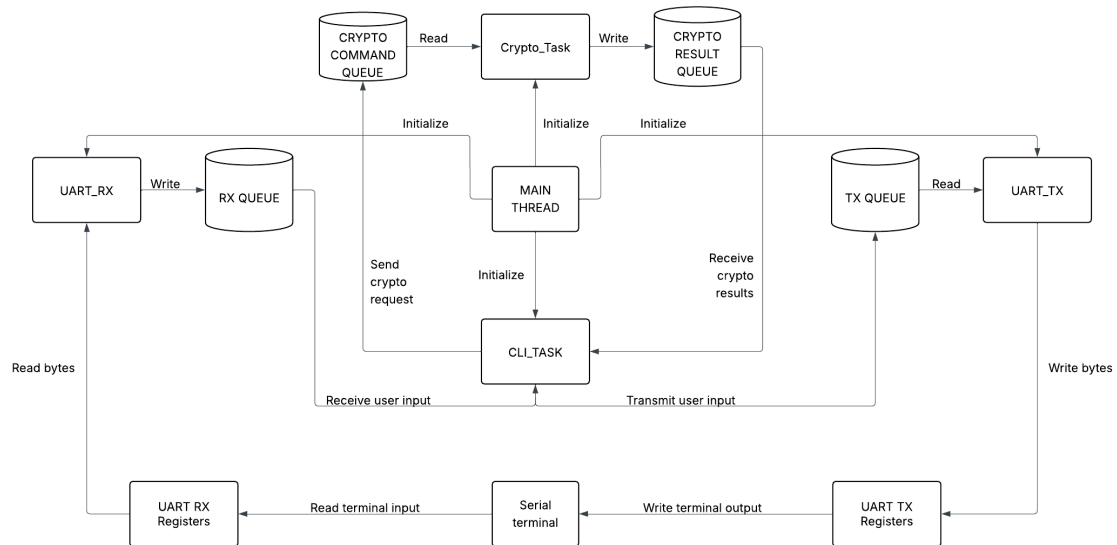


# ECE 315 Lab 2 Prelab

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1.



2.

In polling, we continuously check the device's status in a loop, this check blocks the CPU temporarily. When a task is polling, we need to use a delay between checks to avoid hogging the CPU. An interrupt driven interface doesn't hog the CPU; the CPU remains in control and only triggers an interrupt handler when the appropriate event occurs. In comparison to polling, interrupts are more efficient because they do not take up a consistent amount of CPU time.