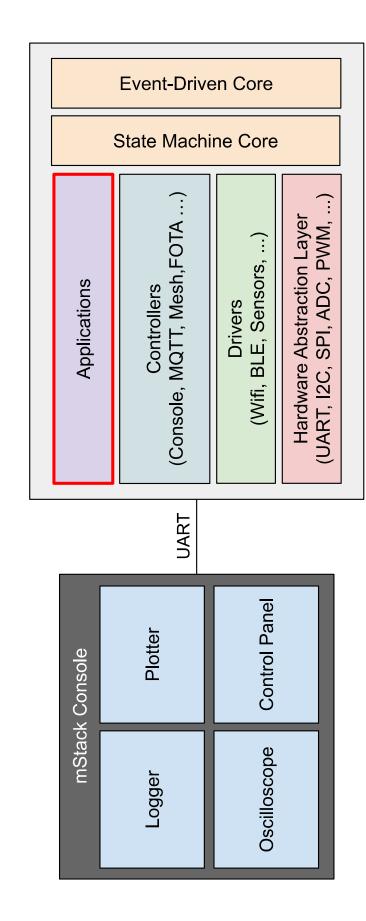
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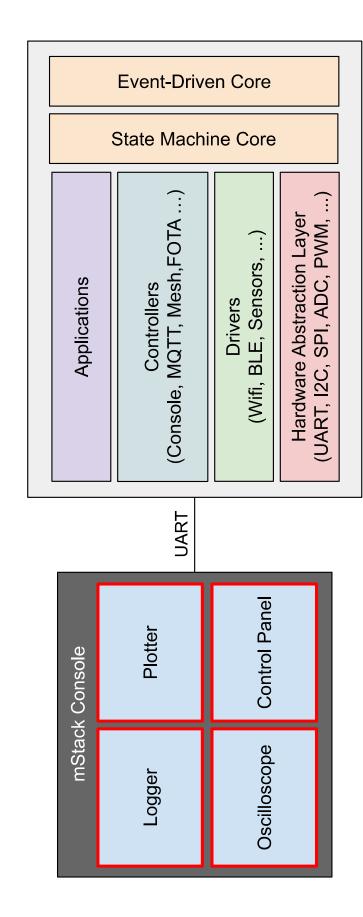


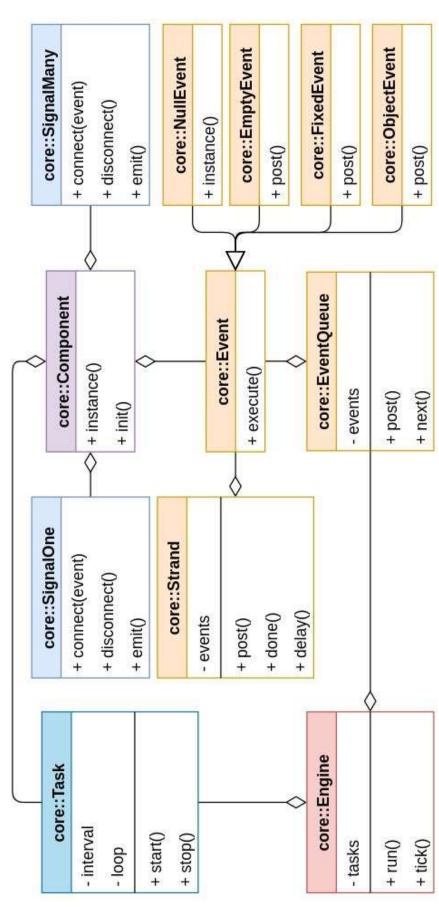


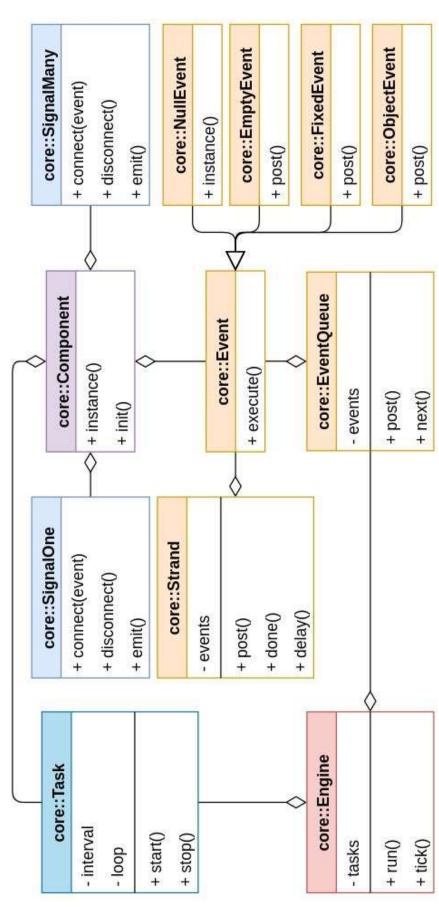


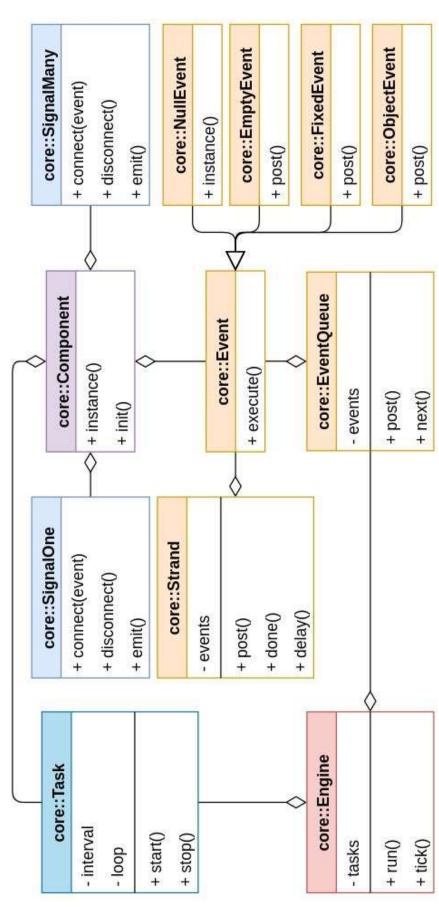


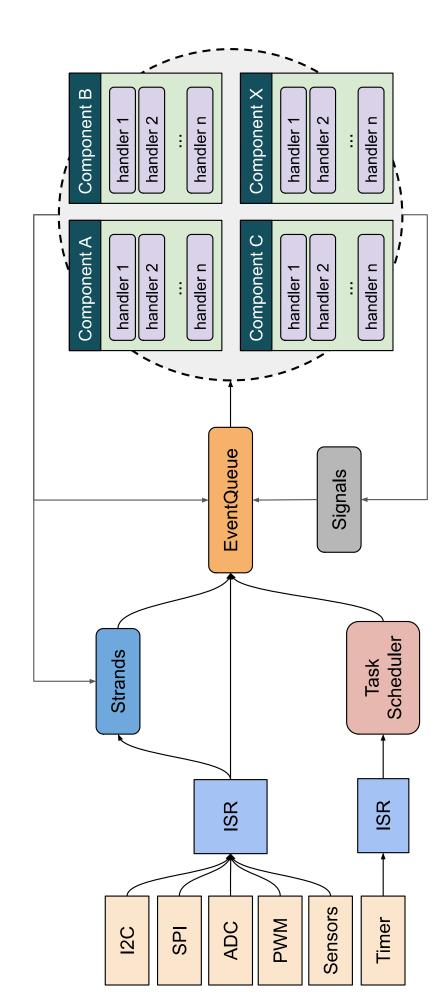


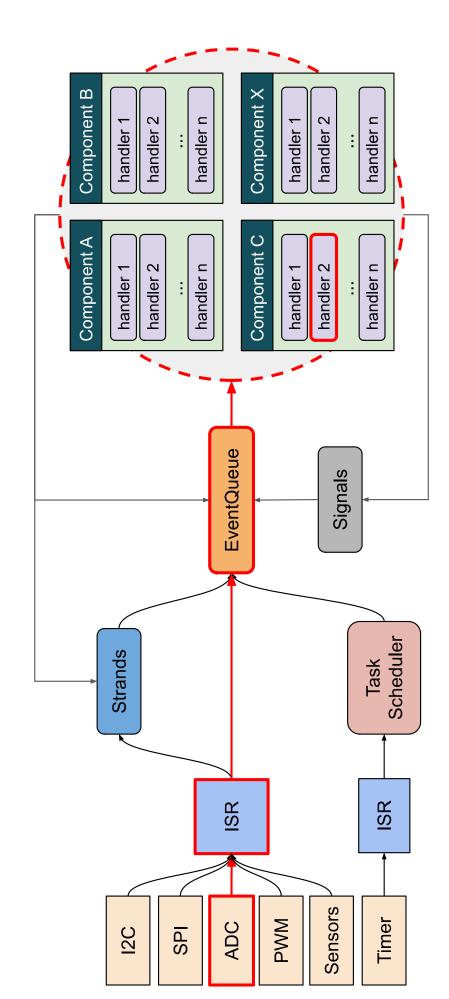


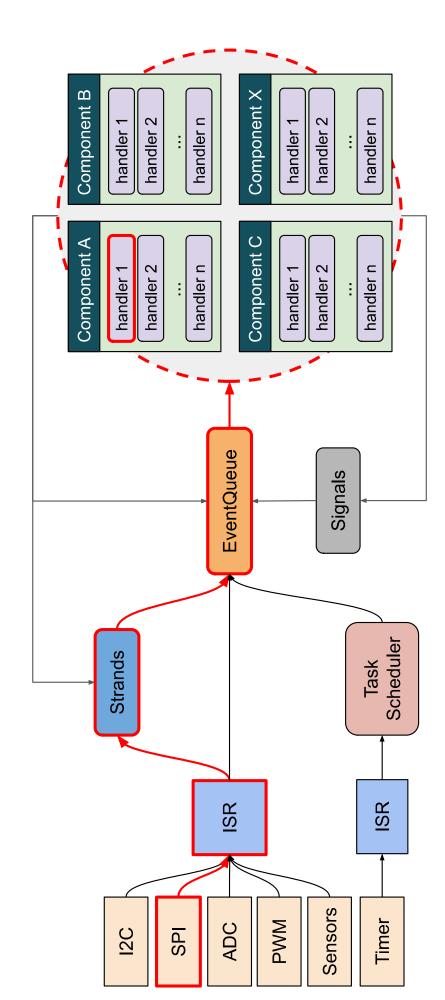


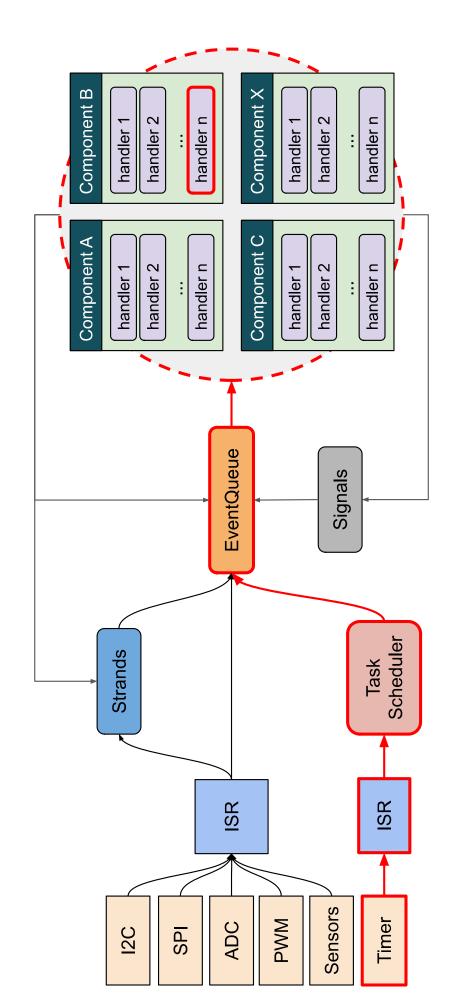


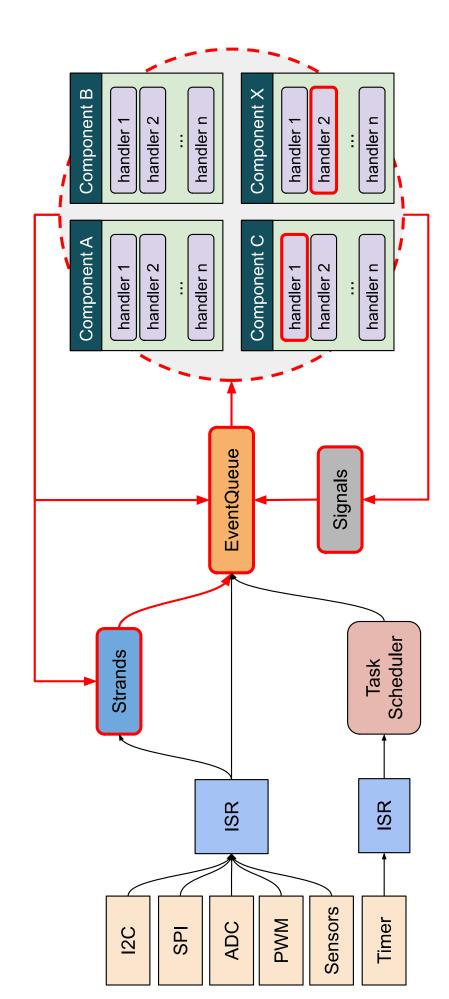




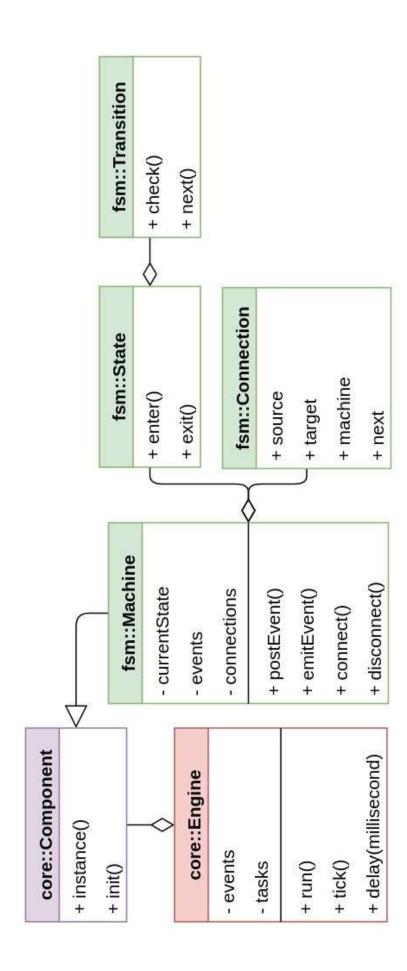




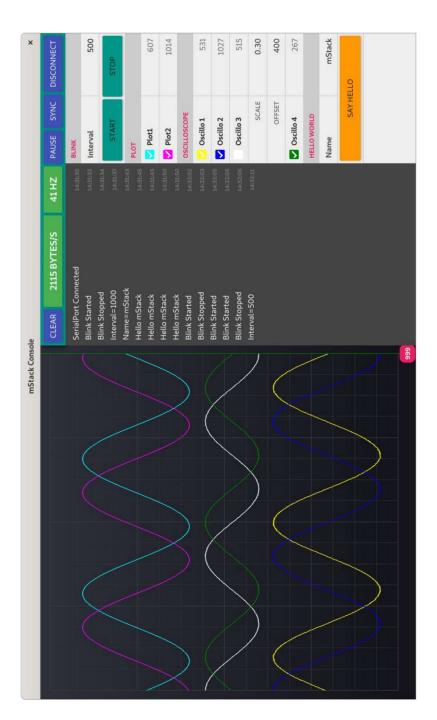




State Machine Core



Console



Conclusion

- Sequential and Event-Driven Programming
- mStack

- State Machine Programming with mStack 0
- Using mStack Console 0