

ADC using interrupt in CUBE IDE (Audio Sensor)

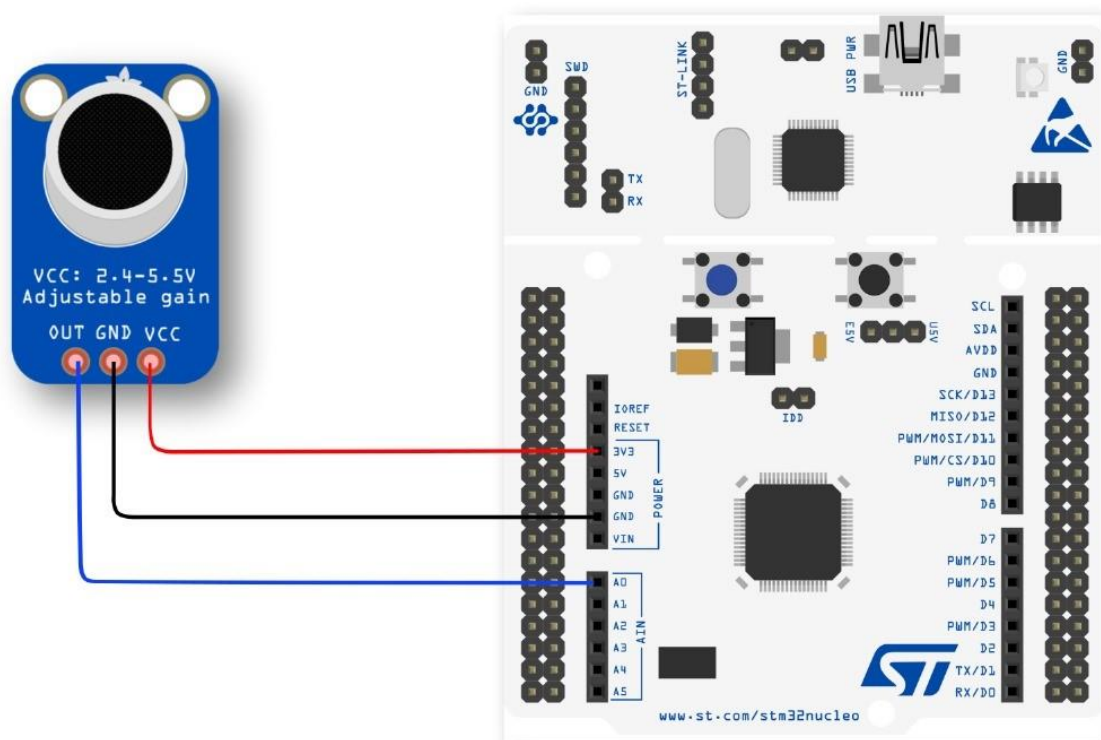
Objective:

The objective of this experiment is to interface an audio sensor to an STM32 microcontroller and configure the ADC in interrupt mode. Every time the ADC completes a conversion, the ADC will generate an internal interrupt. Once the interrupt occurs, the converted value will be collected from the ADC data registers and stored into a variable.

Requirements:

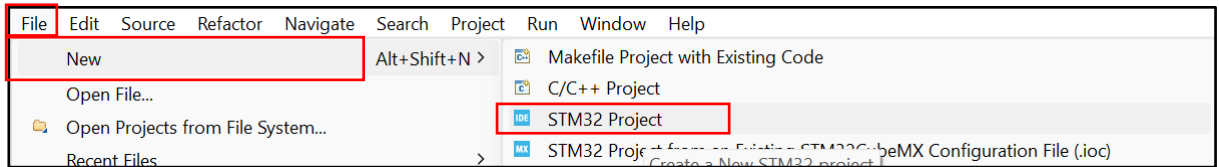
1. STM32 Cube IDE software.
2. Audio Sensor (Analog).
3. STM32 Microcontroller.
4. USB Cable for the microcontroller.
5. Jumper Wires.
6. PC or Laptop.

Connection Diagram:

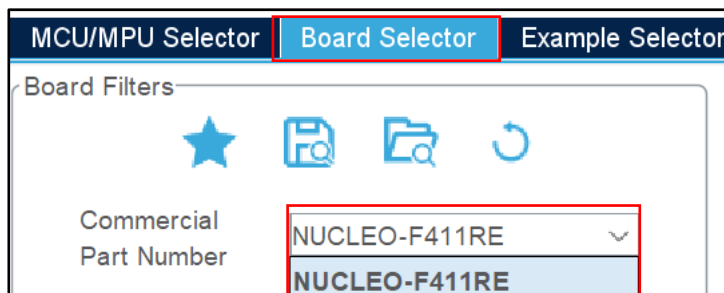


Procedure:

1. Click on **File**→**New**→**STM32 Project** to start your project on Cube IDE.



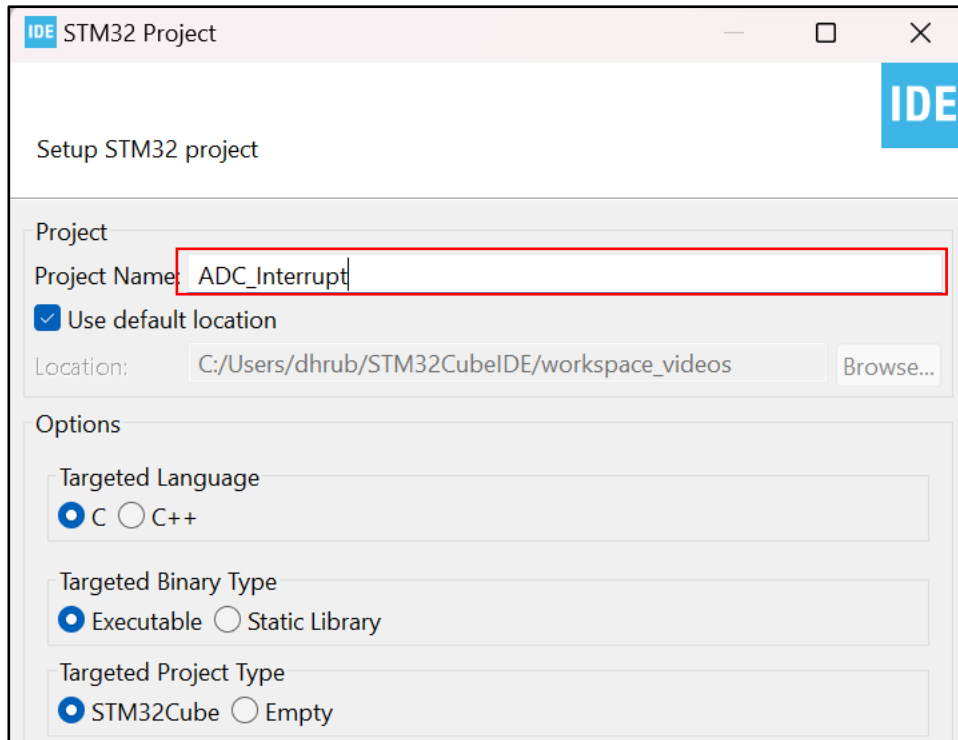
2. A **Target Selection** window will open. Click on **Board Selector**, where you need to select the microcontroller board you are working with.



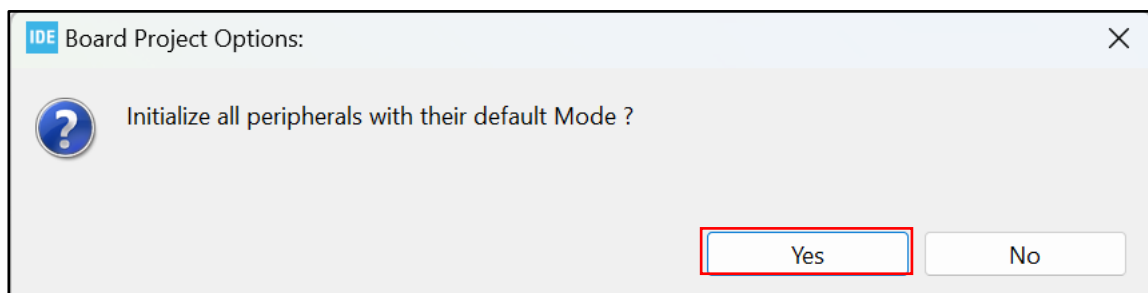
3. After this on the right-hand side of the window, under **Board List** you will see the board you have selected. Click on the board and then click on **Next**.



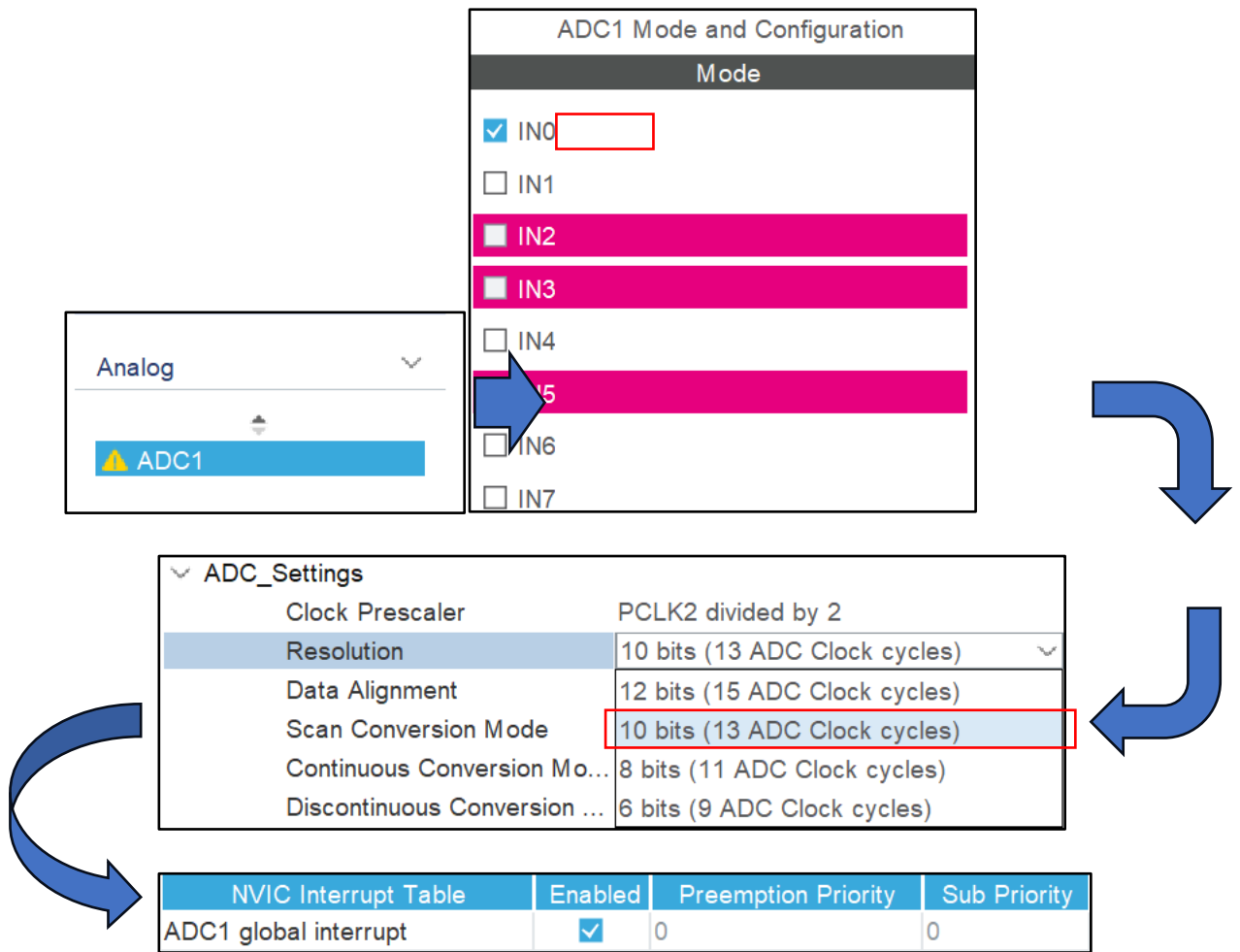
4. In the next window you need to give your project a name, rest of the things will remain by default as it is for now. Click on **Next**.



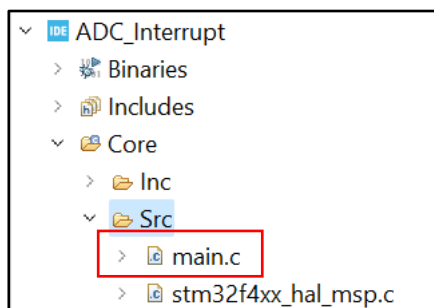
5. Cube IDE will ask if you want to initialize all peripherals with their default mode, click on **Yes**.



6. Next on the left-hand side **Categories** → **Analog** select **ADC1** then select **IN0** under **Mode**. Under **Configuration** select **NVIC** and enable the **ADC global interrupt**. Otherwise, you can also go to **System Core** → **NVIC** and enable the same.



7. Press **Ctrl+S** to generate your code. On the left-hand side of the Cube IDE, under **Project Explorer** go to the project you have created (For example I have named my project as (ADC_Interrupt) **ADC_Interrupt** → **Core** → **Src** → **main.c** (double click to load the code).



8. Cube IDE automatically generates the initialization code based on the configurations you have done. Cube IDE used HAL libraries. Below is the code snippets, please put your code in the appropriate places in the **main.c** file.

```
47 /* USER CODE BEGIN PV */
48 int value = 0;
49 /* USER CODE END PV */
```

```


60/* Private user code -----
61 /* USER CODE BEGIN 0 */
62void HAL_ADC_ConvCpltCallback(ADC_HandleTypeDef* hadc)
63 {
64     value = HAL_ADC_GetValue(&hadc1);
65     HAL_ADC_Start_IT(&hadc1);
66 }

```

```

99 /* USER CODE BEGIN 2 */
00 HAL_ADC_Start_IT(&hadc1);
01 /* USER CODE END 2 */


```

9. Now click on the build  symbol on the top left corner on your Cube IDE. If you have done everything correctly your code should be built without any errors.

CDT Build Console [ADC_Interrupt]

Finished building: ADC_Interrupt.list

18:36:00 Build Finished. 0 errors, 0 warnings. (took 4s.467ms)

10. Next connect your STM32 board with your audio sensor connect to it to your PC and click on the **Debug**  icon to start the Debugging process. An **Edit Configuration** window will open, click on **OK**, without making any changes.
11. In debugging mode, double click on line number 65 to add a breakpoint into the code. Next, select the **value** in line 64 and right click on it. Select **Add Watch Expression**. In the new pop-up window select **Ok**. On the right-hand side, a window will open where the **value** variable can be watched as it changes.

65 HAL_ADC_Start_IT(&hadc1);

↓


Add Watch Expression...

Add Watch Expression

Expression to watch:
value


OK Cancel

Expression	Type	Value
value	int	0
+ Add new expression		

12. Click on the **Resume** icon  to run your code. You should be able to see the value of **value** changing every time you click on **Resume**.

Expression	Type	Value
@ value	int	510
+ Add new expression		

Expression	Type	Value
@ value	int	489
+ Add new expression		

13. To move out of the debugging mode, click on the **Terminate** icon . You will be moved out of the debugging mode.

Note: All important steps and parts are highlighted with a red colour box for the proper understanding of the user. This document is for the use of education purpose only.