Code-Buttons

Core 64: Interactive Core Memory Badge, V0.3, Andrew Geppert, 2020-05-31

User Application

Use the cores to do something interesting

FreeRTOS

Facilitate running all task threads

**HAL : Buttons.h**

Buttons\_Setup

Button1State

TODO:

HAL: Interact with the hardware in an abstract and conceptual way, using high level perspective. Such as visual and logical arrangements.

DRIVER: Control the signals to the hardware and the hardware itself. Control the pins of the microcontroller

**Digital Write Fast**

**Sub-Functions**

**Digital Write Fast**

Controls the electronics through #include HardwareIOmap.h, Arduino.h. Translates active/inactive to low/high for the IO signals.

BSP: Abstraction of MCU pin reference number to the physical pin on the chip

**Arduino.c and .cpp in the Arduino IDE**

Abstraction of MCU pin to integer pin reference number

**Arduino.h**

HAL

DRIVER

Hardware V0.1.0 through V0.2.0 the Digital Read Fast library in the LIBRARIES folder.

Hardware V0.3.0 IO Expander MCP2017

This is implemented to talk to the hardware and has many of its own layers and BSPs.

BSP

Combination of files buried in the FastLED Library, and Arduino.