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/* ***** */
/* File name:      UART.c */
/* File description: Debugging through UART interface */
/* Author name:    dloubach, rbacurau */
/* Creation date:   22out2015 */
/* Revision date:   01mai2020 */
/* ***** */

/* definition include */
#include "UART.h"

/* system includes */
#include "fsl_clock_manager.h"
#include "fsl_device_registers.h"
#include "fsl_port_hal.h"
#include "fsl_smc_hal.h"
#include "fsl_debug_console.h"
#include "communicationStateMachine.h"

/* UART definitions */
#ifndef BOARD_DEBUG_UART_INSTANCE
#define BOARD_DEBUG_UART_INSTANCE 0
#define BOARD_DEBUG_UART_BASEADDR UART0
#endif
#ifndef BOARD_DEBUG_UART_BAUD
#define BOARD_DEBUG_UART_BAUD 115200
#endif

/* ***** */
/* Method name:      UART0_init */
/* Method description: Initialize the UART0 as debug */
/* Input params:     n/a */
/* Output params:    n/a */
/* ***** */
void UART0_init(void)
{
    /* UART0 */
    /* UART0_RX */
    PORT_HAL_SetMuxMode(PORTA, 1u, kPortMuxAlt2);
    /* UART0_TX */
    PORT_HAL_SetMuxMode(PORTA, 2u, kPortMuxAlt2);

    /* Select the clock source for UART0 */
    SIM_SOPT2 |= 0x4000000;

    /* Init the debug console (UART) */
    DbgConsole_Init(BOARD_DEBUG_UART_INSTANCE, BOARD_DEBUG_UART_BAUD, kDebugConsoleLPSCI);
}

/* ***** */
/* Method name:      UART0_enableIRQ */
/* Method description: Enable the interruption for */
/* serial port inputs and */
/* prepare the buffer */
/* Input params:     n/a */
/* Output params:    n/a */
/* ***** */
void UART0_enableIRQ(void)
{
    /* Enable interruption in the NVIC */
    NVIC_EnableIRQ(UART0_IRQn);

    /* Enable receive interrupt (RIE) in the UART module */
    UART0_C2 |= 0x20;
}

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/* ***** */
/* Method name:      UART0_IRQHandler      */
/* Method description: Serial port interruption */
/*      handler method. It Reads the */
/*      new character and saves in */
/*      the buffer      */
/* Input params:      n/a      */
/* Output params:      n/a      */
/* ***** */
void UART0_IRQHandler(void)
{
    // Solicita o processo de tratamento de byte recebido pela UART
    processByteCommUART(debug_getchar());
}
```