

//C Program to implement up-counting using SysTick

```
#include "LPC17xx.h"
```

```
uint32_t x;
int main(void)
{
    SysTick->CTRL |= 1 << 2; //Select CPU Clock
    SysTick->CTRL |= 1 << 0; //Enable SysTick
    SysTick->CTRL |= 1 << 1; //Enable SysTick Interrupts
    //SysTick->CTRL |= (1<<0)|(1<<1)|(1<<2); // in one line
    SysTick->LOAD = 999999; //100MHz clock, 1ms = 100000 counts

    LPC_GPIO0->FIODIR = 0xffffffff; //Configure Port0 as output mode

    while(1)
    {
        LPC_GPIO0->FIOPIN = x;
    }
}

void SysTick_Handler(void)
{
    SysTick->CTRL &= ~(1<<16); //Clear System Tick counter flag
    x++;
}
```

Logic:

If System Clock = 100 MHz and for 100ms

$$\text{LOAD} = (100,000,000/1000)*100 - 1$$

//C Program to implement up-counting and monitor the value and take some action by comparing the value using SysTick

```
#include "LPC17xx.h"
uint32_t x=0,y;
int main(void)
{
    SysTick->CTRL |= 1 << 2; //Select CPU Clock
    SysTick->CTRL |= 1 << 0; //Enable SysTick
    SysTick->CTRL |= 1 << 1; //Enable SysTick Interrupts
    //SysTick->CTRL |=(1<<0)|(1<<1)|(1<<2);// in one line
    SysTick->LOAD = 999999; //100MHz clock, 1ms = 100000 counts

    LPC_GPIO0->FIODIR = 0xffffffff; //Configure Port0 as output mode
    LPC_GPIO1->FIODIR = 0xffffffff; //Configure Port1 as output mode
    while(1)
    {
        //do nothing
    }
}

void SysTick_Handler(void)
{
    SysTick->CTRL &= ~(1<<16); //Clear System Tick counter flag
    x++;
    LPC_GPIO0->FIOPIN = x;
    switch(x)
    {
        case (0x05):
            LPC_GPIO1->FIOSET =(1<<0);
            break;

        case (0x0a):
            LPC_GPIO1->FIOSET =(1<<8);
            break;

        case (0x0f):
            LPC_GPIO1->FIOSET =(1<<16);
            break;

        case (0x15):
            LPC_GPIO1->FIOSET =(1<<24);
            break;

        case (0x1a):
            LPC_GPIO1->FIOSET =(1<<31);
            break;
    }
}
```