

Git repository link: https://github.com/jeniffer83/ECE6780_Lab2

Postlab 02 Questions

1. **Why can't you use both pins PA0 and PC0 for external interrupts at the same time?**

When working with external interrupts on the STM32F0 family, it's essential to remember that you cannot use pins PA0 and PC0 simultaneously. This is due to a limitation in the SYSCFG pin multiplexers that route external pins to the EXTI lines. Only one pin from a group (e.g., PA0, PB0,... PF0) can be connected to a single EXTI line at any given time. Therefore, planning carefully to avoid conflicts when using multiple external interrupts is crucial.

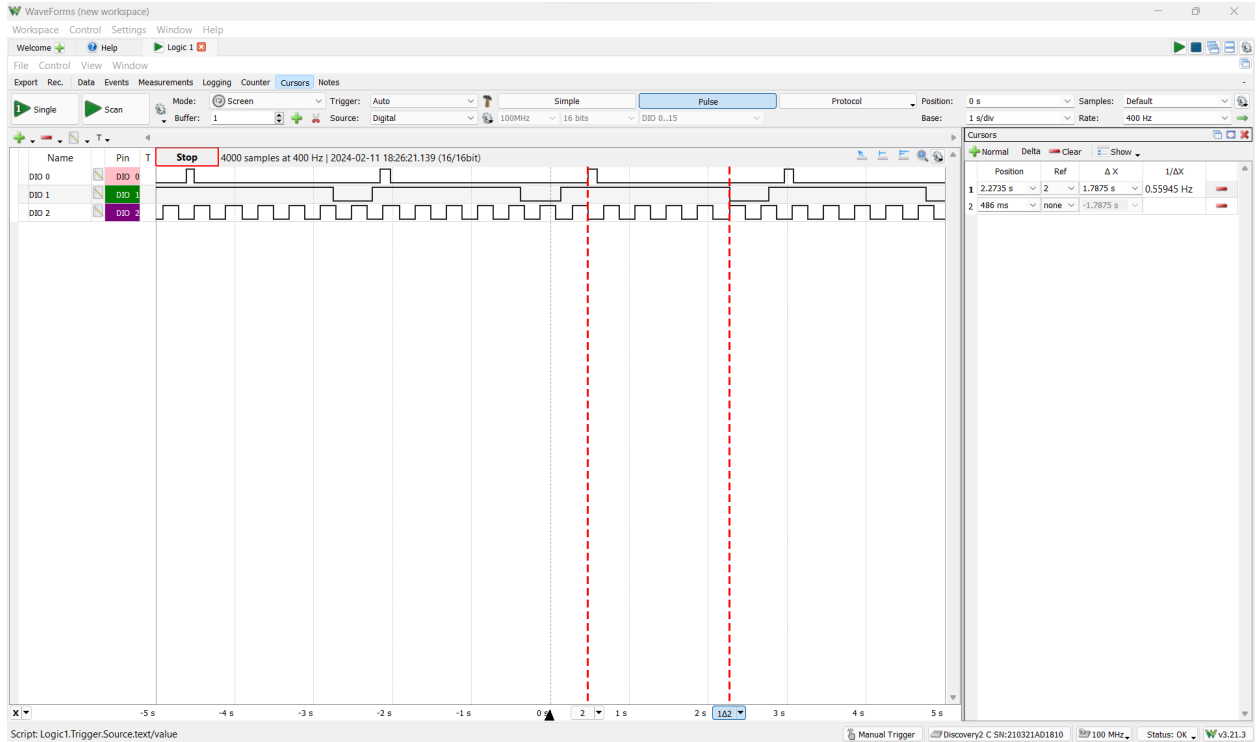
2. **What software priority level gives the highest priority? What level gives the lowest?**

In the NVIC for STM32F0 the highest level is 0, and the lowest level is 3.

3. **How many bits does the NVIC have reserved in its priority (IPR) registers for each interrupt (including non-implemented bits)? Which bits in the group are implemented?**

The NVIC in the STM32F0 has priority (IPR) registers that configure the priorities for each interrupt. Each IPR register contains four 8-bit regions, but only the upper two bits from these regions are implemented, giving four possible configurable priority levels (0-3). This means two bits are reserved for each interrupt priority, but only these two bits are implemented to set the priority level.

4. **What was the latency between pushing the Discovery board button and the LED change (interrupt handler start) that you measured with the logic analyzer? Make sure to include a screenshot in the post-lab submission.**



The latency between pushing the Discovery board button and the LED change (interrupt start) that I measured with the logic analyzer is approximately 1.7875 s.

Note that DIO 0 is the PA0 (Discovery board button which is the blue button), DIO 1 is the PC6, and DIO 2 is the PC7.

5. Why do you need to clear status flag bits in peripherals when servicing their interrupts?

Clearing the status flag is necessary to acknowledge that the interrupt condition has been met, thus preventing the interrupt from triggering repeatedly. If the corresponding status bit is not cleared manually, the handler will continuously execute because the peripheral will show the interrupt condition is being met.