LABORATORIO DI ARCHITETTURE E PROGRAMMAZIONE DEI SISTEMI ELETTRONICIINDUSTRIALI

Laboratory Lesson 1:

- Introduction to System Workbench for STM32
 - Programming and debugging

Course Organization

- Hands-on session LAB1 Thursday 15.00 19.00
- Prof Benini Friday **9.00 11.00 room 5.5**
- Lab is available Friday 11.00 13.00
- Check website for announcements, course material:
 - http://www-micrel.deis.unibo.it/LABARCH
- Final Exam:
 - Homeworks (to be checked weekly)
 - Final project
 - Final discussion (homeworks + final project)

Group Organization

- Each group is composed by 2 people
- Each group is provided with a development board and a USB cable
- Student can use personal Laptop with Windows or Ubuntu (LTS 14.04)
- Please, register your group and your development kit: http://goo.gl/forms/rYuXRVempA
- All material is returned during the final discussion

Equipment checklist

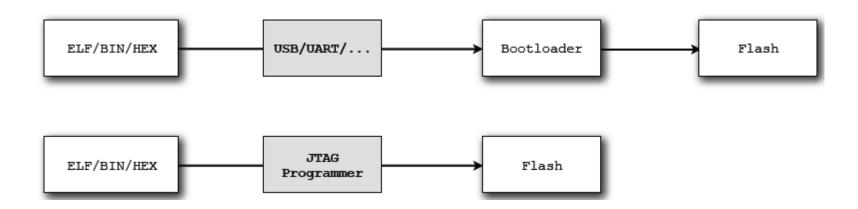
- Personal Computer with:
 - Windows (Vista / 7 / 8)
 - Ubuntu LTS 14.04 + Eclipse CDT (8.5.0 Luna)
- Development Board (STM32F401)
- Micro USB Cable
- System Workbench for STM32 (openstm32.org)

JTAG

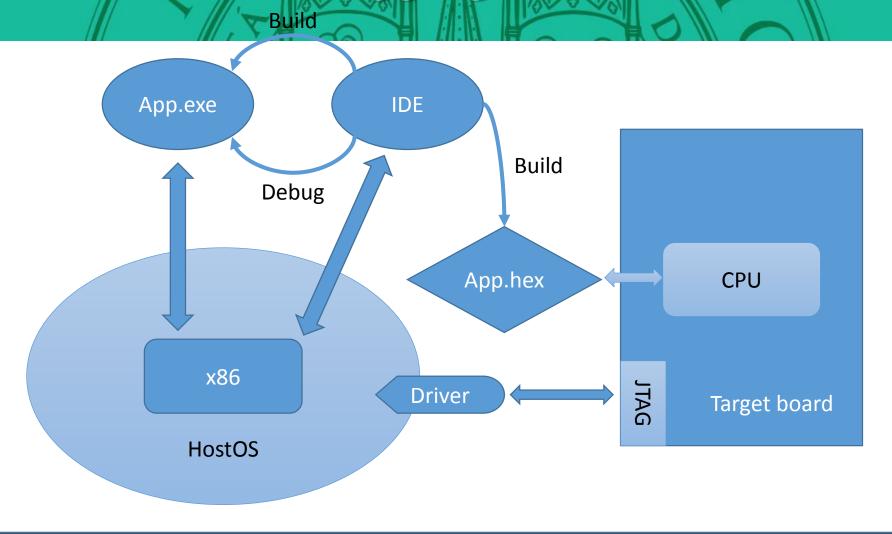
- Integrated Debug Circuitry / On-Chip Debug: every chip shipped contains the debug functionality. A serial communication channel is used to connect the debug circuitry to a host debugger
- Besides debugging, another application of JTAG is allowing device programmer to transfer data into iternal memory

JTAG for programming

- To program a device we have two alternatives:
 - Using a USB / UART / ... connection in bootloader mode
 - Using JTAG and programmer to write flash memory

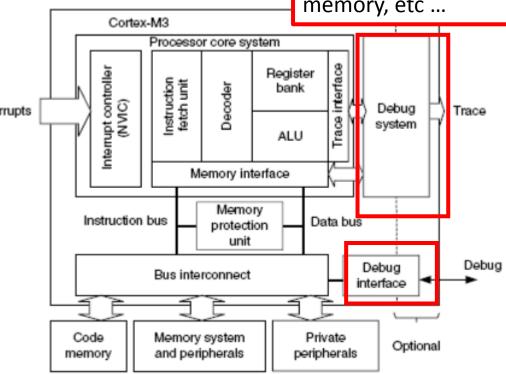


JTAG for debugging



JTAG for debugging

The HW debug support block is **within** the cortex-M3 core. The debug interface has access to the register bank, ALU, memory, etc ...



Primitive Numeric Data Types

Data Type		Size	Range
byte	u8/s8	1 byte	Integers in the range of -128 to +128
short	u16/s16	2 bytes	Integers in the range of -32,768 to +32,767
int	u32/s32	4 bytes	Integers in the range of -2,147,483,648 to +2,147,483,647
long	u64/s64	8 bytes	Integers in the range of - 9,223,372,036,854,775,808 to +9,223,372,036,854,775,807
float	float	4 bytes	Floating-point numbers in the range of $\pm 3.4 \times 10^{-38}$ to $\pm 3.4 \times 10^{38}$ with 7 digits of accuracy
double	double	8 bytes	Floating-point numbers in the range of $\pm 1.7 \times 10^{-100}$ to $\pm 1.7 \times 10^{308}$ with 15 digits of accuracy

Arrays

Array declaration and usage

```
double balance[] = {1000.0, 2.0, 3.4, 7.0, 50.0};

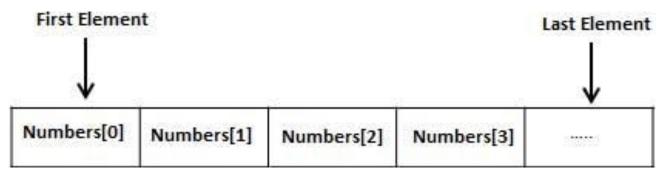
double balance[10];

balance [0] = 3,2:

balance [1] = 3,12:

....

balance [9] = 36,2:
```

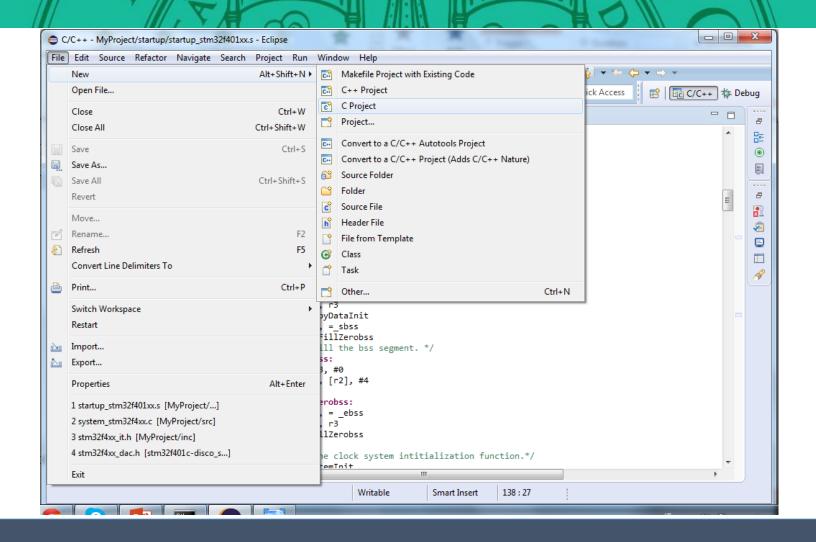


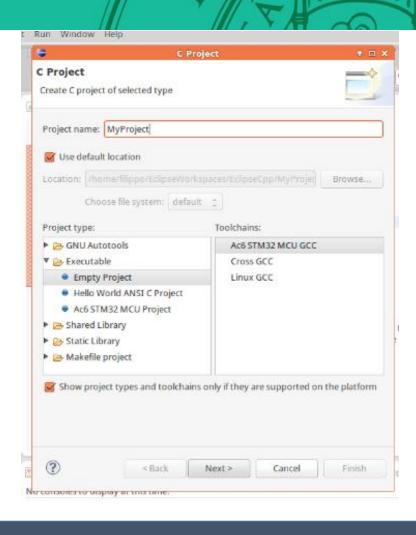
Structures

```
#include <stdio.h>
#include <string.h>

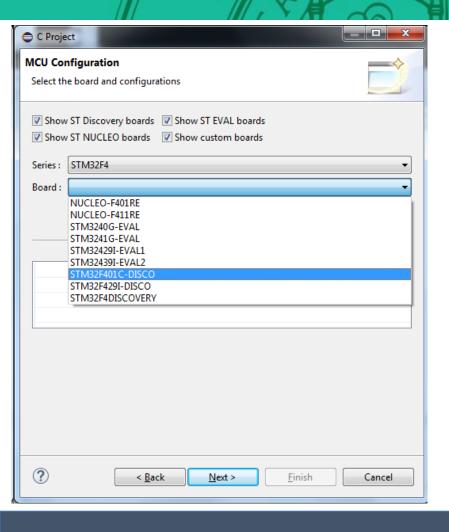
    Structure fields

struct Books
  char title[50];
  char author[50];
  char subject[100];
                                            Variable structure
       book id;
  int
};
                                             declaration
/* function declaration */
void printBook( struct Books book
int main( )
  struct Books Book1;
                          /* Declare Book1 of type Book */
  struct Books Book2;
                           /* Declare Book2 of type Book */
  /* book 1 specification */
                                            Data assignment
  strcpy( Book1.title, "C Programming");
  strcpy( Book1.author, "Nuha Ali");
  strcpy( Book1.subject, "C Programming Tutorial");
  Book1.book id = 6495407;
```

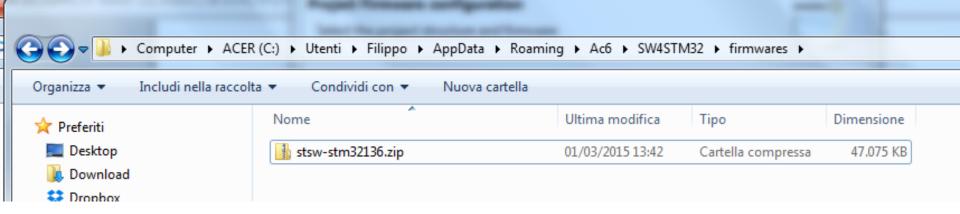




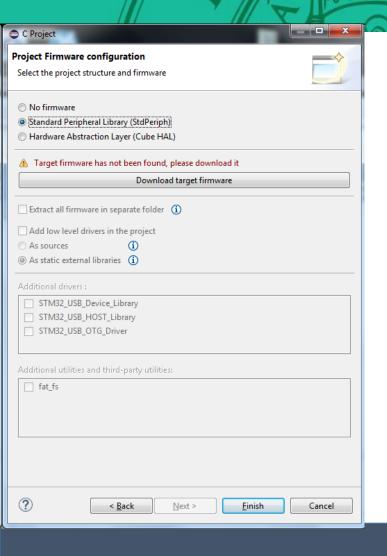
- Insert Project Name
- Choose Executable ->
 Empty Project ->
 AC6 STM32 MCCU GCC
- next



- Select your board:
 - Series STM32F4
 - STM32F401C-DISCO



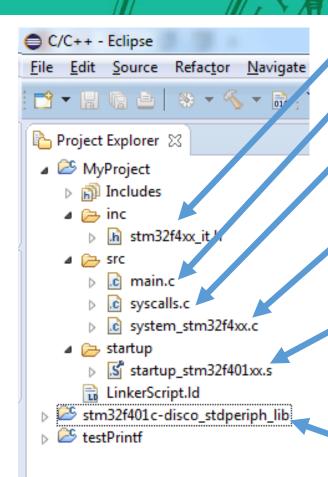
- Copy stsw-stm32136.zip from Z:LAPSEI to: C:Utenti/student/AppData/Roaming/Ac6/SW4STM32/firmwares/
- If the folder "Ac6/SW4STM32/firmwares" does not exist, create it
- This step is necessary if you do not have Internet connection



- Select "Standard Peripheral Library"
- If you do not have the library the tool will ask you to download it, alternatively you can copy it to:

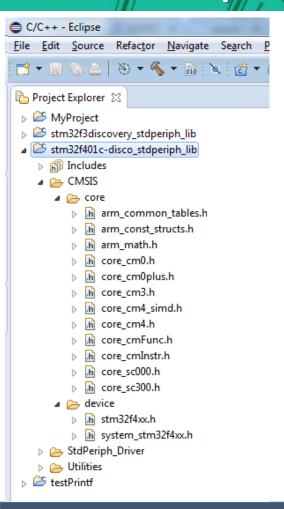
C:Utenti/student/AppData/Roa ming/Ac6/SW4STM32/firmwar es/

Project Structure



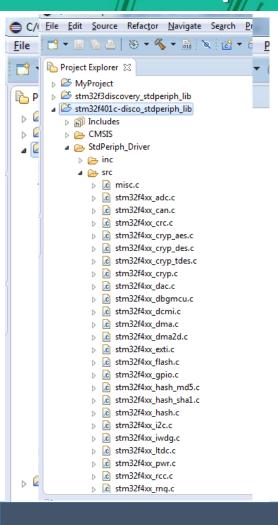
- Interrupt definition Header File
- Main with your code
- System calls (redefinition of stdio.h calls)
- STM32 System initialization (executed before main)
- Assembly startup file, the very first code executed by MCU and interrupt prototypes
- Standard peripheral Library

Standard Peripheral Library Description



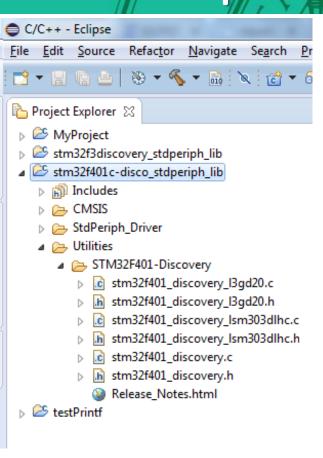
- Have a look at UM1061 (ST website pp 27-35)
- CMSIS developed by ARM give access to Cortex M CORE registers

Standard Peripheral Library Description



- Have a look at UM1061 (ST website pp 27-35)
- CMSIS developed by ARM give access to Cortex M CORE registers
- StdPeriph Driver developed by ST, deliver high level function to access peripherals (one file each periph.)

Standard Peripheral Library Description

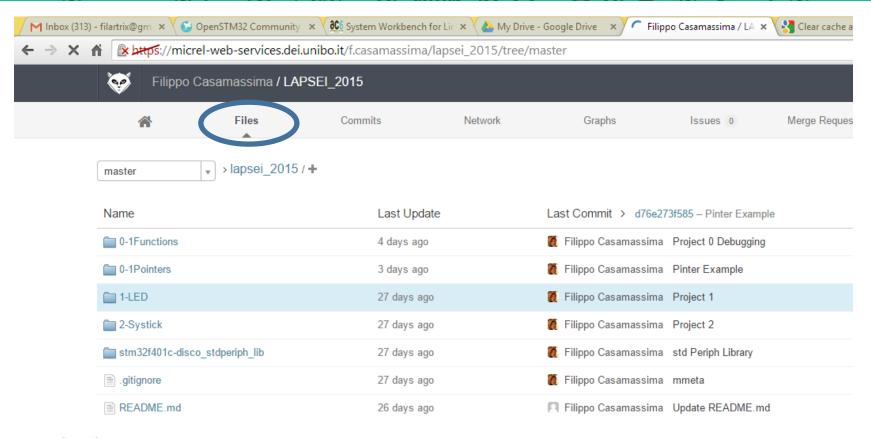


- Have a look at UM1061 (ST website pp 27-35)
- CMSIS developed by ARM give access to Cortex M CORE registers
- StdPeriph Driver developed by ST, deliver high level function to access peripherals (one file each periph.)
- Utilities: Developed by ST, useful to access board external devices (sensors, LEDs, etc...)

Your First project

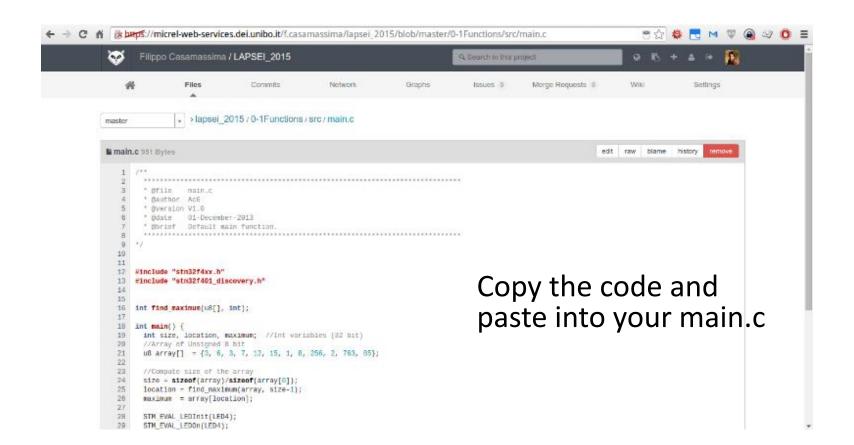
- Go to code repository:
- https://micrel-webservices.dei.unibo.it/f.casamassima/lapsei 2015/
- Ignore security warning
- Click Files
- Choose first project 0-1Functions -> src ->main.c

Check Project Files

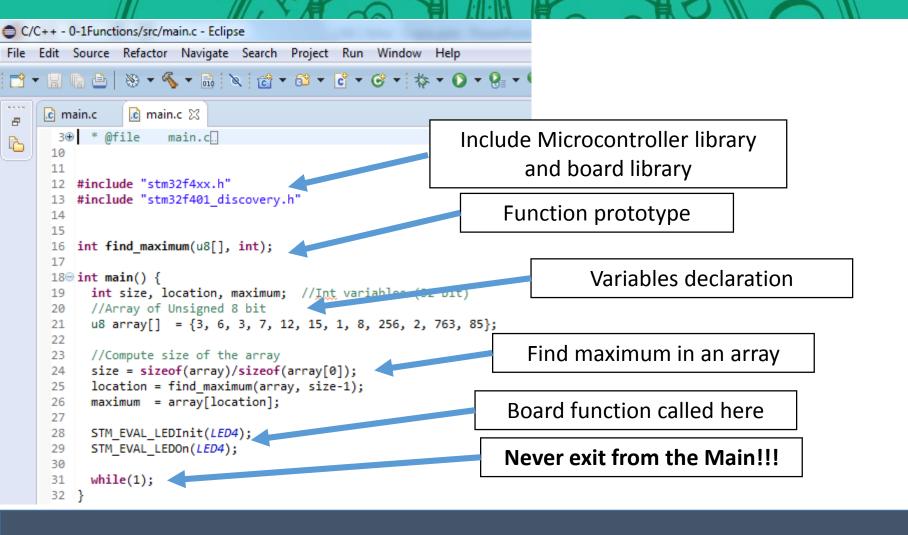


Click 0-1Functions -> src -> main.c

Copy - paste code



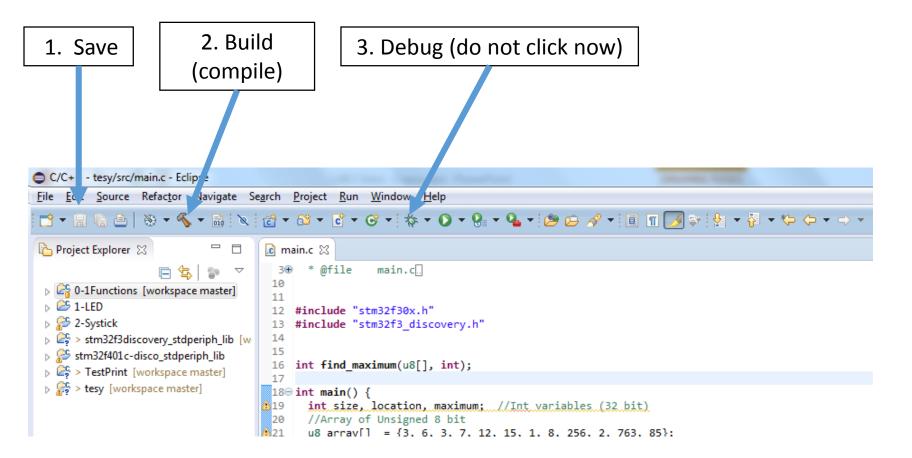
Look at the code



Look at the code

```
int size, location, maximum; //Int variables (32 bit)
19
     //Array of Unsigned 8 bit
20
     u8 array[] = {3, 6, 3, 7, 12, 15, 1, 8, 256, 2, 763, 85};
21
22
     //Compute size of the array
23
     size = sizeof(array)/sizeof(array[0]);
24
25
     location = find_maximum(array, size-1);
     maximum = array[location];
26
27
     STM EVAL LEDInit(LED4);
28
                                                                         Function parameters
     STM EVAL LEDOn(LED4);
29
30
     while(1);
31
32 }
33
340 int find_maximum(u8 a[], int n) {
35
     int c, max, index;
                                                                  Local variables
36
     max = a[0];
     index = 0;
37
38
     for (c = 1; c < n; c++) {
39
       if (a[c] > max) {
40
41
          index = c;
          max = a[c];
42
                                                                 Return result
43
44
     return index;
45
46 }
```

Eclipse Commands:

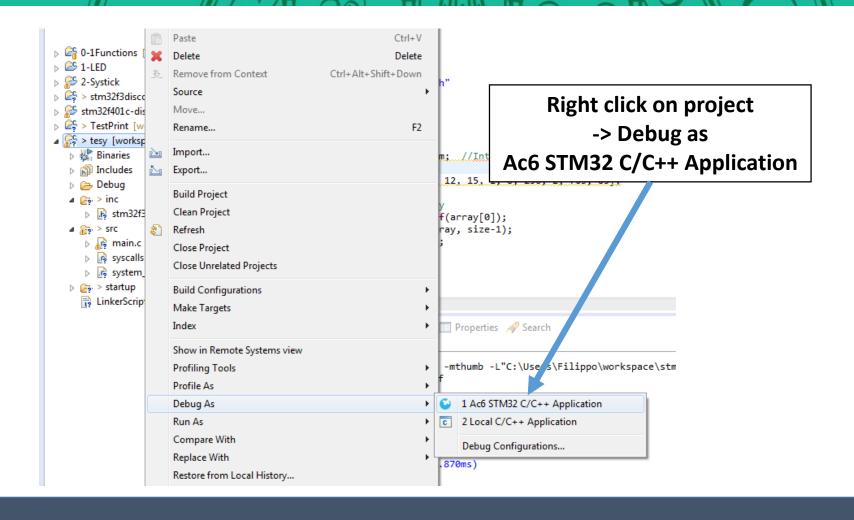


Eclipse Commands:

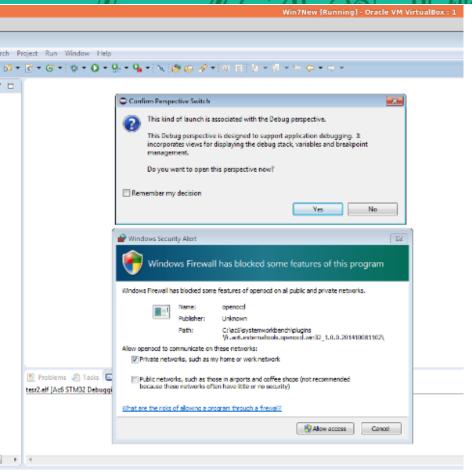
warnings

```
15
    int find maximum(u8[], int);
 17
      .c main() {
       int size, location, maximum;
 20
       //Array of Unsigned 8 bit
                                                                Breakpoint
<u>6</u>21
      u8 array[] = \{3, 6, 3, 7, 12,
 22
                                        (code execution during debug pauses here)
       //Comput size of the array
     size = sizeof(array)/sizeof(arlay[v]);
       location = find maximum(array, size-1);
 26
      maximum = array[location];
 27
 28
      STM EVAL_LEDInit(LED4);
                                              Build Output Console
 29
      STM EVAL LEDOn(LED4);
 30
🥷 Problems 🥦 Tasks 📮 Console 🕱 🔲 Properties 🥜 Search
CDT Build Console [0-1Functions]
Invoking: MCU GCC Linker
arm-none-eabi-gcc -mcpu=cortex-m4 -mthumb -L"C:\Users\Filippo\workspace\stm32f401c-disco stdperiph lib\Debug" -T"C:\Users\Filippo\w
Finished building target: 0-1Functions.elf
make --no-print-directory post-build
Generating binary:
arm-none-eabi-objcopy -O binary "0-1Functions.elf" "0-1Functions.bin"
21:06:23 Build Finished (took 15s.728ms)
```

Start Debugger



Open Debug Perspective



- Click Allow access for Windows firewall
- Click Yes to open Debug Perspective (you can tick 'Remember my decision' to automatically open debug perspective)

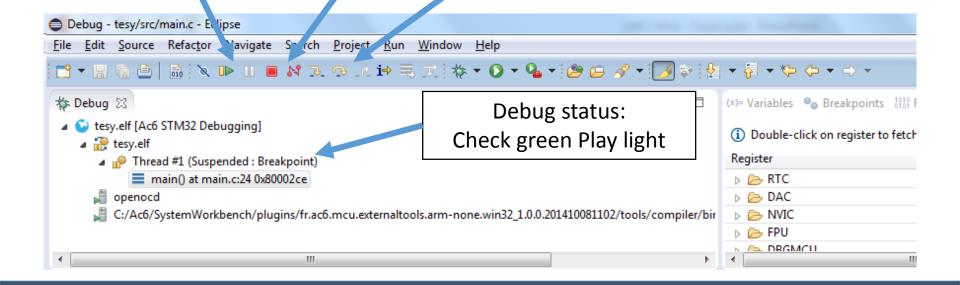
Debug Interface

Start / pause code execution

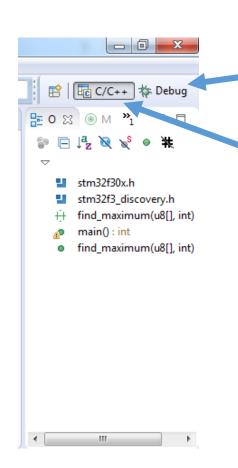
Stop / disconnect debugger

Debug steps:

- Step Into
- Step Over
- Step Out



Eclipse Commands:



Debug Interface

Compile interface

Debug Interface

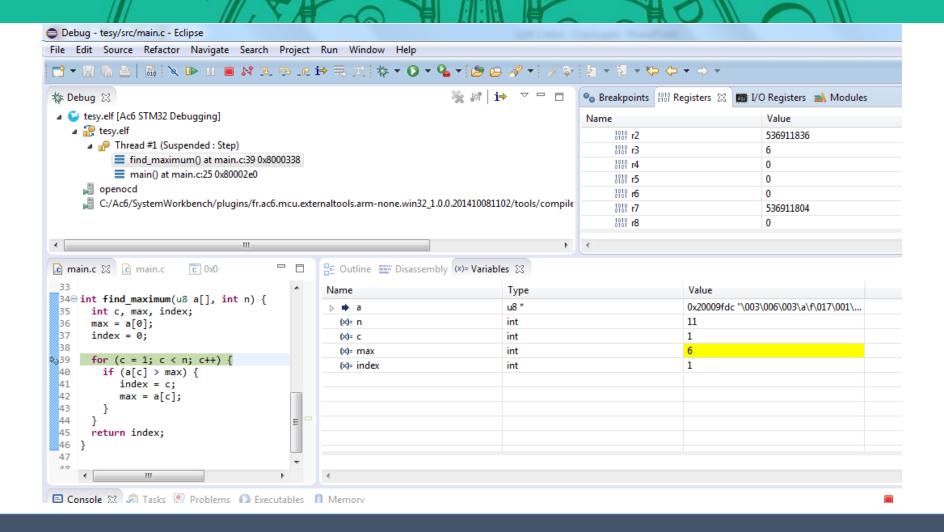
```
Mouse over a variable name to check its value
```

```
ic main.c ⊠
 15
    int find_maximum(u8[], int);
17
18⊖ int main() {
      int size, locaton, maximum; //Int variables (32 bit)
20
      //Array Unsigned 8 bit
      u8 array[] = \{3, 6, 3, 7, 12, 15, 1, 8, 256, 2, 763, 85\};
22
23
      //Compute size of the array
      size = sizeof(array)/sizeof(array[0]);
      location = find maximum(array, size-1);
      maximum = array[location];
      STM_EVAL_LEDInit(LED4);
      STM_EVAL_LEDOn(LED4);
30
       hile(1);
```

Current debugger location

Breakpoints (code execution pauses here)

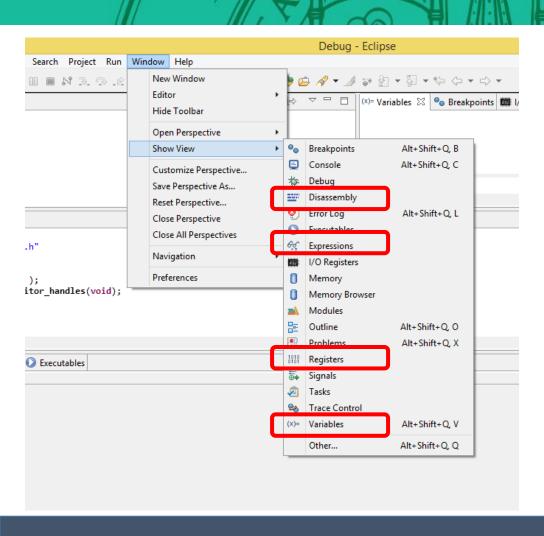
Variables monitoring



Debug youeself

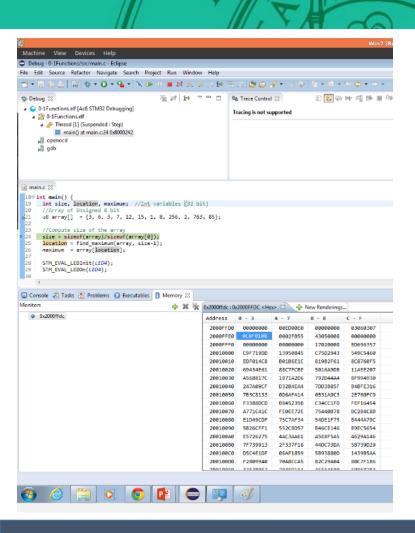
- Try to debug code on the board
- Monitor variables
- Check debug steps buttons
- Is everything working correctly?
- Do the functions works properly?
- Are the results correct?

More Views



- You can add more view to monitor:
 - Assembly code
 - Memory addresses
 - Global variables
 - Microcontroller's registers

Memory View



- Explore Memory Values
- Click New Readings
- Add memory address to monitor (you can check pointer values to detect which address monitor)

Exercises:

- Gli esercizi vanno consegnati entro la lezione di laboratorio successiva.
- Compilare il questionario online (se presente)
- Consegnare via mail I diversi file main.c degli esercizi (un solo file per esercizio!!) inserendo il nome dell'esercizio

Exercise:

- Creare un programma che verifica se una stringa e' palindroma (es AVALLAVA, OTTETTO)
 - Tip: fare un ciclo per meta' della lunghezza della stringa e controllare partendo dal primo undice all'ultimo, incrementando il primo e decrementando l'ultimo