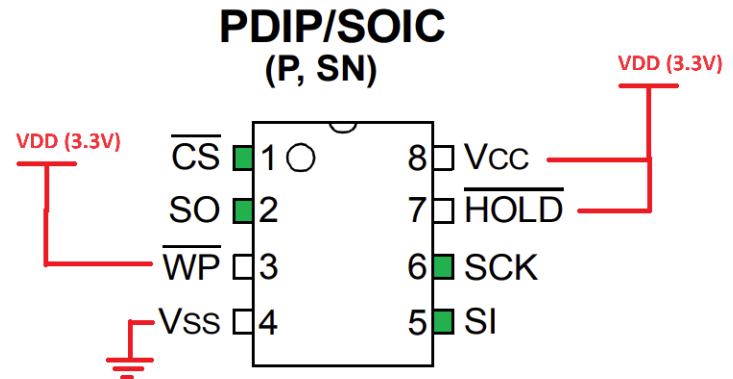


Goals:

- How to communicate with an external device using SPI
- How to write a firmware for a device

Setup:

- The device we are using is a 1 Kbit Serial Electrically Erasable Programmable Read-Only Memory (EEPROM) [25LC010A-I/P-ND](#)
- Use SPI1 to communicate with the device.
- Connect the device **VDD to 3.3V** and **VSS to ground**.
- Chip select ($\overline{CS}_$), Slave Data Out (SDO), Slave Data In (SDI), and SPI Clock (SCK) must be connected to the MCU using pins PE12, PE14, PE15, and PE13.
- You may manually generate the chip select signal (by software) or use the SPI dedicated SS signal.

**Requirements:**

- Design and create full firmware to communicate with the provided device.
- Firmware usually provides an abstraction layer of the hardware so that users have useful hardware-independent high-level functions.
- This can be done by creating a hierarchy of functions where few low-level functions are needed. For example, you will need a function to initialize the SPI device, one to check its status, one to write/read a single byte, one to write a page.
- Candidate functions (just a suggestion, you can define your own):
 - `void initMem()` // Initialize Memory
 - `char readMem(uint16_t addr)` // Read a byte at <addr>
 - `void writeMem(uint16_t addr, char data)` // Write data to addr, returns number of bytes written
 - `char void getStatus()` // Get the device status
- **To test the firmware:**
 - Create a write pointer (*PTR*) that keeps track of the first empty location in the EEPROM. Assume that *PTR* starts at address 0 when a program starts.
 - Using LPUART1, the user may enter any message. Upon pressing ENTER, the message will be written to EEPROM at *PTR* and the number of bytes written will be printed on the serial terminal. *PTR* will now point at the address following the last byte that was written. The next message will be written to *PTR* which will be updated again.
 - Pressing the blue button will send all stored messages to serial terminal. This will reset *PTR* back to 0.
- Do not use any prebuilt high-level functions but you may use your functions developed in previous labs. Like what you learned in class, write your program in a register level abstraction. Add comments to each line in your code.