Date / / Subject

Assignment 3

(1) Interrupt is an affair that indicats the ~~CPU~~ up to take prompt action, when an interrupt happens, the up usually ~~hold~~ holds its current task and starts executing the corresponding handler the it resumes the old task

Poiling is an affair that informs the CPU that a system needs its attention, it is a constant action to find out whether the system is working efficiently and properly

[2] 1- Finish the execution of current instruction
2- Save the address of "next PC" in stack.
3- Save the status of all current interrupts internally
4- Jump to the interrupt vector table,
5- Get the ISR address from interrupt vector table, and start executing the ISR given by interrupt vector table,
6- Upon the execution of the RETI, the Interrupted Program is restarted by stored PC.

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[3] Reset, External hardware interrupt 0 (INT0)

Timer 0 interrupt (TF0), External hardware interrupt 1 (INT1), Timer interrupt (TF1), Serial Coll interrupt (R1 and T1)

[4] Level - Trigged interrupt when Level is 0 as long as level is 0 µP continue interrupt

- Edge-trigged interrupt when Level is changed (down or up) so each interrupt need down or up edge