



NHÓM 1

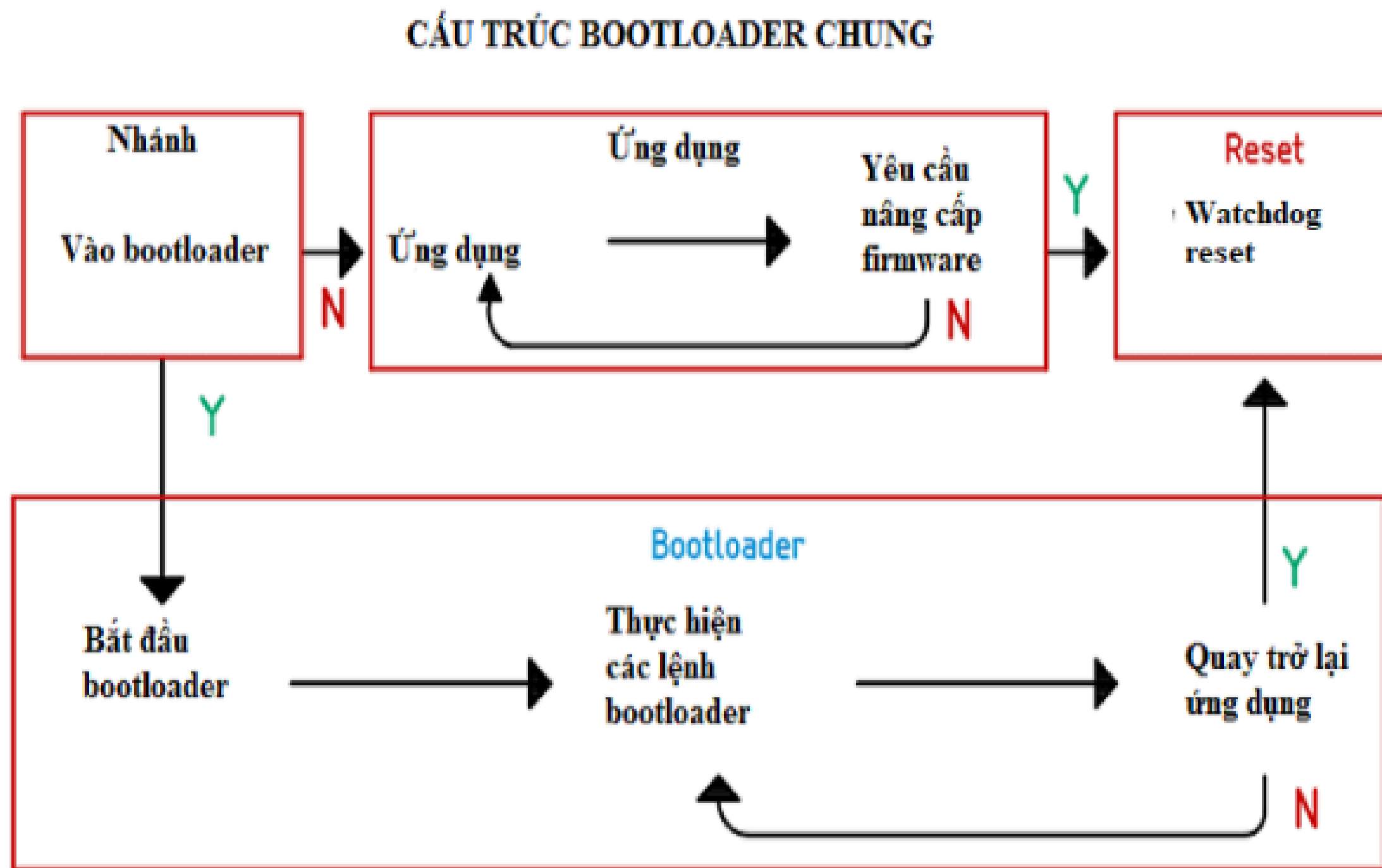
MOCK MCU

Công Bình
Minh Lan
Đức Giang
Quang Chiến

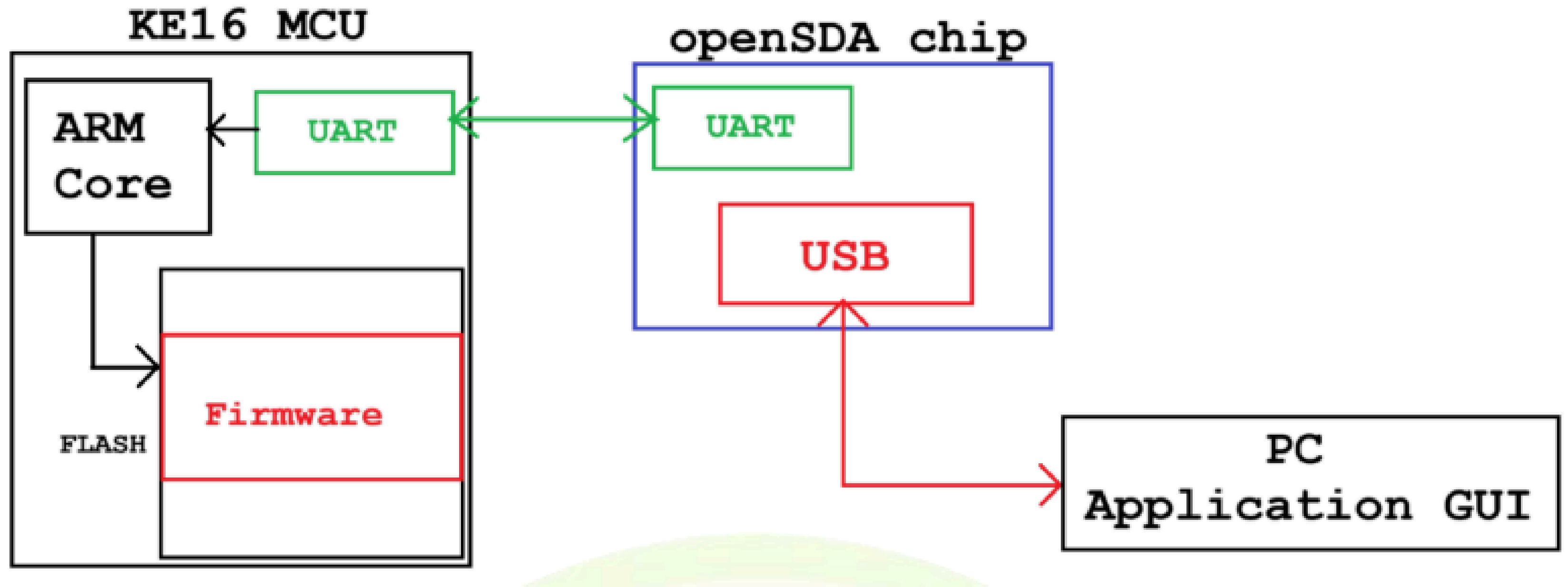


Trainer: Anh Nghĩa ĐZ

1. Giới thiệu về Bootloader



2. Triển khai chương trình



2. Triển khai chương trình

Modifiy Linker

APP

MEMORY {

PROGRAM_FLASH (rx) : ORIGIN = 0x4000, LENGTH = 0x4000

SRAM (rwx) : ORIGIN = 0x1FFFF800, LENGTH = 0x1FFB

SHARED_VAR (rwx) : ORIGIN = 0x200017FE, LENGTH = 0x1

Boot

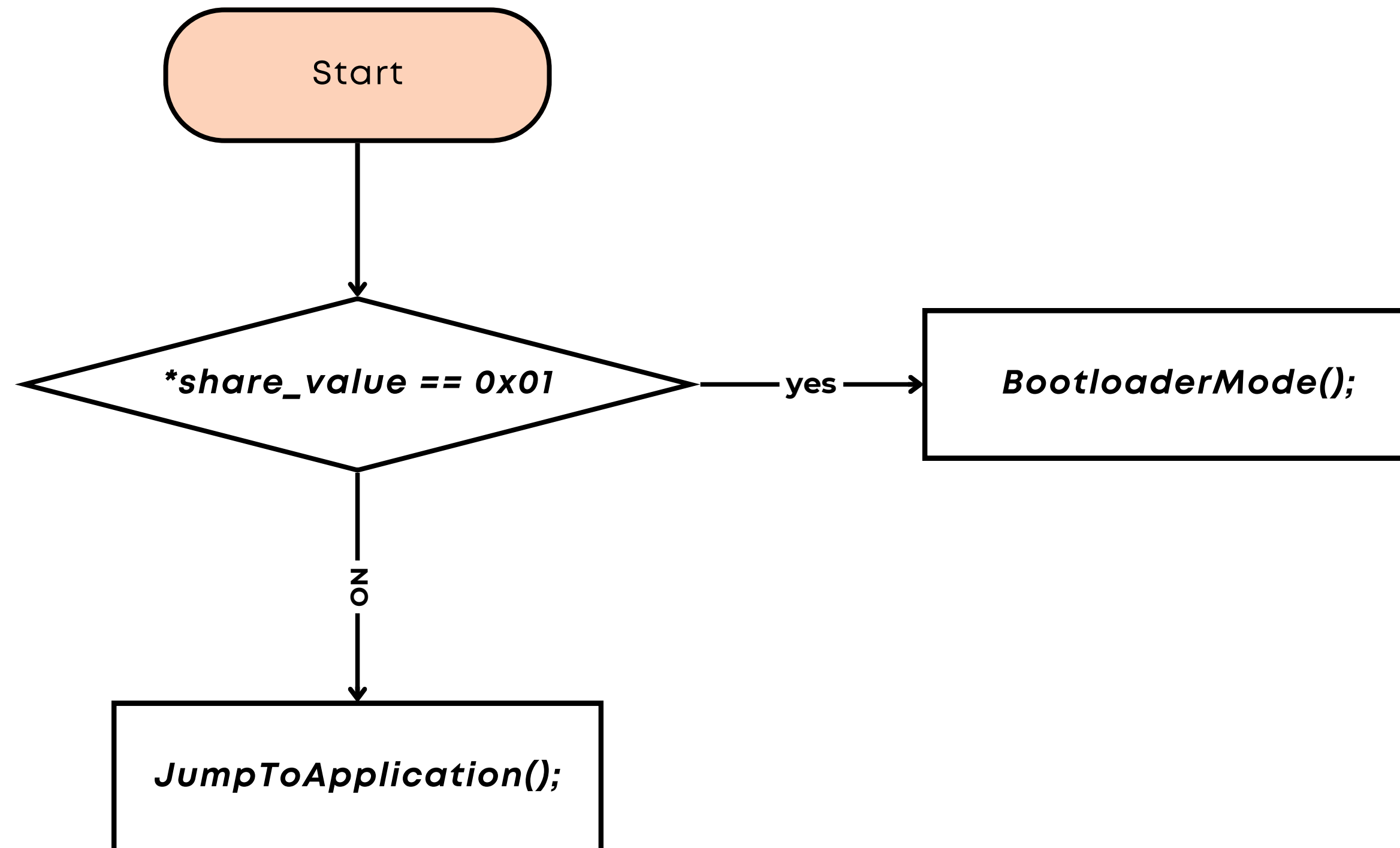
MEMORY {

PROGRAM_FLASH (rx) : ORIGIN = 0x00, LENGTH = 0x3500

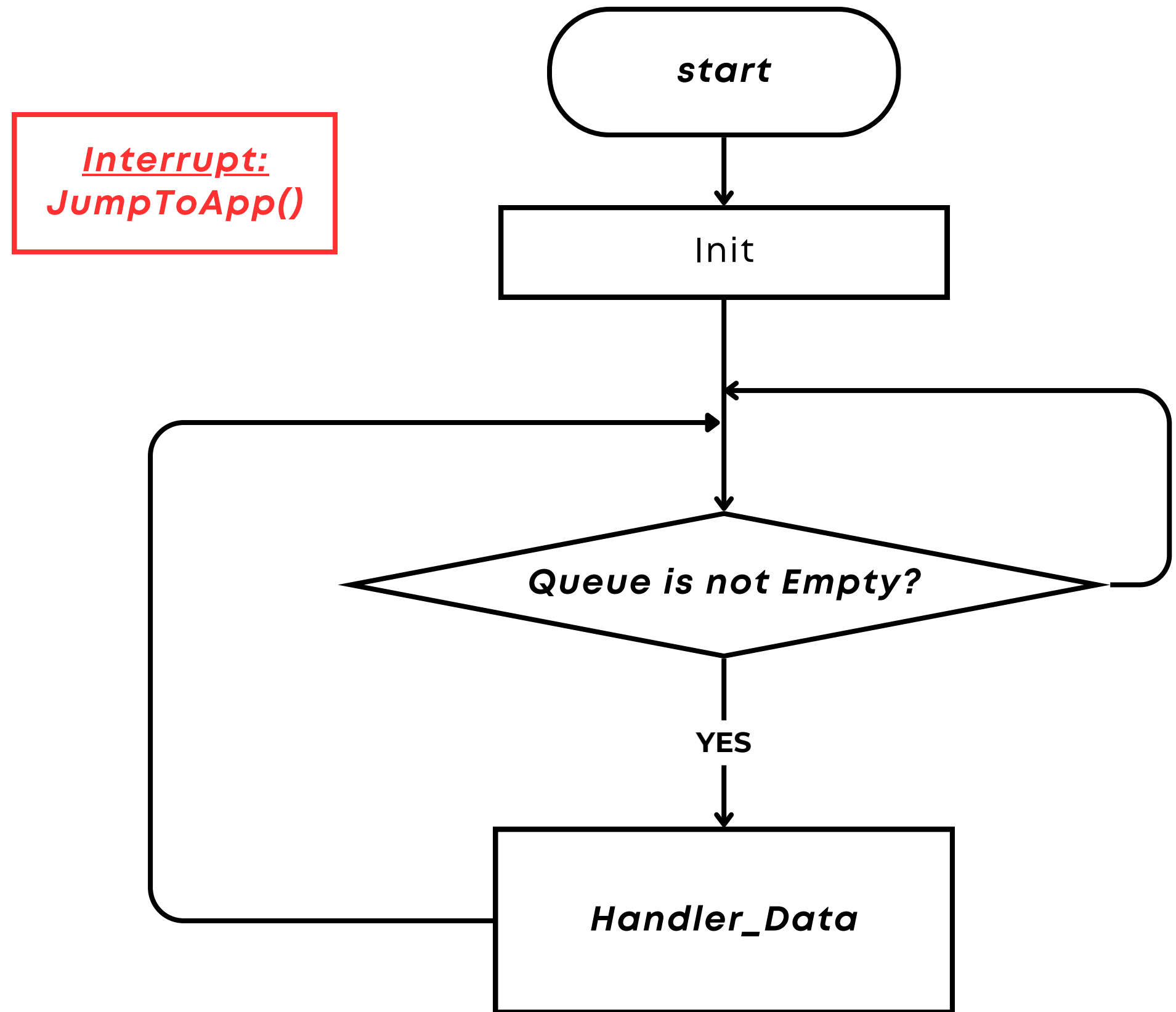
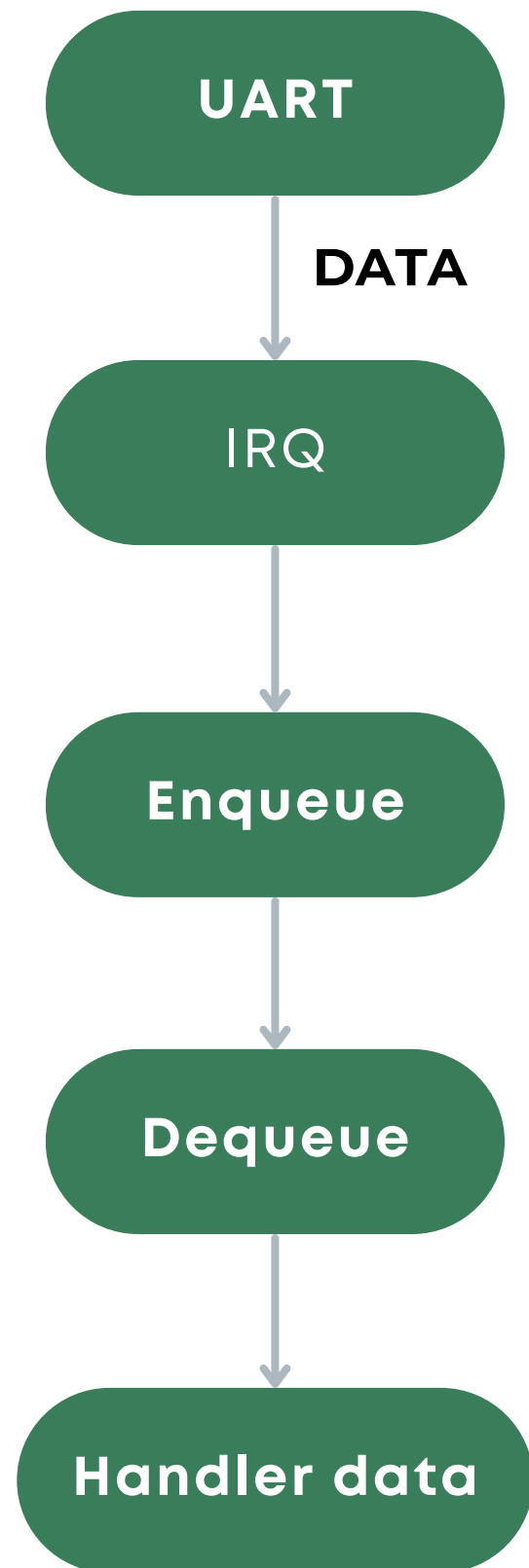
SRAM (rwx) : ORIGIN = 0x1FFFF800, LENGTH = 0x1FFB

SHARED_VAR (rwx) : ORIGIN = 0x200017FE, LENGTH = 0x1

2. Triển khai chương trình



2.1 Bootloader Mode



2.2 Handler_Data

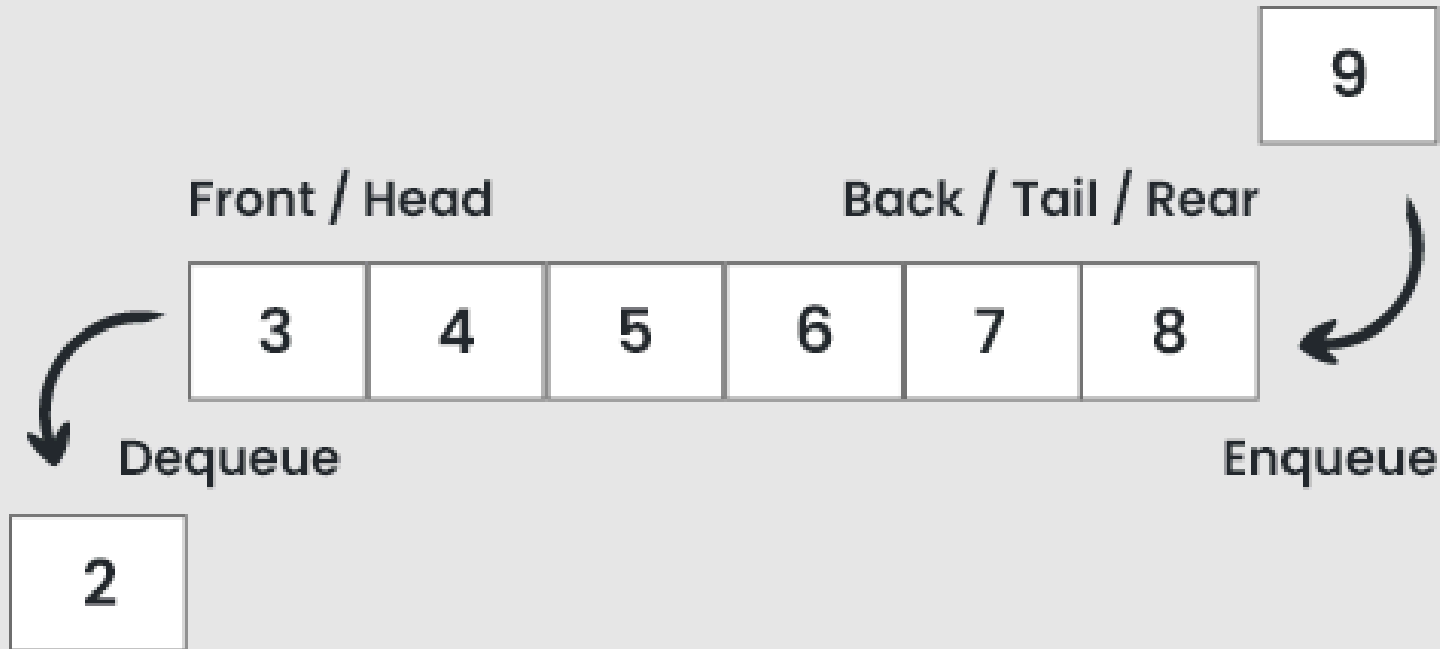
Hex format:

:	0B	00	A0	00	66	72	6F	6D	20	55	61	72	74	31	00	B4
1	2	3	4	5												6

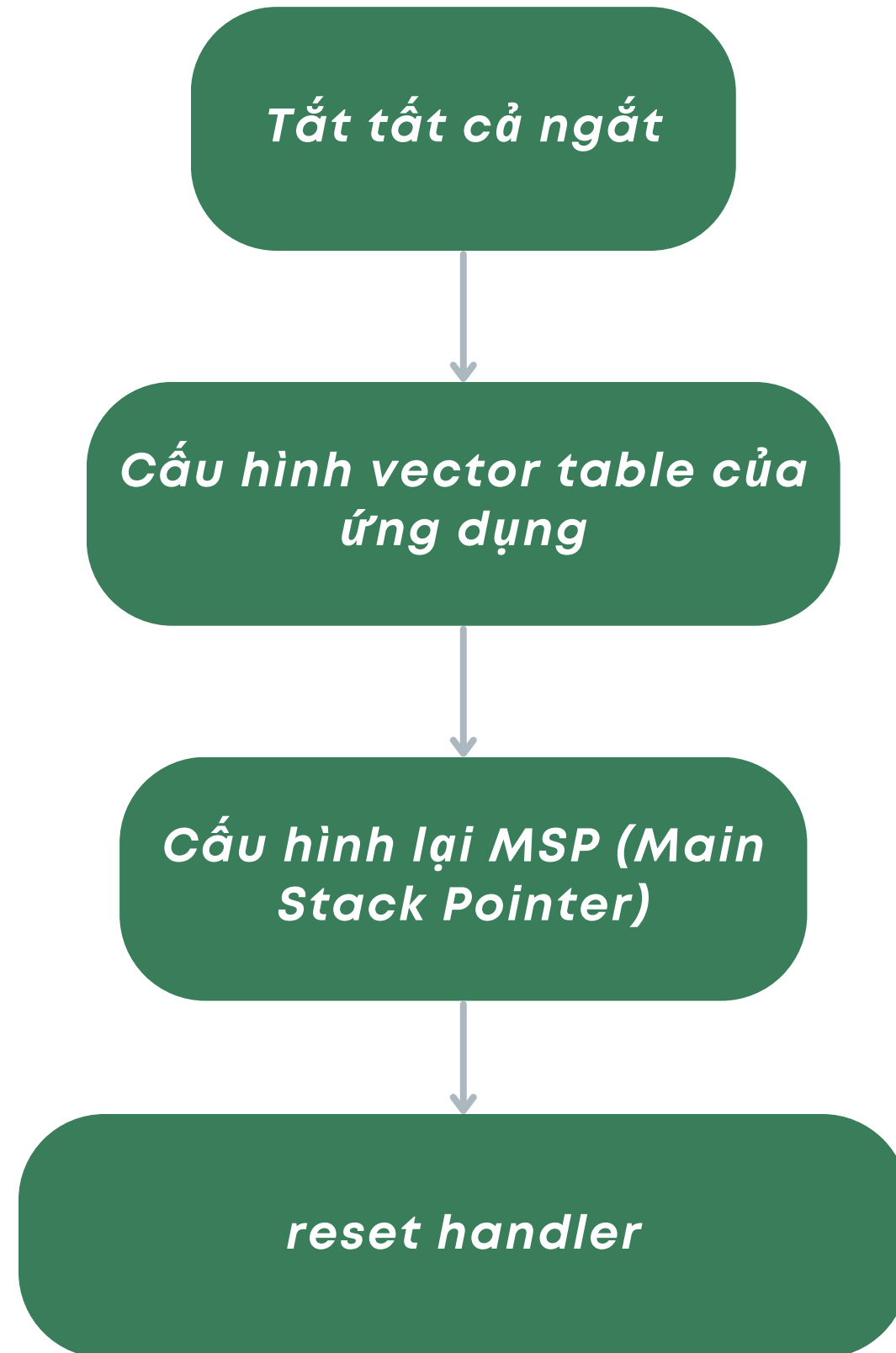
- 1 : Start code
- 2 : Byte count
- 3 : Address
- 4 : Record type
- 5 : Data
- 6 : Checksum

Sample:

```
:10010000214601360121470136007EFE09D2190140
:100110002146017E17C20001FF5F16002148011928
:10012000194E79234623965778239EDA3F01B2CAA7
:100130003F0156702B5E712B722B732146013421C7
:00000001FF
```



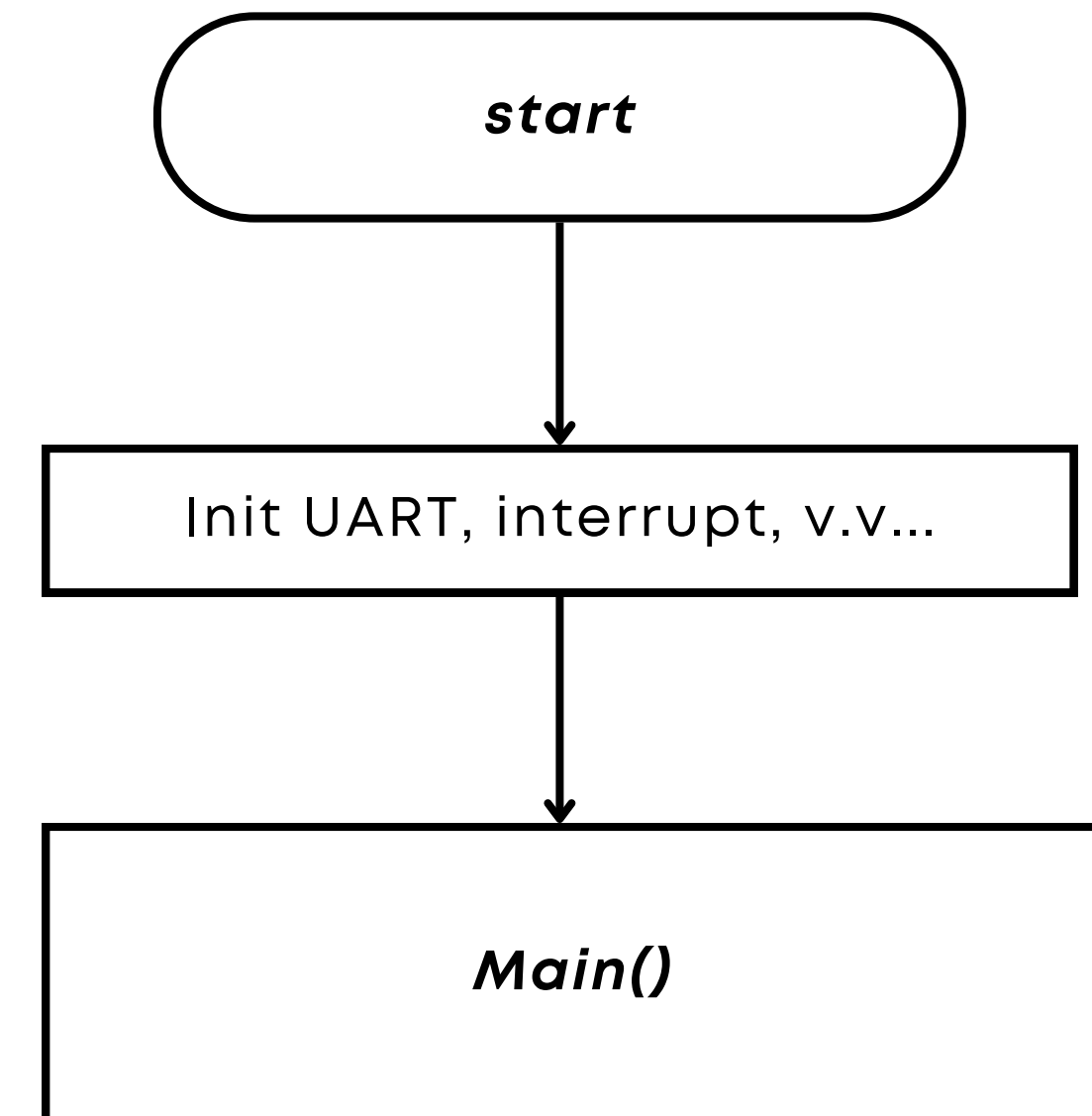
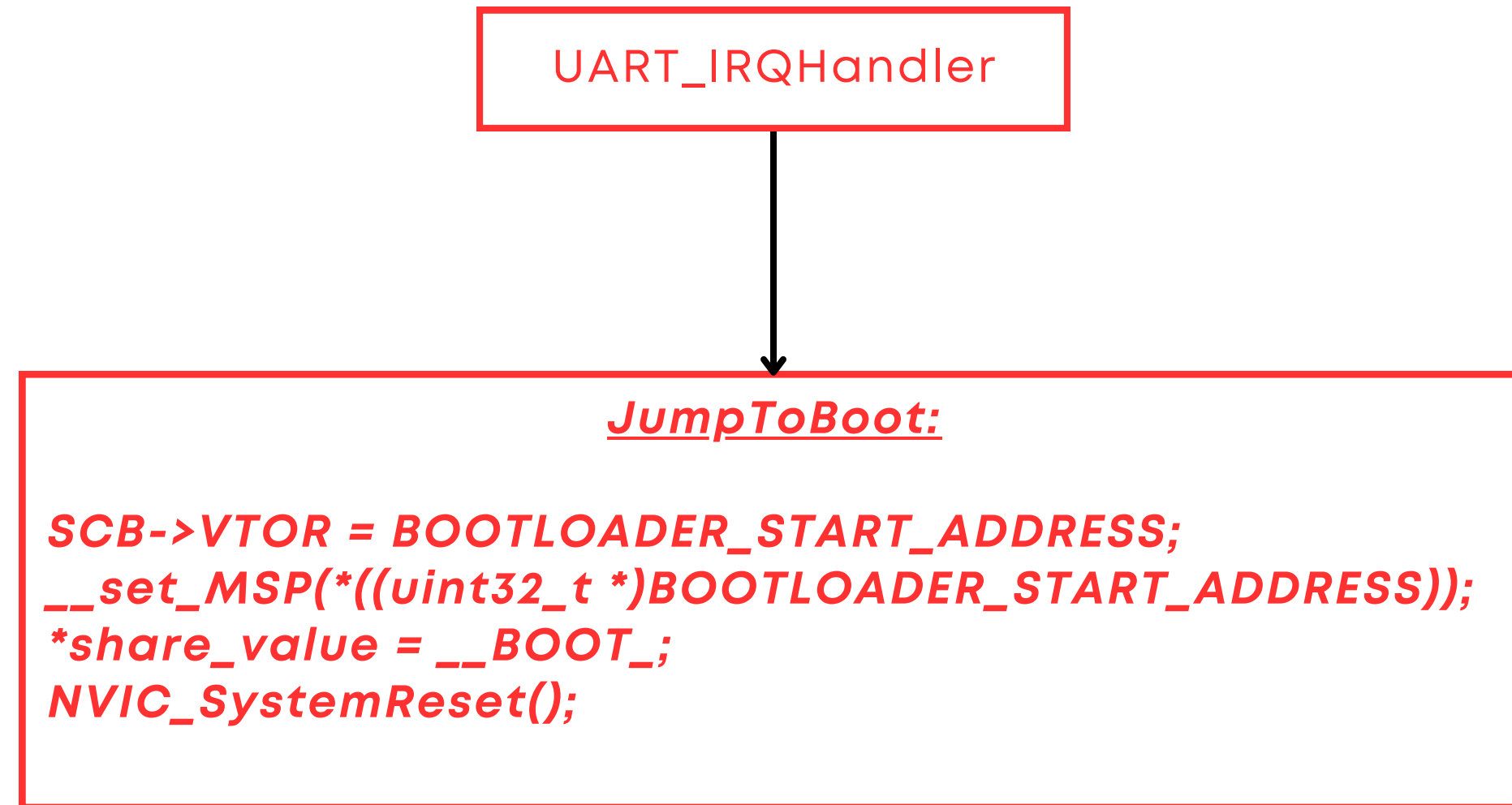
2.3 Jump To Application



JumpToApp:

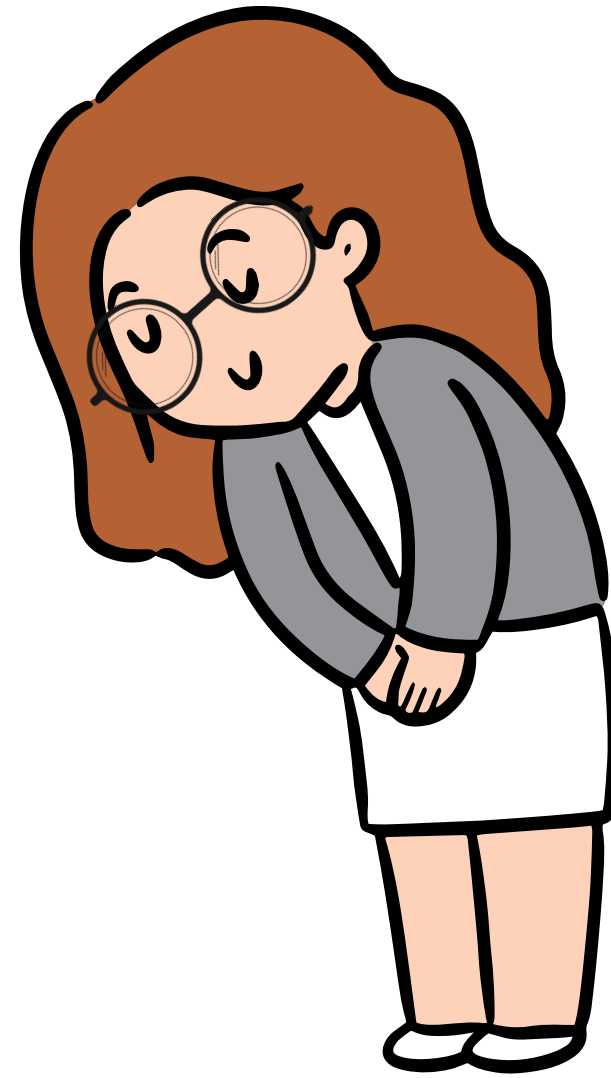
```
SCB->VTOR = APPLICATION_START_ADDRESS;  
__set_MSP(*((uint32_t *)APPLICATION_START_ADDRESS));  
*share_value = __BOOT_ + 0x10;  
NVIC_SystemReset();
```


2.4 Logic Applicaton





Bình



Lan



Giang



A chiến

**Cảm ơn anh Nghĩa cùng các
bạn đã lắng nghe**