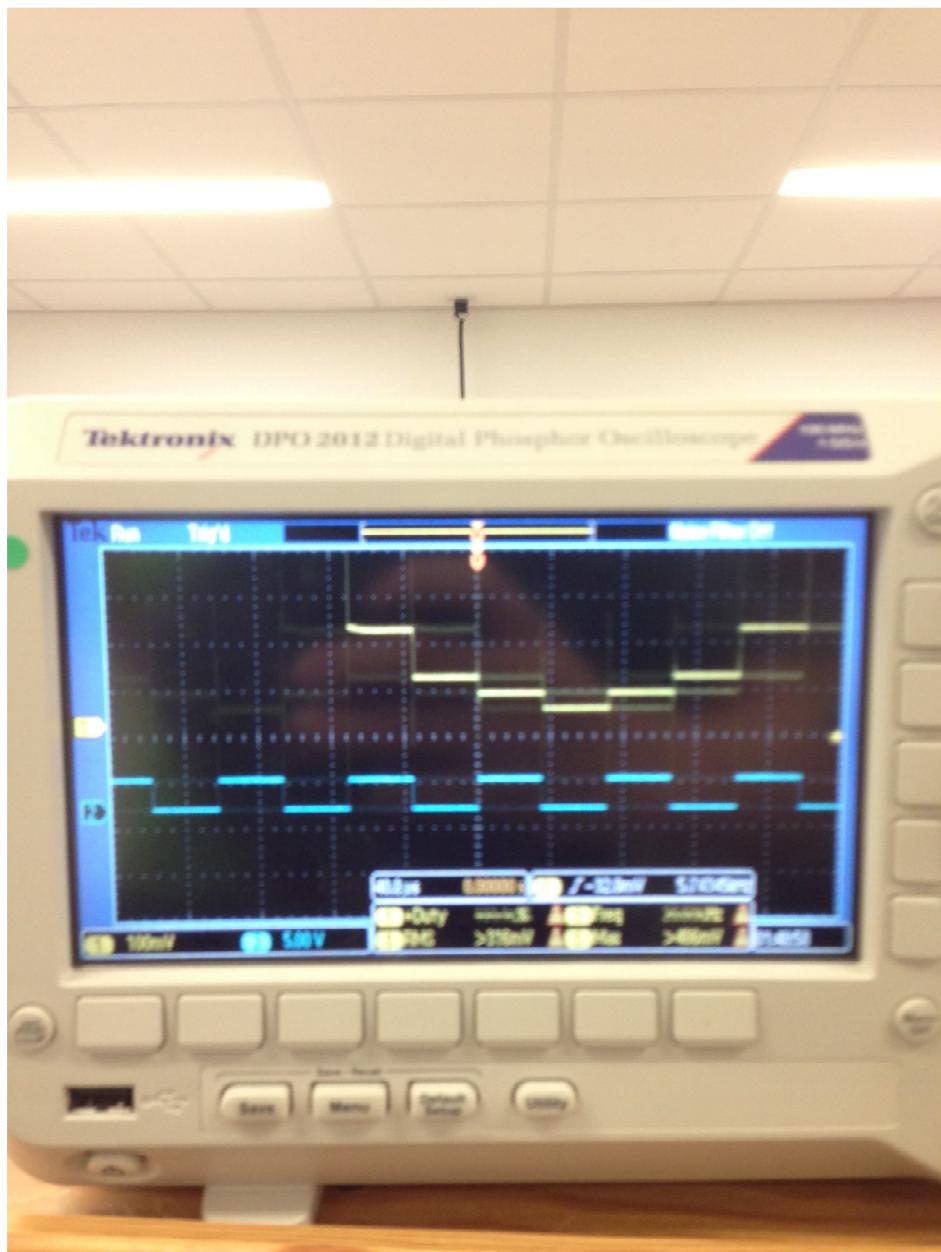


~~0000000000~~

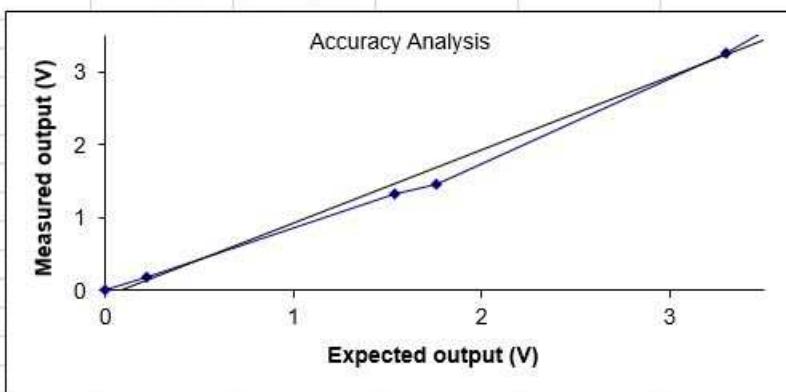
32	0 x 4000 4000
38	
44	
49	
53	
56	
61	
62	
63	
62	
61	
58	
54	
49	
44	
38	
32	
26	
20	
15	
10	
6	
3	
2	
1	
2	
3	
6	
10	
15	
20	
26	

~~0000000000~~



Fill in experimental data for Lab 6

n	Actual (V)	Theory (V)	Error (V)	Error/3.3V	Resolution (V)	Precision
0	0.000	0.000	0.000	0.00%		
1	0.180	0.220	0.040	1.21%	0.180	64
7	1.320	1.540	0.220	6.67%	1.140	
8	1.450	1.760	0.310	9.39%	0.130	Range
15	3.260	3.300	0.040	1.21%	1.810	0-3.3
16	3.600	3.520	0.080	2.42%	0.340	
17	3.680	3.740	0.060	1.82%	0.080	
18	3.870	3.960	0.090	2.73%	0.190	
31	6.770	6.820	0.050	1.52%	2.900	
32	7.060	7.040	0.020	0.61%	0.290	
33	7.310	7.260	0.050	1.52%	0.250	
47	10.300	10.340	0.040	1.21%	2.990	
48	10.540	10.560	0.020	0.61%	0.240	
49	10.740	10.780	0.040	1.21%	0.200	
62	13.660	13.640	0.020	0.61%	2.920	
63	13.800	13.860	0.060	1.82%	0.140	
Average accuracy of full scale(V)= 0.071		2.16%				
Average resolution (V)= 0.920						



When does the interrupt trigger occur? It occurs after you set the interrupt value period, so after you activate a switch.

In which file is the interrupt vector? The interrupt vector is in the Sound.C file.

List the steps that occur after the trigger occurs and before the processor executes the handler.
The LR goes onto the stack, and the PC is loaded with the contents of the ISR.

It looks like BX LR instruction simply moves LR into PC, how does this return from interrupt? It gets out of the current thread and creates a new thread for each interrupt request.