1. **How much memory and FLASH storage does the STM32F072R8 have? (section 1.2)**

16Kbytes of static RAM and 128Kbytes of flash memory

1. **What does the acronym "HAL" stand for? (section 1.3)**

Hardware Abstraction Library

1. **What is the STM32CubeMX program used for? (section 1.4)**

It’s used to graphically configure project parameters and generate a starting project in µVision.

1. **Why can't a "bare-metal" embedded application return from the main function? (section 2.2)**

There is nothing to return to (it’s undefined behavior), and so the main function must run within an endless loop.

1. **In the system's memory table, are the peripheral registers higher or lower in address than the SRAM? (section 2.3)**

The core peripherals *and* peripherals registers are both higher in memory address than SRAM.

1. **What information does each of the four main datasheets/manuals used in the labs provide? (section 2.4)**

They each provide different aspects of technical documentation of the STM32F0. The first provides details on the processor itself and available peripherals, the second is a generic programming manual for the entire STM32F0 family, the third is a detailed peripheral manual for the family, and the last manual is a Discovery board manual that contains schematics and documentation about included perihperals.

1. **Why do STM32F0 devices not recognize inputs/outputs on a chip by physical pin numbering? (section 2.4.1)**

Because STM32F0 devices may have different numbers and ordering of pins on different packages. This inconsistency means that it may be difficult to keep pin functions consistent from chip to chip.

1. **What is the name of ST's header file that defines names for the peripheral registers? (section 2.4.3)**

stm32f072xb.h

1. **What bitwise operator would you use to set a bit in a register? (section 2.5.1)**

You use a bitwise-OR operator, followed by an equals sign

1. **What peripheral enables the system clock to other peripherals? (section 2.5.2)**

Reset and Clock Control (RCC)

1. **What peripheral do the HAL library delay functions use? (section 2.5.3)**

SysTick timer peripheral

1. **Why should you avoid floating-point values on an STM32F0? (section 2.5.4)**

The STM32F0 has no floating-point unit and thus must emulate it, which results in very slow code.