



FIRST EDITION – 0.1 release

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Forward

Why Assembler?

"There are a good deal of mature and up-and-coming programming languages that abstract away so much of the low-level details that can help develop a project in record time!"

Why Assembler?

"ChatGPT is just going to program everything and we don't have to worry about all this low-level implementation or really anything for that matter!"

Why Assembler?

The world of IoT is simply immeasurable. IoT devices are literally everywhere and the amount of connected devices are growing at a rate faster than global population.

With the explosion of IoT medical devices, industrial control systems and the immeasurable amount of SMART devices, the priority of understanding embedded architecture is critical for human survival.

We will use a STM32F401CCU6 microcontroller in this course to which I will provide a link if you do not already have such a device.

Below are items you will need for this book.

STM32F401CCU6

<https://www.amazon.com/SongHe-STM32F401-Development-STM32F401CCU6-Learning/dp/B07XBWGF9M>

ST-Link V2 Emulator Downloader Programmer

<https://www.amazon.com/HiLetgo-Emulator-Downloader-Programmer-STM32F103C8T6/dp/B07SQV6VLZ>

NUCLEO-F401RE Development Board (optional for last chapter)

<https://www.amazon.com/NUCLEO-F401RE-Nucleo-64-Development-STM32F401RE-connectivity/dp/B07JYBPWN4>

HiLetgo ULN2003 Stepper Motor (optional for last chapter)

<https://www.amazon.com/HiLetgo-ULN2003-28BYJ-48-Stepper-4-phase/dp/B00LPK0E5A>

Dtech USB to TTL Serial Cable (optional for last chapter)
<https://www.amazon.com/Serial-Adapter-Signal-Prolific-Windows/dp/B07R8BQYW1>

DSD TECH HM-11 Bluetooth 4.0 BLE Module (optional for last chapter)
<https://www.amazon.com/DSD-TECH-Bluetooth-Compatible-Devices/dp/B07CHNJ1QN>

Electronics Soldering Iron Kit
<https://www.amazon.com/Electronics-Adjustable-Temperature-Controlled-Thermostatic/dp/B0B28JQ95M>

Premium Breadboard Jumper Wires
<https://www.amazon.com/Keszoox-Premium-Breadboard-Jumper-Raspberry/dp/B09F6X3N79>

Breadboard Kit
<https://www.amazon.com/Breadboards-Solderless-Breadboard-Distribution-Connecting/dp/B07DL13RZH>

5mm LED Light Assorted Kit
<https://www.amazon.com/Gikfun-Assorted-Arduino-100pcs-EK8437/dp/B01ER728F6>

100 OHM Resistors
<https://www.amazon.com/EDGELEC-Resistor-Tolerance-Multiple-Resistance/dp/B07QG1VL1Q>

6x6x5mm Momentary Tactile Tact Push Button Switches
<https://www.amazon.com/QTEATAK-Momentary-Tactile-Button-Switch/dp/B07VSNN9S2>

DSD TECH HM-11 Bluetooth 4.0 BLE Module
<https://www.amazon.com/DSD-TECH-Bluetooth-Compatible-Devices/dp/B07CHNJ1QN>

ESP8266 ESP-01 Serial WiFi Wireless Transceiver
<https://www.amazon.com/HiLetgo-Wireless-Transceiver-Development-Compatible/dp/B010N1R0QS>

Let's begin...

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Chapter 1: Toolchain

We first need to have a toolchain to which to develop our microcontroller software. The links below are for Windows-based operating systems. If you are on MAC or Linux you can simply brew install or apt-get the same applications.

<https://developer.arm.com/downloads/-/gnu-rm>

Let's download OpenOCD.

<https://gnutoolchains.com/arm-eabi/openocd>

Let's download VIM.

<https://www.vim.org/download.php>

Once installed, let's create a simple project. It is not critical that you understand how this simple program works but only that it compiles as this will be a very long journey.

I want to emphasize, this chapter is ONLY about ensuring the toolchain works. It will take several chapters to dive into what is exactly happening but first lets make sure we are functioning as expected.

```
mkdir stm32f401ccu6-projects
cd stm32f401ccu6-projects
mkdir 0x0001-template
cd 0x0001-template
vim main.s
```

Type in the following code and save as **main.s** and if you are unfamiliar with VIM please watch this video.

<https://youtu.be/ggSyF1SVFr4>

```
/**
 * FILE: main.s
 *
 * DESCRIPTION:
 * This file contains the assembly code for a boilerplate firmware
 * utilizing the STM32F401CC6 microcontroller.
 *
 * AUTHOR: Kevin Thomas
 * CREATION DATE: July 2, 2023
 * UPDATE Date: July 2, 2023
 *
 * ASSEMBLE AND LINK w/ SYMBOLS:
 * 1. arm-none-eabi-as -g main.s -o main.o
 * 2. arm-none-eabi-ld main.o -o main.elf -T stm32f401ccux.ld
 * 3. openocd -f interface/stlink-v2.cfg -f target/stm32f4x.cfg -c "program main.elf verify reset exit"
 * ASSEMBLE AND LINK w/o SYMBOLS:
 * 1. arm-none-eabi-as -g main.s -o main.o
 * 2. arm-none-eabi-ld main.o -o main.elf -T stm32f401ccux.ld
 * 3. arm-none-eabi-objcopy -O binary --strip-all main.elf main.bin
 * 3. openocd -f interface/stlink-v2.cfg -f target/stm32f4x.cfg -c "program main.bin verify reset exit"
 * DEBUG w/ SYMBOLS:
 * 1. openocd -f interface/stlink-v2.cfg -f target/stm32f4x.cfg
 * 2. arm-none-eabi-gdb main.elf
 * 3. target remote :3333
```

```

* 4. monitor reset halt
* 5. l
* DEBUG w/o SYMBOLS:
* 1. openocd -f interface/stlink-v2.cfg -f target/stm32f4x.cfg
* 2. arm-none-eabi-gdb main.bin
* 3. target remote :3333
* 4. monitor reset halt
* 5. x/8i $pc
*/

.syntax unified
.cpu cortex-m4
.thumb

/**
 * Provide weak aliases for each Exception handler to the Default_Handler.
 * As they are weak aliases, any function with the same name will override
 * this definition.
 */
#define weak_name
.global \name
.weak \name
.thumb_set \name, Default_Handler
.word \name
.endm

/**
 * The STM32F401CCUx vector table. Note that the proper constructs
 * must be placed on this to ensure that it ends up at physical address
 * 0x0000.0000.
 */
.global isr_vector
.section .isr_vector, "a"
.type isr_vector, %object
isr_vector:
.word _estack
.word Reset_Handler
.weak NMI_Handler
.weak HardFault_Handler
.weak MemManage_Handler
.weak BusFault_Handler
.weak UsageFault_Handler
.word 0
.word 0
.word 0
.word 0
.weak SVC_Handler
.weak DebugMon_Handler
.word 0
.weak PendSV_Handler
.weak SysTick_Handler
.word 0
.weak EXTI16_PVD_IRQHandler // EXTI Line 16 interrupt /PVD through EXTI line detection interrupt
.weak TAMP_STAMP_IRQHandler // Tamper and TimeStamp interrupts through the EXTI line
.weak EXTI22_RTC_WKUP_IRQHandler // EXTI Line 22 interrupt /RTC Wakeup interrupt through the EXTI line
.weak FLASH_IRQHandler // FLASH global interrupt
.weak RCC_IRQHandler // RCC global interrupt
.weak EXTI0_IRQHandler // EXTI Line0 interrupt
.weak EXTI1_IRQHandler // EXTI Line1 interrupt
.weak EXTI2_IRQHandler // EXTI Line2 interrupt
.weak EXTI3_IRQHandler // EXTI Line3 interrupt
.weak EXTI4_IRQHandler // EXTI Line4 interrupt
.weak DMA1_Stream0_IRQHandler // DMA1 Stream0 global interrupt
.weak DMA1_Stream1_IRQHandler // DMA1 Stream1 global interrupt
.weak DMA1_Stream2_IRQHandler // DMA1 Stream2 global interrupt
.weak DMA1_Stream3_IRQHandler // DMA1 Stream3 global interrupt
.weak DMA1_Stream4_IRQHandler // DMA1 Stream4 global interrupt
.weak DMA1_Stream5_IRQHandler // DMA1 Stream5 global interrupt
.weak DMA1_Stream6_IRQHandler // DMA1 Stream6 global interrupt
.weak ADC_IRQHandler // ADC1 global interrupt
.word 0 // Reserved
.word 0 // Reserved
.word 0 // Reserved
.word 0 // Reserved
.weak EXTI9_5_IRQHandler // EXTI Line[9:5] interrupts
.weak TIM1_BRK_TIM9_IRQHandler // TIM1 Break interrupt and TIM9 global interrupt
.weak TIM1_UP_TIM10_IRQHandler // TIM1 Update interrupt and TIM10 global interrupt
.weak TIM1_TRG_COM_TIM11_IRQHandler // TIM1 Trigger and Commutation interrupts and TIM11 global interrupt
.weak TIM1_CC_IRQHandler // TIM1 Capture Compare interrupt
.weak TIM2_IRQHandler // TIM2 global interrupt
.weak TIM3_IRQHandler // TIM3 global interrupt
.weak TIM4_IRQHandler // TIM4 global interrupt
.weak I2C1_EV_IRQHandler // I2C1 event interrupt
.weak I2C1_ER_IRQHandler // I2C1 error interrupt
.weak I2C2_EV_IRQHandler // I2C2 event interrupt
.weak I2C2_ER_IRQHandler // I2C2 error interrupt
.weak SPI1_IRQHandler // SPI1 global interrupt
.weak SPI2_IRQHandler // SPI2 global interrupt
.weak USART1_IRQHandler // USART1 global interrupt
.weak USART2_IRQHandler // USART2 global interrupt
.word 0 // Reserved
.weak EXTI15_10_IRQHandler // EXTI Line[15:10] interrupts
.weak EXTI17_RTC_Alarm_IRQHandler // EXTI Line 17 interrupt / RTC Alarms (A and B) through EXTI line interrupt

```

```

weak EXTI18_OTG_FS_WKUP_IRQHandler // EXTI Line 18 interrupt / USBUSB OTG FS Wakeup through EXTI line interrupt
.word 0 // Reserved
.word 0 // Reserved
.word 0 // Reserved
.word 0 // Reserved
weak DMA1_Stream7_IRQHandler // DMA1 Stream7 global interrupt
.word 0 // Reserved
weak SDIO_IRQHandler // SDIO global interrupt
weak TIM5_IRQHandler // TIM5 global interrupt
weak SPI3_IRQHandler // SPI3 global interrupt
.word 0 // Reserved
.word 0 // Reserved
.word 0 // Reserved
.word 0 // Reserved
weak DMA2_Stream0_IRQHandler // DMA2 Stream0 global interrupt
weak DMA2_Stream1_IRQHandler // DMA2 Stream1 global interrupt
weak DMA2_Stream2_IRQHandler // DMA2 Stream2 global interrupt
weak DMA2_Stream3_IRQHandler // DMA2 Stream3 global interrupt
weak DMA2_Stream4_IRQHandler // DMA2 Stream4 global interrupt
.word 0 // Reserved
.word 0 // Reserved
.word 0 // Reserved
.word 0 // Reserved
.word 0 // Reserved
.word 0 // Reserved
weak OTG_FS_IRQHandler // USB On The Go FS global interrupt
weak DMA2_Stream5_IRQHandler // DMA2 Stream5 global interrupt
weak DMA2_Stream6_IRQHandler // DMA2 Stream6 global interrupt
weak DMA2_Stream7_IRQHandler // DMA2 Stream7 global interrupt
weak USART6_IRQHandler // USART6 global interrupt
weak I2C3_EV_IRQHandler // I2C3 event interrupt
weak I2C3_ER_IRQHandler // I2C3 error interrupt
.word 0 // Reserved
.word 0 // Reserved
.word 0 // Reserved
.word 0 // Reserved
.word 0 // Reserved
.word 0 // Reserved
.word 0 // Reserved
.word 0 // Reserved
.word 0 // Reserved
.word 0 // Reserved
weak SPI4_IRQHandler // SPI4 global interrupt

.section .text

/**
 * @brief This code is called when processor starts execution.
 *
 * This is the code that gets called when the processor first
 * starts execution following a reset event. Only the absolutely
 * necessary set is performed, after which the application
 * supplied main() routine is called.
 * @param None
 * @retval None
 */
.type Reset_Handler, %function
.global Reset_Handler
Reset_Handler:
    LDR R0, =_estack
    MOV SP, R0
    BL __start

/**
 * @brief This code is called when the processor receives and unexpected interrupt.
 *
 * This is the code that gets called when the processor receives an
 * unexpected interrupt. This simply enters an infinite loop, preserving
 * the system state for examination by a debugger.
 * @param None
 * @retval None
 */
.type Default_Handler, %function
.global Default_Handler
Default_Handler:
    BKPT
    B.N Default_Handler

/**
 * @brief Entry point for initialization and setup of specific functions.
 *
 * This function is the entry point for initializing and setting up specific functions.
 * It calls other functions to enable certain features and then enters a loop for further execution.
 * @param None
 * @retval None
 */
.type __start, %function
__start:
    NOP // no operation instruction
    B . // branch infinite loop

```

Let's code up our linker script and save it as **stm32f401ccux.ld** filename.

```
/**
 * FILE: stm32f401ccux.ld
 *
 * DESCRIPTION:
 * This file contains the linker script
 * utilizing the STM32F401CC6 microcontroller.
 *
 * AUTHOR: Kevin Thomas
 * CREATION DATE: July 2, 2023
 * UPDATE Date: July 2, 2023
 */

MEMORY
{
  FLASH : ORIGIN = 0x08000000, LENGTH = 256K
  SRAM  : ORIGIN = 0x20000000, LENGTH = 64K
}

SECTIONS
{
  .isr_vector :
  {
    *(.isr_vector)
  } >FLASH
  .text :
  {
    *(.text)
  } >FLASH
  .data (NOLOAD) :
  {
    . = . + 0x400;
    _estack = .;
    *(.data)
  } >SRAM
}
```

Let's assemble our simple source code.

```
arm-none-eabi-as -g main.s -o main.o
```

The next step is to link the object code to a ELF binary.

```
arm-none-eabi-ld main.o -o main.elf -T stm32f401ccux.ld
```

Now it is time to hook up our ST-Link V2 Emulator Downloader Programmer. Download driver here <https://www.st.com/en/development-tools/stsw-link009.html> if you do not have STM32CubeIDE installed.

Now it is time to flash our program to the device.

```
openocd -f interface/stlink-v2.cfg -f target/stm32f4x.cfg -c "program main.elf verify reset exit"
```

To ensure our firmware is successful, let's examine it in our debugger.

First, open a new terminal and run the GDB server.

```
openocd -f interface/stlink-v2.cfg -f target/stm32f4x.cfg
```

Second, in our original terminal, run the following to start our GDB debug session.

```
arm-none-eabi-gdb main.elf
```

Once it loads in the symbols, we need to target our remote server.

```
target remote :3333
```

We next need to halt the currently running binary.

```
monitor reset halt
```

We can now see our source code by typing the following.

```
1
1      /**
2      * FILE: main.s
3      *
4      * DESCRIPTION:
5      * This file contains the assembly code for a boilerplate firmware
6      * utilizing the STM32F401CC6 microcontroller.
7      *
8      * AUTHOR: Kevin Thomas
9      * CREATION DATE: July 2, 2023
10     * UPDATE Date: July 2, 2023
(gdb)
```

We should now see our source code. At this point we can step into the code, instruction-by-instruction.

```
si
```

```
Reset_Handler () at main.s:177
177      MOV    SP, R0
```

After a second step, we see that we entering into our __start function.

```
si
```

```
Reset_Handler () at main.s:178
178      BL     __start
```

After a third step, we hit our NOP instruction.

si

```
__start () at main.s:208
208      NOP                                // no operation instruction
```

After a fourth step, we are in an infinite loop.

si

```
209      B      .                          // branch infinite loop
```

To exit the debugger simply type the following.

q

You can then CTRL-C the GDB server.

In our next lesson we will dive into architecture basics.

Chapter 2: Architecture Basics

Now that we have a working template, it's time to dive into some architecture basics of the STM32F401CCU6.

There are two primary manuals we will use when developing software which are the datasheet and the reference manual. Both documents are included in the GitHub repo.

If we open up the datasheet, we first want to search for the memory map which is on page 50.

The first thing we need to understand is that this MCU or microcontroller utilizes a ARM 32-bit thumb architecture.

The ARM 32-bit Thumb architecture is an instruction set architecture (ISA) developed by ARM Holdings. It is designed to be a compact and efficient instruction set primarily targeted for use in low-power and resource-constrained embedded systems. The name "Thumb" refers to the reduced instruction set's goal of fitting 16-bit instructions (thumb instructions) to reduce code size while still retaining good performance.

Key features of the ARM 32-bit Thumb architecture include:

16-bit Thumb Instructions: Thumb instructions are 16 bits long, which is half the size of the standard 32-bit ARM instructions. This reduction in instruction size leads to smaller memory footprints, making it ideal for systems with limited memory capacity.

Subset of ARM ISA: The Thumb instruction set is a subset of the full 32-bit ARM instruction set (referred to as "ARM" or "ARM32"). While some instructions have been simplified or removed, most of the essential instructions for efficient code execution remain.

Efficient Execution: Despite the instruction size reduction, the Thumb architecture maintains good performance due to various optimizations and trade-offs in the instruction design. Thumb instructions can still access 32-bit registers, making it possible to perform 32-bit arithmetic and logical operations.

Interworking Support: ARM processors that support the Thumb architecture typically have the ability to switch between Thumb and ARM instruction sets during runtime. This feature allows seamless integration of Thumb code with existing ARM code when necessary.

Code Density: The primary advantage of the Thumb architecture is its improved code density. Since Thumb instructions are smaller, more instructions can fit into the same memory space compared to full-sized ARM instructions. This is particularly beneficial for memory-constrained embedded systems.

Limited Features: While the Thumb instruction set provides many essential instructions, some advanced features available in the full ARM instruction set may not be available in Thumb mode. This trade-off ensures that the architecture remains compact and efficient.

The Thumb architecture is particularly popular in the ARM Cortex-M series of microcontrollers, which are widely used in various embedded applications, including IoT devices, consumer electronics, automotive systems, and more. The Cortex-M series processors often feature low power consumption, cost-effectiveness, and are optimized for real-time and resource-constrained environments, making the Thumb architecture a preferred choice in such scenarios.

On the far left of the document you notice the entire memory space starting from 0x00000000 to 0xFFFFFFFF.

This represents the maximum space you have to work with and not all of it is available on the MCU.

The first thing to realize is that the maximum address is 0xFFFFFFFF or 4,294,967,295 in decimal. This value is often used in computing as the maximum unsigned 32-bit integer. It is equivalent to $2^{32} - 1$, where the "1" comes from the lowest bit, and the other 32 bits are all set to "1."

On page 51 of the datasheet, you will see the register boundary addresses. So, for example, when the processor is reading or writing to 0x40020000 it is referring to GPIOA and more specifically GPIOx_MODER which is on page 158 of the reference manual to which the GPIOx_MODER register is at offset 0x00 so it lives literally at 0x40020000.

If you were to write into 0x40020000 you would in this instance configure the I/O direction mode such as input, output, etc.

At this point we want to review what we refer to as the block diagram of our MCU. If you turn to page 14 of the datasheet you will see that our CPU has a maximum speed of 84 MHz. Keep in mind that without making a variety of configurations, it will default at 16 MHz.

We first notice on the top that there are 3 buses. There exists a D-BUS, I-BUS and S-BUS.

The data bus or D-BUS, handles communication between the processor and FLASH regarding data within the binary.

The instruction bus or I-BUS, handles communication between the processor and FLASH regarding instructions within the binary.

Let's break down some differences between the two.

Instructions are a set of commands or operations that direct the CPU on how to perform tasks. They represent the program's logic and tell the CPU what operations to execute and in what sequence. Instructions are encoded in binary form (machine code) and are stored in the memory of the computer as a sequence of binary digits (0s and 1s).

When the CPU executes a program, it fetches instructions from memory one by one, decodes them to understand their meaning, and then executes the corresponding operation. Instructions can include arithmetic and logical operations, control flow instructions (e.g., conditional jumps and loops), memory access operations, and other specialized operations based on the CPU's instruction set architecture (ISA).

For example, an instruction might tell the CPU to add two numbers together, load a value from memory into a register, or jump to a different part of the program based on a condition.

Data represents the information processed by the instructions. It can be numeric values, characters, strings, images, sound, or any other type of information. Data is also stored in the memory of the computer, separate from the program's instructions.

The CPU manipulates data according to the instructions it executes. For example, if an instruction involves adding two numbers, the CPU will fetch the data (the two numbers) from memory, perform the addition, and store the result back in memory or a register.

Data can be categorized into different types, such as integers, floating-point numbers, characters, booleans, and more. The way data is represented and manipulated depends on the data types and the operations specified by the instructions.

The processor will fetch the instruction from FLASH on the I-BUS and the processor will use the D-BUS to read the data on the FLASH.

FLASH is made up of a vector table at the base of memory followed by constant data and finally instructions.

FLASH is connected to the MCU through the FLASH I/F or controller.

The system bus or S-BUS will allow communication between the MCU and the various peripherals over the AHB and APB buses.

Inside the ARM Cortex-M4 Technical Reference Manual we see on page 24 and 25 the following.

ICode memory interface

Instruction fetches from Code memory space, 0x00000000 to 0x1FFFFFFC, are performed over the 32-bit AHB-Lite bus.

The Debugger cannot access this interface. All fetches are word-wide. The number of instructions fetched per word depends on the code running and the alignment of the code in memory.

DCode memory interface

Data and debug accesses to Code memory space, 0x00000000 to 0x1FFFFFFF, are performed over the 32-bit AHB-Lite bus.

The Code memory space available is dependent on the implementation. Core data accesses have a higher priority than debug accesses on this bus. This means that debug accesses are waited until core accesses have completed when there are simultaneous core and debug access to this bus.

Control logic in this interface converts unaligned data and debug accesses into two or three aligned accesses, depending on the size and alignment of the unaligned access. This stalls any subsequent data or debug access until the unaligned access has completed.

Note: ARM strongly recommends that any external arbitration between the ICode and DCode AHB bus interfaces ensures that DCode has a higher priority than ICode.

System interface

Instruction fetches and data and debug accesses to address ranges 0x20000000 to 0xDFFFFFFF and 0xE0100000 to 0xFFFFFFFF are performed

over the 32-bit AHB-Lite bus. For simultaneous accesses to the 32-bit AHB-Lite bus, the arbitration order in decreasing priority is:

- Data accesses.
- Instruction and vector fetches.
- Debug.

The system bus interface contains control logic to handle unaligned accesses, FPB remapped accesses, bit-band accesses, and pipelined instruction fetches.

To summarize...

If the instructions are present in between memory locations 0x00000000 to 0x1FFFFFFFC then the MCU will fetch the instructions over the I-BUS.

If the data is present in between 0x00000000 to 0x1FFFFFFF then the MCU will fetch the data over the D-BUS.

If the instructions are present outside of 0x00000000 to 0x1FFFFFFFC then the MCU will fetch the instructions over the S-BUS.

The processor can fetch instructions as well as data from SRAM as they have two buses which are I-BUS and D-BUS.

The S-BUS can only interface with one peripheral address at a time.

Now it is time to understand the embedded flash within the reference manual. If we turn to page 45 we see main memory starting at sector 0 at 0x08000000 to 0x08003FFF.

We see there are also sectors 2, 3, 4 and 5. In our MCU we do not have sectors 6 or 7.

In our next lesson we will cover the vector table.

Chapter 3: Vector Table

Now that we have the basics of how the MCU is designed we can start to look deeper into how the code works and how it is structured.

Let's turn to page 202 of our reference manual.

At the very base of memory is what we refer to as the MSP or master stack pointer. It is 4 bytes long and it is where we first initialize the stack.

We see at address 0x00000000 that it is reserved this is where we put our MSP or master stack pointer in our code.

The very next thing we see is the address of the Reset Handler which is at 0x00000004.

All in all we have the following.

- * 85 IRQ's
- * 15 system exceptions
- * master stack pointer
- * $85+15+1 = 101 * 4 = 404$ bytes or 0x194 bytes

We can prove this by running the following.

```
arm-none-eabi-objdump -h main.o
```

```
main.o:      file format elf32-littlearm
```

Sections:

Idx	Name	Size	VMA	LMA	File off	Algn
0	.text	00000014	00000000	00000000	00000034	2**2
		CONTENTS, ALLOC, LOAD, RELOC, READONLY, CODE				
1	.data	00000000	00000000	00000000	00000048	2**0
		CONTENTS, ALLOC, LOAD, DATA				
2	.bss	00000000	00000000	00000000	00000048	2**0
		ALLOC				
3	.isr_vector	00000194	00000000	00000000	00000048	2**0
		CONTENTS, ALLOC, LOAD, RELOC, READONLY, DATA				
4	.debug_line	00000044	00000000	00000000	000001dc	2**0
		CONTENTS, RELOC, READONLY, DEBUGGING, OCTETS				
5	.debug_info	00000026	00000000	00000000	00000220	2**0
		CONTENTS, RELOC, READONLY, DEBUGGING, OCTETS				
6	.debug_abbrev	00000014	00000000	00000000	00000246	2**0
		CONTENTS, READONLY, DEBUGGING, OCTETS				
7	.debug_aranges	00000020	00000000	00000000	00000260	2**3
		CONTENTS, RELOC, READONLY, DEBUGGING, OCTETS				
8	.debug_str	00000053	00000000	00000000	00000280	2**0
		CONTENTS, READONLY, DEBUGGING, OCTETS				
9	.ARM.attributes	00000021	00000000	00000000	000002d3	2**0
		CONTENTS, READONLY				

This table handles all of the various handlers to which the reset handler will be the first thing executed after the MSP gets set and the other handlers will handle when something goes wrong.

They are weakly aliased to the default handler except for when we explicitly code up a function like we do with the reset handler.

The reset of the values correspond to interrupt handling such as pressing a button and it interrupting the processor so you can avoid having what we call a blocking call.

Imagine you have a program where you are in a loop and you iterate through a number of code items. With an interrupt you can have code execute without being part of the main code with is extremely powerful.

The role of the reset handler is to set the address at the end of stack and place that into one of our general purpose registers that we will cover in another lesson. Then we take that value and move it into the SP or stack pointer register and then we branch and link to __start where our application begins.

In our next lesson we will cover the linker script.

Chapter 4: Linker Script

We are making some progress on our journey and now it is time to understand how the linker script works.

When we assemble our instructions it creates what we refer to as a relocatable object file. What this means is all of the addresses are mapped to 0x00000000. The job of the linker is to link the various object files, in our case just one, to actual addresses within our flash.

Let's review our linker script.

```
/**
 * FILE: stm32f401ccux.ld
 *
 * DESCRIPTION:
 * This file contains the linker script
 * utilizing the STM32F401CC6 microcontroller.
 *
 * AUTHOR: Kevin Thomas
 * CREATION DATE: July 2, 2023
 * UPDATE Date: July 2, 2023
 */

MEMORY
{
  FLASH : ORIGIN = 0x08000000, LENGTH = 256K
  SRAM   : ORIGIN = 0x20000000, LENGTH = 64K
}

SECTIONS
{
  .isr_vector :
  {
    *(.isr_vector)
  } >FLASH
  .text :
  {
    *(.text)
  } >FLASH
  .data (NOLOAD) :
  {
    . = . + 0x400;
    _estack = .;
    *(.data)
  } >SRAM
}
```

We first notice that our FLASH is 256,000 bytes. We also see that FLASH is going to get mapped to address 0x08000000 and we see SRAM at a length of 64,000 bytes to which we are going to map to address 0x20000000.

We see that at the base of FLASH we map the vector table to 0x08000000 as we know that the object file is mapped to 0x00000000 so now it will link to 0x08000000.

We also see a value here called `_estack` which is 0x20000400 which is the end of stack as well.

In our next lesson we will dive ELF file analysis.

Chapter 5: ELF File Analysis

As we are peeling away the layers to understand how our microcontroller works, we now are at the stage where we can start examining what the binary is made up of.

First, what is ELF?

The ELF (Executable and Linkable Format) file format is a widely used binary file format that is used for executables, object code, shared libraries, and even core dumps. It is designed to be platform-independent, making it suitable for a wide range of architectures, including microcontrollers like the STM32F401CCU6. The ELF format allows the microcontroller's firmware to be stored in a structured and standardized way, enabling easy integration with various tools and platforms.

The ELF file format consists of several sections and headers, each serving a specific purpose. Let's go through some of the key components of the ELF file format as they pertain to the STM32F401CCU6 microcontroller:

ELF Header: The ELF header is located at the beginning of the file and contains general information about the file, such as the target architecture (e.g., ARM), the type of the file (executable, object file, etc.), the entry point address (the starting point of the program), and various other flags and offsets.

Program Header Table: The program header table provides information about the different loadable segments of the binary. In the case of microcontrollers like the STM32F401CCU6, this typically includes sections for code, data, and possibly other sections like initialization routines or interrupt vectors.

Section Header Table: The section header table contains information about various sections in the binary, such as code sections, data sections, symbol table, and debug information. Each section has a specific purpose in the program's execution, and the section header table helps the loader and debugger to navigate and understand the file's structure.

Code and Data Sections: These sections contain the actual instructions and data that make up the firmware or program. Code sections hold the machine instructions that the microcontroller's CPU executes, while data sections contain initialized and uninitialized data used by the program.

Symbol Table: The symbol table contains information about the names and addresses of functions, variables, and other symbols used in the program. It is vital for debugging and resolving external references during the linking process.

Relocation Information: Relocation information provides details on how to modify the binary's addresses during the linking process to accommodate the actual memory layout of the microcontroller.

Debug Information: Optional debugging information is often included in the ELF file to aid in debugging the program using tools like gdb (GNU Debugger).

The first tool we will use is to display the contents of the section headers.

```
arm-none-eabi-objdump -h main.o
```

```
main.o:      file format elf32-littlearm
```

```
Sections:
Idx Name          Size      VMA           LMA           File off  Algn
 0 .text          00000014  00000000  00000000  00000034  2**2
                CONTENTS, ALLOC, LOAD, RELOC, READONLY, CODE
 1 .data          00000000  00000000  00000000  00000048  2**0
                CONTENTS, ALLOC, LOAD, DATA
 2 .bss           00000000  00000000  00000000  00000048  2**0
                ALLOC
 3 .isr_vector    00000194  00000000  00000000  00000048  2**0
                CONTENTS, ALLOC, LOAD, RELOC, READONLY, DATA
 4 .debug_line    00000044  00000000  00000000  000001dc  2**0
                CONTENTS, RELOC, READONLY, DEBUGGING, OCTETS
 5 .debug_info    00000026  00000000  00000000  00000220  2**0
                CONTENTS, RELOC, READONLY, DEBUGGING, OCTETS
 6 .debug_abbrev  00000014  00000000  00000000  00000246  2**0
                CONTENTS, READONLY, DEBUGGING, OCTETS
 7 .debug_aranges 00000020  00000000  00000000  00000260  2**3
                CONTENTS, RELOC, READONLY, DEBUGGING, OCTETS
 8 .debug_str     00000053  00000000  00000000  00000280  2**0
                CONTENTS, READONLY, DEBUGGING, OCTETS
 9 .ARM.attributes 00000021  00000000  00000000  000002d3  2**0
                CONTENTS, READONLY
```

This should look familiar as we reviewed this briefly in a prior chapter. Let's break this down.

.text Section:

Size: 0x14 bytes (20 bytes)

Virtual Memory Address (VMA): 0x00000000

Load Memory Address (LMA): 0x00000000

File Offset: 0x00000034

Alignment: 2^2 (4 bytes)

Attributes: CONTENTS, ALLOC, LOAD, RELOC, READONLY, CODE

Explanation: The .text section contains the machine instructions (code) of the program. The size of this section is 20 bytes. It will be loaded into memory starting from address 0x00000000 (VMA and LMA), and its content is present at file offset 0x00000034 within the ELF file. The section is marked as readable and executable (READONLY, CODE) and will be relocated during the linking process.

.data Section:

Size: 0x00 bytes (0 bytes)

VMA: 0x00000000

LMA: 0x00000000

File Offset: 0x00000048

Alignment: 2^0 (1 byte)

Attributes: CONTENTS, ALLOC, LOAD, DATA

Explanation: The .data section contains initialized data used by the program. It has a size of 0 bytes, indicating that there are no explicitly initialized data items in this section. The section will be loaded into memory starting from address 0x00000000 and is located at file offset 0x00000048 within the ELF file. This section is marked as readable and writable (CONTENTS, ALLOC, LOAD, DATA).

.bss Section:

Size: 0x00 bytes (0 bytes)

VMA: 0x00000000

LMA: 0x00000000

File Offset: 0x00000048

Alignment: 2^0 (1 byte)

Attributes: ALLOC

Explanation: The .bss section contains uninitialized data used by the program. Similar to the .data section, it has a size of 0 bytes, indicating that there are no explicitly uninitialized data items in this section. The section will be allocated memory but not loaded from the file. Instead, it will be initialized to zero during program startup. The section is marked with the ALLOC attribute.

.isr_vector Section:

Size: 0x194 bytes (404 bytes)

VMA: 0x00000000

LMA: 0x00000000

File Offset: 0x00000048

Alignment: 2^0 (1 byte)

Attributes: CONTENTS, ALLOC, LOAD, RELOC, READONLY, DATA

Explanation: The `.isr_vector` section contains the interrupt vector table, which holds the addresses of various interrupt service routines (ISRs). The size of this section is 404 bytes. Like other data sections, it will be loaded into memory, and its content is present at file offset 0x00000048. It is marked as readable and non-modifiable (READONLY) and will be relocated during the linking process.

.debug_line Section:

Size: 0x44 bytes (68 bytes)

VMA: 0x00000000

LMA: 0x00000000

File Offset: 0x000001dc

Alignment: 2^0 (1 byte)

Attributes: CONTENTS, RELOC, READONLY, DEBUGGING, OCTETS

Explanation: The `.debug_line` section contains debugging information related to source code line numbers and mapping between source code and generated machine code. This information is useful for debugging purposes. The section is marked as readable (CONTENTS, READONLY) and contains relocatable entries (RELOC) and debugging data (DEBUGGING, OCTETS).

.debug_info Section:

Size: 0x26 bytes (38 bytes)

VMA: 0x00000000

LMA: 0x00000000

File Offset: 0x00000220

Alignment: 2^0 (1 byte)

Attributes: CONTENTS, RELOC, READONLY, DEBUGGING, OCTETS

Explanation: The `.debug_info` section contains debugging information about program entities such as variables, types, and functions. This information is used during debugging sessions to provide detailed information about the program's data structures and functions. The section is marked as readable (CONTENTS, READONLY) and contains relocatable entries (RELOC) and debugging data (DEBUGGING, OCTETS).

.debug_abbrev Section:

Size: 0x14 bytes (20 bytes)

VMA: 0x00000000

LMA: 0x00000000

File Offset: 0x00000246

Alignment: 2^0 (1 byte)

Attributes: CONTENTS, READONLY, DEBUGGING, OCTETS

Explanation: The `.debug_abbrev` section contains abbreviation tables used in debugging information to represent common data structures compactly. The section is marked as readable (CONTENTS, READONLY) and contains debugging data (DEBUGGING, OCTETS).

`.debug_aranges` Section:

Size: 0x20 bytes (32 bytes)

VMA: 0x00000000

LMA: 0x00000000

File Offset: 0x00000260

Alignment: 2³ (8 bytes)

Attributes: CONTENTS, RELOC, READONLY, DEBUGGING, OCTETS

Explanation: The `.debug_aranges` section contains address range information for debugging. It helps to map machine code addresses to source code line numbers during debugging sessions. The section is marked as readable (CONTENTS, READONLY) and contains relocatable entries (RELOC) and debugging data (DEBUGGING, OCTETS).

`.debug_str` Section:

Size: 0x53 bytes (83 bytes)

VMA: 0x00000000

LMA: 0x00000000

File Offset: 0x00000280

Alignment: 2⁰ (1 byte)

Attributes: CONTENTS, READONLY, DEBUGGING, OCTETS

Explanation: The `.debug_str` section contains debug information strings, such as variable and function names, used during debugging. The section is marked as readable (CONTENTS, READONLY) and contains debugging data (DEBUGGING, OCTETS).

`.ARM.attributes` Section:

Size: 0x21 bytes (33 bytes)

VMA: 0x00000000

LMA: 0x00000000

File Offset: 0x000002d3

Alignment: 2⁰ (1 byte)

Attributes: CONTENTS, READONLY

Explanation: The `.ARM.attributes` section contains attributes specific to the ARM architecture, describing various characteristics of the binary. The section is marked as readable (CONTENTS, READONLY).

Overall, this output provides detailed information about the different sections present in the `main.o` object file, which will be

used in the linking process to generate the final executable or firmware for the STM32F401CCU6 microcontroller.

The next tool we will look at will display assembler contents of all sections.

```
arm-none-eabi-objdump -D main.o | less
```

```
main.o:      file format elf32-littlearm
```

Disassembly of section .text:

```
00000000 <Reset_Handler>:
  0: 4803      ldr     r0, [pc, #12]    ; (10 <__start+0x4>)
  2: 4685      mov     sp, r0
  4: f000 f802  bl      c <__start>
```

```
00000008 <Default_Handler>:
  8: be00      bkpt    0x0000
 a: e7fd      b.n     8 <Default_Handler>
```

```
0000000c <__start>:
 c: bf00      nop
 e: e7fe      b.n     e <__start+0x2>
10: 00000000  andeq   r0, r0, r0
```

Disassembly of section .isr_vector:

```
00000000 <isr_vector>:
...
```

Disassembly of section .debug_line:

```
00000000 <.debug_line>:
 0: 00000040  andeq   r0, r0, r0, asr #32
 4: 001d0003  andseq  r0, sp, r3
 8: 01020000  mrseq   r0, (UNDEF: 2)
 c: 000d0efb  strdeq  r0, [sp], -fp
10: 01010101  tsteq   r1, r1, lsl #2
14: 01000000  mrseq   r0, (UNDEF: 0)
18: 00010000  andeq   r0, r1, r0
1c: 6e69616d  powvsez f6, f1, #5.0
20: 0000732e  andeq   r7, r0, lr, lsr #6
24: 00000000  andeq   r0, r0, r0
28: 00000205  andeq   r0, r0, r5, lsl #4
2c: b0030000  andlt   r0, r3, r0
30: 21210101                ; <UNDEFINED> instruction: 0x21210101
34: 212e0f03                ; <UNDEFINED> instruction: 0x212e0f03
38: 21200d03                ; <UNDEFINED> instruction: 0x21200d03
3c: 02206003  eoreq   r6, r0, #3
40: 01010002  tsteq   r1, r2
```

Disassembly of section .debug_info:

```
00000000 <.debug_info>:
 0: 00000022  andeq   r0, r0, r2, lsr #32
 4: 00000002  andeq   r0, r0, r2
 8: 01040000  mrseq   r0, (UNDEF: 4)
...
14: 00000014  andeq   r0, r0, r4, lsl r0
18: 00000000  andeq   r0, r0, r0
1c: 00000007  andeq   r0, r0, r7
20: 00000044  andeq   r0, r0, r4, asr #32
24: Address 0x24 is out of bounds.
```

Disassembly of section .debug_abbrev:

```
00000000 <.debug_abbrev>:
0: 10001101 andne r1, r0, r1, lsl #2
4: 12011106 andne r1, r1, #-2147483647 ; 0x80000001
8: 1b0e0301 blne 380c14 <__start+0x380c08>
c: 130e250e movwne r2, #58638 ; 0xe50e
10: 00000005 andeq r0, r0, r5
```

Disassembly of section .debug_aranges:

```
00000000 <.debug_aranges>:
0: 0000001c andeq r0, r0, ip, lsl r0
4: 00000002 andeq r0, r0, r2
8: 00040000 andeq r0, r4, r0
...
14: 00000014 andeq r0, r0, r4, lsl r0
...
```

Disassembly of section .debug_str:

```
00000000 <.debug_str>:
0: 6e69616d powvsez f6, f1, #5.0
4: 4300732e movwmi r7, #814 ; 0x32e
8: 73555c3a cmpvc r5, #14848 ; 0x3a00
c: 5c737265 lfmpl f7, 2, [r3], #-404 ; 0xfffffe6c
10: 6574796d ldrbvs r7, [r4, #-2413]! ; 0xfffff693
14: 74735c63 ldrbtvc r5, [r3], #-3171 ; 0xfffff39d
18: 6632336d ldrtvc r3, [r2], -sp, ror #6
1c: 63313034 teqvs r1, #52 ; 0x34
20: 2d367563 cflldr32cs mvfx7, [r6, #-396]! ; 0xfffffe74
24: 6a6f7270 bvs 1bdc9ec <__start+0x1bdc9e0>
28: 73746365 cmnvc r4, #-1811939327 ; 0x94000001
2c: 6f6c635c svcvs 0x006c635c
30: 5c746573 cflldr64pl mvdx6, [r4], #-460 ; 0xfffffe34
34: 30307830 eorscc r7, r0, r0, lsr r8
38: 742d3130 strtvc r3, [sp], #-304 ; 0xfffffed0
3c: 6c706d65 ldclvs 13, cr6, [r0], #-404 ; 0xfffffe6c
40: 00657461 rsbeq r7, r5, r1, ror #8
44: 20554e47 subscs r4, r5, r7, asr #28
48: 32205341 eorcc r5, r0, #67108865 ; 0x40000001
4c: 2e39332e cdpcs 3, 3, cr3, cr9, cr14, {1}
50: Address 0x50 is out of bounds.
```

Disassembly of section .ARM.attributes:

```
00000000 <.ARM.attributes>:
0: 00002041 andeq r2, r0, r1, asr #32
4: 61656100 cmnvs r5, r0, lsl #2
8: 01006962 tsteq r0, r2, ror #18
c: 00000016 andeq r0, r0, r6, lsl r0
10: 726f4305 rsbvc r4, pc, #335544320 ; 0x14000000
14: 2d786574 cflldr64cs mvdx6, [r8, #-464]! ; 0xfffffe30
18: 0600344d streq r3, [r0], -sp, asr #8
1c: 094d070d stmdbeq sp, {r0, r2, r3, r8, r9, sl}^
20: Address 0x20 is out of bounds.
```

Let's break this down.

The provided output includes disassembled code for different sections in an ELF file with the file format elf32-littlearm. Each section serves a specific purpose, and let's go through each one in detail:

Disassembly of **section .text**:

This section contains the machine code instructions of the program's executable code.

The Reset_Handler starts at address 0x00000000 and loads the value at address 0x10 into the r0 register. It then moves the value in r0 to the stack pointer (sp) and branches to the function c.

The Default_Handler starts at address 0x00000008 and contains a breakpoint instruction (bkpt) followed by an unconditional branch (b.n) to itself, creating an infinite loop.

The __start starts at address 0x0000000c and consists of a no-operation instruction (nop) followed by an unconditional branch to itself (b.n).

Disassembly of **section .isr_vector**:

This section contains the interrupt vector table, which holds the addresses of various interrupt service routines (ISRs). The actual content of this section is not shown in the provided output.

Disassembly of **section .debug_line**:

This section contains debugging information related to source code line numbers and mapping between source code and generated machine code.

Disassembly of **section .debug_info**:

This section contains debugging information about program entities such as variables, types, and functions.

Disassembly of **section .debug_abbrev**:

This section contains abbreviation tables used in debugging information to represent common data structures compactly.

Disassembly of **section .debug_aranges**:

This section contains address range information for debugging, helping map machine code addresses to source code line numbers during debugging sessions.

Disassembly of **section .debug_str**:

This section contains debug information strings, such as variable and function names, used during debugging.

Disassembly of **section .ARM.attributes**:

This section contains attributes specific to the ARM architecture, describing various characteristics of the binary.

Note: In the disassembly output, you may notice some lines with "Address X is out of bounds." This typically occurs when the disassembler encounters instructions that are invalid or when the disassembler is unable to determine the correct instruction due to data corruption or other issues in the ELF file.

It's important to remember that the disassembled output is a representation of the machine code instructions in human-readable form. It helps software developers understand the structure and behavior of the program, especially during debugging and analysis. The disassembled output alone may not provide the complete context of the program, as it may be linked with other object files and libraries to create the final executable or firmware for the STM32F401CCU6 microcontroller.

The next tool is a simplified version which displays assembler contents of just the executable sections.

```
arm-none-eabi-objdump -d main.o
```

```
main.o:      file format elf32-littlearm
```

```
Disassembly of section .text:
```

```
00000000 <Reset_Handler>:
  0:  4803      ldr     r0, [pc, #12]    ; (10 <__start+0x4>)
  2:  4685      mov     sp, r0
  4:  f000 f802   bl      c <__start>

00000008 <Default_Handler>:
  8:  be00      bkpt    0x0000
  a:  e7fd      b.n     8 <Default_Handler>

0000000c <__start>:
  c:  bf00      nop
  e:  e7fe      b.n     e <__start+0x2>
 10:  00000000   .word   0x00000000
```

The next tool displays the full contents of all sections requested.

```
arm-none-eabi-objdump -s main.o | less
```

```
main.o:      file format elf32-littlearm
```

```
Contents of section .text:
 0000 03488546 00f002f8 00befde7 00bffee7 .H.F.....
 0010 00000000 ....

Contents of section .isr_vector:
 0000 00000000 00000000 00000000 00000000 .....
 0010 00000000 00000000 00000000 00000000 .....
 0020 00000000 00000000 00000000 00000000 .....
 0030 00000000 00000000 00000000 00000000 .....
 0040 00000000 00000000 00000000 00000000 .....
 0050 00000000 00000000 00000000 00000000 .....
 0060 00000000 00000000 00000000 00000000 .....
 0070 00000000 00000000 00000000 00000000 .....
 0080 00000000 00000000 00000000 00000000 .....
 0090 00000000 00000000 00000000 00000000 .....
```

```

00a0 00000000 00000000 00000000 00000000 .....
00b0 00000000 00000000 00000000 00000000 .....
00c0 00000000 00000000 00000000 00000000 .....
00d0 00000000 00000000 00000000 00000000 .....
00e0 00000000 00000000 00000000 00000000 .....
00f0 00000000 00000000 00000000 00000000 .....
0100 00000000 00000000 00000000 00000000 .....
0110 00000000 00000000 00000000 00000000 .....
0120 00000000 00000000 00000000 00000000 .....
0130 00000000 00000000 00000000 00000000 .....
0140 00000000 00000000 00000000 00000000 .....
0150 00000000 00000000 00000000 00000000 .....
0160 00000000 00000000 00000000 00000000 .....
0170 00000000 00000000 00000000 00000000 .....
0180 00000000 00000000 00000000 00000000 .....
0190 00000000 .....
Contents of section .debug_line:
0000 40000000 03001d00 00000201 fb0e0d00 @.....
0010 01010101 00000001 00000100 6d61696e .....main
0020 2e730000 00000000 05020000 000003b0 .S.....
0030 01012121 030f2e21 030d2021 03602002 ..!!...!.`
0040 02000101 .....
Contents of section .debug_info:
0000 22000000 02000000 00000401 00000000 "......
0010 00000000 14000000 00000000 07000000 .....
0020 44000000 0180 D.....
Contents of section .debug_abbrev:
0000 01110010 06110112 01030e1b 0e250e13 .....%..
0010 05000000 ....
Contents of section .debug_aranges:
0000 1c000000 02000000 00000400 00000000 .....
0010 00000000 14000000 00000000 00000000 .....
Contents of section .debug_str:
0000 6d61696e 2e730043 3a5c5573 6572735c main.s.C:\Users\
0010 6d797465 635c7374 6d333266 34303163 mytec\stm32f401c
0020 6375362d 70726f6a 65637473 5c636c6f cu6-projects\clo
0030 7365745c 30783030 30312d74 656d706c set\0x0001-templ
0040 61746500 474e5520 41532032 2e33392e ate.GNU AS 2.39.
0050 353000 50.
Contents of section .ARM.attributes:
0000 41200000 00616561 62690001 16000000 A ...aeabi.....
0010 05436f72 7465782d 4d340006 0d074d09 .Cortex-M4...M.
0020 02

```

The provided output displays the contents of different sections in an ELF file with the file format elf32-littlearm. Each section serves a specific purpose, and let's go through each one in detail:

Contents of **section .text**:

This section contains machine code instructions (binary code) for the main code of the program.

Contents of **section .isr_vector**:

This section contains the interrupt vector table, which holds the addresses of various interrupt service routines (ISRs). The actual content of this section is not shown in the provided output.

Contents of **section .debug_line**:

This section contains debugging information related to source code line numbers and mapping between source code and generated machine

code. It includes information about file names, directories, and line numbers.

Contents of **section .debug_info**:

This section contains debugging information about program entities such as variables, types, and functions. It includes detailed information to assist in debugging, symbol resolution, and source-level debugging.

Contents of **section .debug_abbrev**:

This section contains abbreviation tables used in debugging information to represent common data structures compactly. Abbreviations help reduce the size of debugging information.

Contents of **section .debug_aranges**:

This section contains address range information for debugging. It assists in mapping machine code addresses to source code line numbers during debugging sessions.

Contents of **section .debug_str**:

This section contains debug information strings, such as variable and function names, used during debugging. The strings provide human-readable names for the symbols in the binary.

Contents of **section .ARM.attributes**:

This section contains attributes specific to the ARM architecture, describing various characteristics of the binary. It includes information about the ARM architecture version, CPU features, and target architecture.

In summary, the output provides a glimpse of the contents stored in each section of the ELF file. These sections serve essential purposes during program execution and debugging, making it easier for developers to understand the behavior and structure of the program. Keep in mind that the disassembled output is shown in hexadecimal representation and may require additional tools or knowledge to interpret fully.

The next tool displays information about the contents of ELF format files.

ELF Header:

Magic:	7f 45 4c 46 01 01 01 00 00 00 00 00 00 00 00 00
Class:	ELF32
Data:	2's complement, little endian
Version:	1 (current)
OS/ABI:	UNIX - System V
ABI Version:	0
Type:	EXEC (Executable file)

```

Machine:                ARM
Version:                0x1
Entry point address:    0x8000194
Start of program headers: 52 (bytes into file)
Start of section headers: 69004 (bytes into file)
Flags:                  0x5000200, Version5 EABI, soft-float ABI
Size of this header:    52 (bytes)
Size of program headers: 32 (bytes)
Number of program headers: 2
Size of section headers: 40 (bytes)
Number of section headers: 13
Section header string table index: 12

```

Section Headers:

[Nr]	Name	Type	Addr	Off	Size	ES	Flg	Lk	Inf	Al
[0]		NULL	00000000	000000	000000	00		0	0	0
[1]	.isr_vector	PROGBITS	08000000	010000	000194	00	A	0	0	1
[2]	.text	PROGBITS	08000194	010194	000014	00	AX	0	0	4
[3]	.data	NOBITS	20000000	020000	000400	00	WA	0	0	1
[4]	.ARM.attributes	ARM_ATTRIBUTES	00000000	0101a8	000021	00		0	0	1
[5]	.debug_line	PROGBITS	00000000	0101c9	000044	00		0	0	1
[6]	.debug_info	PROGBITS	00000000	01020d	000026	00		0	0	1
[7]	.debug_abbrev	PROGBITS	00000000	010233	000014	00		0	0	1
[8]	.debug_aranges	PROGBITS	00000000	010248	000020	00		0	0	8
[9]	.debug_str	PROGBITS	00000000	010268	00004f	01	MS	0	0	1
[10]	.symtab	SYMTAB	00000000	0102b8	000520	10		11	15	4
[11]	.strtab	STRTAB	00000000	0107d8	000530	00		0	0	1
[12]	.shstrtab	STRTAB	00000000	010d08	000083	00		0	0	1

Key to Flags:

W (write), A (alloc), X (execute), M (merge), S (strings), I (info),
 L (link order), O (extra OS processing required), G (group), T (TLS),
 C (compressed), x (unknown), o (OS specific), E (exclude),
 D (mbind), y (purecode), p (processor specific)

There are no section groups in this file.

Program Headers:

Type	Offset	VirtAddr	PhysAddr	FileSiz	MemSiz	Flg	Align
LOAD	0x010000	0x08000000	0x08000000	0x001a8	0x001a8	R E	0x10000
LOAD	0x000000	0x20000000	0x20000000	0x00000	0x00400	RW	0x10000

Section to Segment mapping:

Segment	Sections...
00	.isr_vector .text
01	.data

There is no dynamic section in this file.

There are no relocations in this file.

There are no unwind sections in this file.

Symbol table '.symtab' contains 82 entries:

Num:	Value	Size	Type	Bind	Vis	Ndx	Name
0:	00000000	0	NOTYPE	LOCAL	DEFAULT		UND
1:	08000000	0	SECTION	LOCAL	DEFAULT	1	.isr_vector
2:	08000194	0	SECTION	LOCAL	DEFAULT	2	.text
3:	20000000	0	SECTION	LOCAL	DEFAULT	3	.data
4:	00000000	0	SECTION	LOCAL	DEFAULT	4	.ARM.attributes
5:	00000000	0	SECTION	LOCAL	DEFAULT	5	.debug_line
6:	00000000	0	SECTION	LOCAL	DEFAULT	6	.debug_info
7:	00000000	0	SECTION	LOCAL	DEFAULT	7	.debug_abbrev
8:	00000000	0	SECTION	LOCAL	DEFAULT	8	.debug_aranges
9:	00000000	0	SECTION	LOCAL	DEFAULT	9	.debug_str
10:	00000000	0	FILE	LOCAL	DEFAULT		ABS main.o
11:	08000194	0	NOTYPE	LOCAL	DEFAULT	2	\$t
12:	080001a1	0	FUNC	LOCAL	DEFAULT	2	__start
13:	080001a4	0	NOTYPE	LOCAL	DEFAULT	2	\$d
14:	08000000	0	NOTYPE	LOCAL	DEFAULT	1	\$d
15:	0800019d	0	FUNC	WEAK	DEFAULT	2	EXTI2_IRQHandler

16:	0800019d	0 FUNC	WEAK	DEFAULT	2 DebugMon_Handler
17:	0800019d	0 FUNC	WEAK	DEFAULT	2 SPI4_IRQHandler
18:	0800019d	0 FUNC	WEAK	DEFAULT	2 TIM1_CC_IRQHandler
19:	0800019d	0 FUNC	WEAK	DEFAULT	2 DMA2_Stream5_IRQ[...]
20:	0800019d	0 FUNC	WEAK	DEFAULT	2 HardFault_Handler
21:	0800019d	0 FUNC	WEAK	DEFAULT	2 DMA1_Stream5_IRQ[...]
22:	0800019d	0 FUNC	WEAK	DEFAULT	2 SysTick_Handler
23:	0800019d	0 FUNC	WEAK	DEFAULT	2 SDIO_IRQHandler
24:	0800019d	0 FUNC	WEAK	DEFAULT	2 TAMP_STAMP_IRQHandler
25:	0800019d	0 FUNC	WEAK	DEFAULT	2 PendSV_Handler
26:	0800019d	0 FUNC	WEAK	DEFAULT	2 NMI_Handler
27:	0800019d	0 FUNC	WEAK	DEFAULT	2 TIM1_BRK_TIM9_IR[...]
28:	0800019d	0 FUNC	WEAK	DEFAULT	2 EXTI3_IRQHandler
29:	08000000	0 OBJECT	GLOBAL	DEFAULT	1 isr_vector
30:	0800019d	0 FUNC	WEAK	DEFAULT	2 TIM1_UP_TIM10_IR[...]
31:	0800019d	0 FUNC	WEAK	DEFAULT	2 I2C3_ER_IRQHandler
32:	0800019d	0 FUNC	WEAK	DEFAULT	2 EXTI18_OTG_FS_WK[...]
33:	0800019d	0 FUNC	WEAK	DEFAULT	2 EXTI0_IRQHandler
34:	0800019d	0 FUNC	WEAK	DEFAULT	2 I2C2_EV_IRQHandler
35:	0800019d	0 FUNC	WEAK	DEFAULT	2 DMA1_Stream2_IRQ[...]
36:	0800019d	0 FUNC	WEAK	DEFAULT	2 UsageFault_Handler
37:	0800019d	0 FUNC	WEAK	DEFAULT	2 DMA2_Stream2_IRQ[...]
38:	0800019d	0 FUNC	WEAK	DEFAULT	2 SPI1_IRQHandler
39:	0800019d	0 FUNC	WEAK	DEFAULT	2 DMA2_Stream3_IRQ[...]
40:	0800019d	0 FUNC	WEAK	DEFAULT	2 USART6_IRQHandler
41:	08000195	0 FUNC	GLOBAL	DEFAULT	2 Reset_Handler
42:	0800019d	0 FUNC	WEAK	DEFAULT	2 DMA2_Stream0_IRQ[...]
43:	0800019d	0 FUNC	WEAK	DEFAULT	2 TIM4_IRQHandler
44:	0800019d	0 FUNC	WEAK	DEFAULT	2 I2C1_EV_IRQHandler
45:	0800019d	0 FUNC	WEAK	DEFAULT	2 DMA1_Stream6_IRQ[...]
46:	0800019d	0 FUNC	WEAK	DEFAULT	2 DMA1_Stream1_IRQ[...]
47:	0800019d	0 FUNC	WEAK	DEFAULT	2 TIM3_IRQHandler
48:	0800019d	0 FUNC	WEAK	DEFAULT	2 RCC_IRQHandler
49:	0800019d	0 FUNC	GLOBAL	DEFAULT	2 Default_Handler
50:	0800019d	0 FUNC	WEAK	DEFAULT	2 EXTI15_10_IRQHandler
51:	0800019d	0 FUNC	WEAK	DEFAULT	2 ADC_IRQHandler
52:	0800019d	0 FUNC	WEAK	DEFAULT	2 DMA1_Stream7_IRQ[...]
53:	0800019d	0 FUNC	WEAK	DEFAULT	2 TIM5_IRQHandler
54:	0800019d	0 FUNC	WEAK	DEFAULT	2 DMA2_Stream7_IRQ[...]
55:	0800019d	0 FUNC	WEAK	DEFAULT	2 I2C3_EV_IRQHandler
56:	0800019d	0 FUNC	WEAK	DEFAULT	2 EXTI9_5_IRQHandler
57:	0800019d	0 FUNC	WEAK	DEFAULT	2 SPI2_IRQHandler
58:	0800019d	0 FUNC	WEAK	DEFAULT	2 MemManage_Handler
59:	0800019d	0 FUNC	WEAK	DEFAULT	2 DMA1_Stream0_IRQ[...]
60:	0800019d	0 FUNC	WEAK	DEFAULT	2 SVC_Handler
61:	0800019d	0 FUNC	WEAK	DEFAULT	2 EXTI4_IRQHandler
62:	0800019d	0 FUNC	WEAK	DEFAULT	2 EXTI22_RTC_WKUP_[...]
63:	0800019d	0 FUNC	WEAK	DEFAULT	2 TIM2_IRQHandler
64:	0800019d	0 FUNC	WEAK	DEFAULT	2 EXTI16_PVD_IRQHandler
65:	0800019d	0 FUNC	WEAK	DEFAULT	2 TIM1_TRG_COM_TIM[...]
66:	20000400	0 NOTYPE	GLOBAL	DEFAULT	3 _estack
67:	0800019d	0 FUNC	WEAK	DEFAULT	2 EXTI1_IRQHandler
68:	0800019d	0 FUNC	WEAK	DEFAULT	2 EXTI17_RTC_Alarm[...]
69:	0800019d	0 FUNC	WEAK	DEFAULT	2 USART2_IRQHandler
70:	0800019d	0 FUNC	WEAK	DEFAULT	2 I2C2_ER_IRQHandler
71:	0800019d	0 FUNC	WEAK	DEFAULT	2 DMA2_Stream1_IRQ[...]
72:	0800019d	0 FUNC	WEAK	DEFAULT	2 FLASH_IRQHandler
73:	0800019d	0 FUNC	WEAK	DEFAULT	2 DMA2_Stream4_IRQ[...]
74:	0800019d	0 FUNC	WEAK	DEFAULT	2 BusFault_Handler
75:	0800019d	0 FUNC	WEAK	DEFAULT	2 USART1_IRQHandler
76:	0800019d	0 FUNC	WEAK	DEFAULT	2 OTG_FS_IRQHandler
77:	0800019d	0 FUNC	WEAK	DEFAULT	2 SPI3_IRQHandler
78:	0800019d	0 FUNC	WEAK	DEFAULT	2 DMA1_Stream4_IRQ[...]
79:	0800019d	0 FUNC	WEAK	DEFAULT	2 I2C1_ER_IRQHandler
80:	0800019d	0 FUNC	WEAK	DEFAULT	2 DMA2_Stream6_IRQ[...]
81:	0800019d	0 FUNC	WEAK	DEFAULT	2 DMA1_Stream3_IRQ[...]

No version information found in this file.
Attribute Section: aeabi
File Attributes


```
Tag_CPU_name: "Cortex-M4"  
Tag_CPU_arch: v7E-M  
Tag_CPU_arch_profile: Microcontroller  
Tag_THUMB_ISA_use: Thumb-2
```

Let's break this down.

The provided output contains detailed information about an ELF (Executable and Linkable Format) file for an ARM architecture. Let's go through each part of the output and explain it in detail:

ELF Header:

Magic: This indicates the file type and that it is an ELF file.

Class: Specifies that it is an ELF32 (32-bit) file.

Data: Indicates it is stored in little-endian format (least significant byte first).

Version: The version of the ELF format (in this case, version 1, which is the current version).

OS/ABI: Specifies that it is targeting a UNIX System V-based operating system.

ABI Version: The version of the ABI (Application Binary Interface) used (in this case, version 0).

Type: Indicates that it is an EXEC (Executable file).

Machine: Specifies the target architecture (ARM).

Entry point address: The memory address where program execution begins (0x8000194 in this case).

Start of program headers: The offset in the file where the program headers start (52 bytes into the file).

Start of section headers: The offset in the file where the section headers start (69004 bytes into the file).

Flags: Additional information about the file (Version5 EABI, soft-float ABI).

Size of this header: The size of the ELF header in bytes (52 bytes).

Size of program headers: The size of a program header entry in bytes (32 bytes).

Number of program headers: The number of program header entries (2 in this case).

Size of section headers: The size of a section header entry in bytes (40 bytes).

Number of section headers: The number of section header entries (13 in this case).

Section header string table index: The index of the section header string table.

Section Headers:

This section provides information about each section in the ELF file, including the section's name, type, address, offset in the file, size, and other flags. The section headers store details about the various sections present in the file, such as code, data, debugging information, symbol tables, and more.

Program Headers:

This section describes the program segments and their corresponding attributes in the executable. Program headers are used to specify the segments that need to be loaded into memory during program execution. It includes information like segment type, virtual address, physical address, file size, memory size, and alignment.

Section to Segment mapping:

This table shows the mapping between sections and program segments. It indicates which sections are included in each program segment. Segments are used during the loading of the executable into memory.

Symbol table '.symtab':

This section contains entries for symbols present in the binary. Each entry includes information about the symbol's name, type, value (address), size, binding, visibility, and index.

Attribute Section: aeabi:

This section contains attribute information specific to the ARM architecture and follows the ARM EABI (Embedded Application Binary Interface) standard. It includes information about the CPU name, CPU architecture, CPU architecture profile, and the Thumb-2 ISA (Instruction Set Architecture) usage.

Overall, the output provides a comprehensive overview of the ELF file's structure and key information about sections, program headers, symbols, and attributes. This information is essential for the

operating system and linking tools to load and execute the binary correctly.

Finally, we will look at a tool to list symbols in the file.

```
arm-none-eabi-nm main.elf | less
```

```
080001a0 t __start
20000400 B _estack
0800019c W ADC_IRQHandler
0800019c W BusFault_Handler
0800019c W DebugMon_Handler
0800019c T Default_Handler
0800019c W DMA1_Stream0_IRQHandler
0800019c W DMA1_Stream1_IRQHandler
0800019c W DMA1_Stream2_IRQHandler
0800019c W DMA1_Stream3_IRQHandler
0800019c W DMA1_Stream4_IRQHandler
0800019c W DMA1_Stream5_IRQHandler
0800019c W DMA1_Stream6_IRQHandler
0800019c W DMA1_Stream7_IRQHandler
0800019c W DMA2_Stream0_IRQHandler
0800019c W DMA2_Stream1_IRQHandler
0800019c W DMA2_Stream2_IRQHandler
0800019c W DMA2_Stream3_IRQHandler
0800019c W DMA2_Stream4_IRQHandler
0800019c W DMA2_Stream5_IRQHandler
0800019c W DMA2_Stream6_IRQHandler
0800019c W DMA2_Stream7_IRQHandler
0800019c W EXTI0_IRQHandler
0800019c W EXTI1_IRQHandler
0800019c W EXTI15_10_IRQHandler
0800019c W EXTI16_PVD_IRQHandler
0800019c W EXTI17_RTC_Alarm_IRQHandler
0800019c W EXTI18_OTG_FS_WKUP_IRQHandler
0800019c W EXTI2_IRQHandler
0800019c W EXTI22_RTC_WKUP_IRQHandler
0800019c W EXTI3_IRQHandler
0800019c W EXTI4_IRQHandler
0800019c W EXTI9_5_IRQHandler
0800019c W FLASH_IRQHandler
0800019c W HardFault_Handler
0800019c W I2C1_ER_IRQHandler
0800019c W I2C1_EV_IRQHandler
0800019c W I2C2_ER_IRQHandler
0800019c W I2C2_EV_IRQHandler
0800019c W I2C3_ER_IRQHandler
0800019c W I2C3_EV_IRQHandler
08000000 R isr_vector
0800019c W MemManage_Handler
0800019c W NMI_Handler
0800019c W OTG_FS_IRQHandler
0800019c W PendSV_Handler
0800019c W RCC_IRQHandler
08000194 T Reset_Handler
0800019c W SDIO_IRQHandler
0800019c W SPI1_IRQHandler
0800019c W SPI2_IRQHandler
0800019c W SPI3_IRQHandler
0800019c W SPI4_IRQHandler
0800019c W SVC_Handler
0800019c W SysTick_Handler
0800019c W TAMP_STAMP_IRQHandler
0800019c W TIM1_BRK_TIM9_IRQHandler
0800019c W TIM1_CC_IRQHandler
0800019c W TIM1_TRG_COM_TIM11_IRQHandler
0800019c W TIM1_UP_TIM10_IRQHandler
```

```
0800019c W TIM2_IRQHandler
0800019c W TIM3_IRQHandler
0800019c W TIM4_IRQHandler
0800019c W TIM5_IRQHandler
0800019c W UsageFault_Handler
0800019c W USART1_IRQHandler
0800019c W USART2_IRQHandler
0800019c W USART6_IRQHandler
```

Let's break this down.

The provided output represents the symbol table ('.symtab') of an ELF file, which contains information about various symbols present in the binary. Symbols are identifiers used in the code, such as functions, variables, and other program elements. Each symbol has associated attributes, including its name, value (address), size, type, binding, and visibility. Let's go through the output and explain the symbols:

Symbols starting with '080001a0':

't __start': This is a local symbol ('t' stands for 'text') with the name '__start' located at address 0x080001a0. It is typically the entry point of the program.

Symbols starting with '20000400':

'B _estack': This is a global symbol ('B' stands for 'bss') with the name '_estack' located at address 0x20000400. It represents the bottom of the stack (end of memory) in RAM.

Symbols starting with '0800019c':

'W ADC_IRQHandler': This is a weak global symbol ('W' stands for 'weak') with the name 'ADC_IRQHandler' located at address 0x0800019c. It represents an interrupt service routine (ISR) for handling ADC interrupts.

'W BusFault_Handler': This is a weak global symbol representing the Bus Fault Handler ISR.

'W DebugMon_Handler': This is a weak global symbol representing the Debug Monitor Handler ISR.

'T Default_Handler': This is a global symbol ('T' stands for 'text') representing the Default Handler ISR.

'W DMA1_Stream0_IRQHandler' to 'W DMA2_Stream7_IRQHandler': These are weak global symbols representing different DMA Stream ISRs.
Symbol '08000000':

'R isr_vector': This is a global symbol ('R' stands for 'read-only data') representing the start of the interrupt vector table (usually called 'isr_vector') located at address 0x08000000.

Symbols starting with '08000194':

'T Reset_Handler': This is a global symbol ('T' stands for 'text') representing the Reset Handler ISR located at address 0x08000194.

Symbols starting with '0800019c':

'W SysTick_Handler': This is a weak global symbol representing the SysTick Handler ISR.

'W TAMP_STAMP_IRQHandler': This is a weak global symbol representing an ISR for handling Tamper and TimeStamp interrupts.

'W TIM1_BRK_TIM9_IRQHandle' to *'W TIM5_IRQHandler'*: These are weak global symbols representing different TIMx (Timer) ISRs.

Symbols starting with '0800019d':

'W EXTI0_IRQHandler' to *'W EXTI9_5_IRQHandler'*: These are weak global symbols representing different External Interrupt (EXTI) ISRs.

Symbols starting with '0800019c':

'W FLASH_IRQHandler': This is a weak global symbol representing the Flash memory interface ISR.

'W HardFault_Handler': This is a weak global symbol representing the Hard Fault Handler ISR.

Symbols starting with '0800019c':

'W I2C1_ER_IRQHandler' to *'W I2C3_EV_IRQHandler'*: These are weak global symbols representing different I2C ISRs.

Symbols starting with '0800019c':

'W NMI_Handler': This is a weak global symbol representing the Non-Maskable Interrupt (NMI) Handler ISR.

'W OTG_FS_IRQHandler': This is a weak global symbol representing the USB On-The-Go Full-Speed (OTG_FS) ISR.

Symbols starting with '0800019c':

'W PendSV_Handler': This is a weak global symbol representing the Pendable Service (PendSV) Handler ISR.

'W RCC_IRQHandler': This is a weak global symbol representing the Reset and Clock Control (RCC) ISR.

Symbols starting with '0800019c':

'W SDIO_IRQHandler': This is a weak global symbol representing the Secure Digital Input/Output (SDIO) ISR.

'W SPI1_IRQHandler' to *'W SPI4_IRQHandler'*: These are weak global symbols representing different SPI (Serial Peripheral Interface) ISRs.

Symbols starting with '0800019c':

'W SVC_Handler': This is a weak global symbol representing the Supervisor Call (SVC) Handler ISR.

'W TIM1_CC_IRQHandler': This is a weak global symbol representing the Timer 1 Capture/Compare (TIM1_CC) ISR.

Symbols starting with '0800019c':

'W UsageFault_Handler': This is a weak global symbol representing the Usage Fault Handler ISR.

'W USART1_IRQHandler' to *'W USART6_IRQHandler'*: These are weak global symbols representing different USART (Universal Synchronous/Asynchronous Receiver/Transmitter) ISRs.

These symbols represent the various interrupt service routines (ISRs) and handlers defined in the program. Each symbol's type and attributes are essential for the linker and debugger to correctly resolve and manage these symbols during the program's execution.

In our next chapter we will discuss the ARM Cortex-M registers.

Chapter 6: ARM Cortex-M Registers

Today we will begin our examination into the Cortex-M non-peripheral registers.

The Cortex-M has the following non-peripheral registers.

- 17 General-Purpose Registers
- 1 Status Register
- 3 Interrupt Mask Registers

Of the 17 GP registers, R0 to R12 are completely free to work with to hold variable 32-bit data value you want.

In ARM architecture, R13 is known as the Stack Pointer (SP). In the context of Cortex-M processors (which are part of the ARM architecture), it serves a crucial role in managing the stack. The stack is a region of memory used to store information during the execution of a program, especially during function calls and interrupt handling.

Here's how the Stack Pointer (R13) is used and its significance:

Stack Management: The Stack Pointer (SP) is a special register that points to the top of the stack, which is the last address used on the stack. The stack typically grows from higher memory addresses to lower memory addresses. When the stack is empty, the SP points to the highest address of the stack space.

Function Calls: Before a function is called, the caller saves its return address (the address of the instruction following the function call) in the Link Register (LR). Additionally, if the function being called has any local variables or needs to save certain register values across the function call (such as R4-R11), it allocates space on the stack.

Stack Frame: Each function call creates a new "stack frame" on the stack. A stack frame is a block of memory that holds the function's return address, saved registers, and local variables. It helps keep track of the function's execution context.

Nested Function Calls: When a function calls another function (nested function calls), each function gets its own stack frame, allowing multiple instances of the same function to be active simultaneously without interfering with each other's data.

Stack Management During Function Execution: As a function executes, it can push additional data onto the stack or pop data off the stack as needed. For example, when a function makes a local variable, it typically allocates space on the stack, and when that variable goes out of scope (function exits), that space is deallocated.

Stack Pointer Operations: The Stack Pointer (SP) is automatically adjusted by hardware during stack push (store) and pop (load) operations. For example, when a value is pushed onto the stack, the SP is decremented to point to the next available memory location for the next push operation. Similarly, when a value is popped from the stack, the SP is incremented to release that memory location for future use.

In summary, the Stack Pointer (R13) plays a critical role in managing the stack and maintaining the execution context of a program during function calls and interrupt handling. It points to the top of the stack and is automatically adjusted during push and pop operations to allocate and deallocate space for function call information and local variables.

In the ARM architecture, R14 is the Link Register (LR). The Link Register is a core register in the ARM Cortex-M architecture and is essential for managing function calls and returning from subroutines (functions).

The significance of the Link Register (R14) lies in its role during function calls and returning from function calls:

Function Calls: Before a function call is made, the calling function (caller) typically stores its return address in the Link Register (LR). The return address is the memory address of the instruction following the function call instruction. By storing this address in the LR, the processor knows where to return once the called function (callee) completes its execution.

Function Prologue: When a function is called, it sets up its stack frame, which includes saving the current LR value on the stack along with any other relevant register values (e.g., R4-R11) that need to be preserved across the function call. This allows the called function to have its own local variables and not interfere with the caller's variables.

Returning from Function Calls: When the called function completes its execution, it uses the LR value stored in the stack frame to return control to the calling function. The processor loads the LR value

from the stack and jumps to the address stored in it, effectively resuming the execution of the calling function at the point just after the function call.

Efficient Subroutine Calls: The use of the LR as the return address allows for efficient subroutine calls, as it avoids the need to explicitly push the return address onto the stack before calling a function and then pop it back off afterward. This is particularly beneficial for embedded systems with limited resources like the STM32F401CCU6.

Nested Function Calls: In case of nested function calls (function A calls function B, which calls function C, and so on), the LR helps in maintaining the call chain. Each function call stores its return address in its respective LR, allowing for proper return flow when each function completes its execution.

Interrupt Handling: The LR is also crucial during interrupt handling. When an interrupt occurs, the processor automatically saves the current LR value onto the stack before jumping to the interrupt service routine (ISR). After the ISR completes its execution, it loads the LR value from the stack to return to the interrupted program flow.

In summary, the Link Register (R14) is a vital register in the STM32F401CCU6 microcontroller's ARM Cortex-M core. It facilitates function calls and returns, allowing for efficient subroutine calls and proper management of nested function calls and interrupt handling. Its use is critical for maintaining the execution flow and context in the system.

In the ARM architecture, R15 is the Program Counter (PC). The Program Counter is a core register in the ARM Cortex-M architecture, and its significance lies in its role in keeping track of the currently executing instruction and managing the program flow.

Here's the significance of the Program Counter (R15) in the STM32F401CCU6:

Instruction Fetch: The PC holds the memory address of the next instruction to be fetched and executed by the processor. During the fetch-execute cycle, the PC is used to fetch the instruction from memory, and after executing that instruction, the PC is automatically updated to point to the next instruction in memory.

Sequential Execution: As the name suggests, the Program Counter maintains the sequence of instruction execution. It ensures that the processor follows the correct order of instructions specified in the program, executing them one after the other.

Branch and Jump Instructions: When the processor encounters branch or jump instructions (e.g., B, BL, BX, BLX), the PC is modified to point to the target address specified by these instructions. This allows the processor to change the normal sequential flow of the program and jump to different parts of the code based on specific conditions or function calls.

Subroutine Calls and Returns: The PC plays a crucial role during subroutine calls and returns. When a subroutine is called (using BL or BLX), the PC is saved in the Link Register (LR), and the PC is then updated to the address of the subroutine. After the subroutine completes its execution, the PC is restored from the LR to resume execution at the instruction following the subroutine call (BL or BLX).

Interrupt Handling: During interrupt handling, the PC is automatically saved by the processor onto the stack when an interrupt occurs. This allows the processor to return to the interrupted program flow after handling the interrupt by restoring the PC from the stack.

Exception Handling: In addition to regular interrupts, the PC is also used in exception handling for various events such as faults, aborts, and system calls. The processor saves the PC onto the stack during exception entry and restores it during exception exit to resume normal program flow.

In summary, the Program Counter (R15) in the STM32F401CCU6 is fundamental for managing the program flow and instruction execution. It keeps track of the next instruction to be executed, allows for branching and jumping to different parts of the code, facilitates subroutine calls and returns, and plays a vital role during interrupt and exception handling. The correct operation of the Program Counter is essential for the proper execution of the program and overall system functionality.

In the ARM Cortex-M4 processor, including the STM32F401CCU6, the Program Status Register (PSR) contains important status and control information about the processor's current execution state. The PSR consists of three main fields:

APSR (Application Program Status Register): This field contains various application program status flags, including the zero flag (Z), the negative flag (N), the carry flag (C), the overflow flag (V), and the Q flag (for saturation arithmetic).

IPSR (Interrupt Program Status Register): This field indicates the exception number of the currently executing exception (interrupt or fault). In thumb mode, the IPSR is part of the PSR (XPSR) and indicates the current active exception number.

EPSR (Execution Program Status Register): This field holds execution status flags such as the Thumb bit (T), the stack pointer selection bit (SPSEL), and the floating-point extension enable bit (FPCA).

For the specific STM32F401CCU6, we'll focus on the APSR and some relevant bits in the EPSR:

APSR (Application Program Status Register):

N (Negative) Flag (Bit 31): Set when the result of an operation is negative. For example, after a subtraction where the result is less than zero.

Z (Zero) Flag (Bit 30): Set when the result of an operation is zero. For example, after a subtraction where the result is equal to zero.

C (Carry) Flag (Bit 29): Set when there is a carry or borrow out of the most significant bit in arithmetic and logical operations, such as addition or subtraction.

V (Overflow) Flag (Bit 28): Set when a signed arithmetic operation results in overflow or underflow, indicating that the result does not fit within the available bits.

Q (Saturation) Flag (Bit 27): Set when saturation arithmetic is enabled (optional in ARM Cortex-M4) and an arithmetic operation results in saturation.

EPSR (Execution Program Status Register):

T (Thumb Bit) (Bit 24): Set when the processor is in Thumb state. In the STM32F401CCU6, the processor operates mainly in Thumb state, which allows for more compact code and better power efficiency compared to ARM state.

SPSEL (Stack Pointer Select) Bit (Bit 1): Set to 0 when the main stack pointer (MSP) is selected and set to 1 when the process stack pointer (PSP) is selected. The processor can switch between these two stack pointers for different execution contexts.

FPCA (Floating-Point Context Active) Bit (Bit 2): Set to 0 when the Floating-Point Unit (FPU) context is not active and set to 1 when an FPU context is active. This bit indicates whether floating-point instructions can be executed.

These status flags are critical for conditional branching and controlling the flow of the program based on the results of arithmetic and logical operations. They also play a role in exception handling and debugging by providing information about the processor's current state.

Keep in mind that some features, such as the FPU and saturation arithmetic, are optional in the Cortex-M4 architecture and may not be present in all implementations, including the STM32F401CCU6. The specific implementation details can be found in the device's technical reference manual or datasheet.

In ARM assembly language, MRS stands for "Move from Special Register." It is an instruction used to read the value of a special register in the ARM Cortex-M processor. Special registers in the Cortex-M architecture are typically system control registers, status registers, or configuration registers that control various aspects of the processor's behavior or provide information about its current state.

The MRS instruction allows you to transfer the contents of a special register to a general-purpose register, where you can then perform further operations or use the value as needed in your program. The general syntax of the MRS instruction is as follows:

```
MRS <Rd>, <special_register>
```

Here, <Rd> is the destination general-purpose register where the value of the special register will be stored, and <special_register> represents the name of the special register you want to read.

For example, let's say you want to read the value of the APSR (Application Program Status Register) into R0. The instruction would look like this:

```
MRS R0, APSR
```

Similarly, you can read other special registers like IPSR (Interrupt Program Status Register), xPSR (Combined Program Status Register), MSP (Main Stack Pointer), PSP (Process Stack Pointer), and more.

It's important to note that accessing certain special registers might require privileged execution mode, and some registers may not be directly accessible in unprivileged mode. If the instruction is executed in unprivileged mode and the special register is not accessible, the behavior of the MRS instruction might result in an undefined operation or raise an exception.

To use special registers effectively, especially those related to system control and configuration, it's crucial to refer to the processor's reference manual or technical documentation to understand their purpose, accessibility, and potential side effects. Additionally, the availability and names of specific special registers may vary depending on the specific ARM Cortex-M processor variant being used.

In ARM assembly language, MSR stands for "Move to Special Register." It is an instruction used to write a value into a special register in the ARM Cortex-M processor. Special registers in the Cortex-M architecture are typically system control registers, status registers, or configuration registers that control various aspects of the processor's behavior or provide information about its current state.

The MSR instruction allows you to set the value of a special register using a value from a general-purpose register or an immediate value. The general syntax of the MSR instruction is as follows:

```
MSR <special_register>, <Rn>
```

Here, <special_register> represents the name of the special register you want to write to, and <Rn> is the source general-purpose register containing the value you want to write into the special register.

Alternatively, you can use an immediate value as the source to directly set the value of the special register. In this case, the syntax would be:

```
MSR <special_register>, #<immediate_value>
```

Here, <special_register> represents the name of the special register you want to write to, and <immediate_value> is the immediate value you want to set in the special register.

For example, if you want to set the value of the CONTROL register with the value in R0, the instruction would look like this:

```
MSR CONTROL, R0
```

Similarly, you can directly set the value of some special registers using an immediate value. For example, to set the PRIMASK (Priority Mask) register to 1, you can use:

```
MSR PRIMASK, #1
```

It's important to note that accessing certain special registers might require privileged execution mode, and some registers may not be directly writable in unprivileged mode. If the instruction is executed in unprivileged mode and the special register is not writable, the behavior of the MSR instruction might result in an undefined operation or raise an exception.

To use MSR effectively and safely, especially for system control and configuration, it's crucial to refer to the processor's reference manual or technical documentation to understand their purpose, accessibility, and potential side effects. Additionally, the availability and names of specific special registers may vary depending on the specific ARM Cortex-M processor variant being used.

In our next chapter we will discuss the ARM Thumb2 instruction set.

Chapter 7: ARM Thumb2 Instruction Set

Today we will begin our examination into the ARM Thumb2 instruction set.

The ARM Cortex-M4 processor used in the STM32F401CCU6 microcontroller implements the ARMv7-M architecture, which includes the Thumb-2 instruction set. Thumb-2 is a compact 16-bit and 32-bit mixed instruction set that combines the benefits of both the 16-bit Thumb instructions and the 32-bit ARM instructions. It allows for more code density and improved performance compared to the older Thumb and ARM instruction sets.

The Thumb-2 instruction set includes various types of instructions, and I'll explain some of the key categories and examples below:

Data Processing Instructions:

Add, Subtract, Multiply, and other arithmetic operations:

ADD Rd, Rn, Operand2: Adds the value in Rn to Operand2 and stores the result in Rd.

SUB Rd, Rn, Operand2: Subtracts the value in Operand2 from Rn and stores the result in Rd.

MUL Rd, Rn, Rm: Multiplies the values in Rn and Rm and stores the result in Rd.

Load and Store Instructions:

Load a value from memory into a register:

LDR Rd, [Rn, Offset]: Loads the value from memory at address Rn + Offset into Rd.

Store a value from a register into memory:

STR Rd, [Rn, Offset]: Stores the value from Rd into memory at address Rn + Offset.

Branch Instructions:

Unconditional branch:

B Label: Jumps to the instruction at Label.

Conditional branch:

BEQ/BNE/BGT/BLT, etc.: Branches to the Label if the specified condition is met.

Control Flow Instructions:

Subroutine Call:

BL Label: Calls the subroutine at Label and saves the return address in the link register (LR).

Return from Subroutine:

BX LR: Branches to the address stored in the link register, effectively returning from a subroutine.

Bit Manipulation Instructions:

Set and Clear individual bits:

BSET/BCLR: Sets or clears a specific bit in a register.

Shift and Rotate Instructions:

Shift or rotate the bits in a register:

LSL/LSR/ASR/ROR: Logical Shift Left/Right, Arithmetic Shift Right, Rotate Right.

Stack Instructions:

Push and Pop values from the stack:

PUSH: Pushes multiple registers onto the stack.

POP: Pops multiple registers from the stack.

These are just some examples of the Thumb-2 instructions available in the Cortex-M4 architecture. The Thumb-2 instruction set is designed to be efficient, enabling a good balance between code size and performance, which is especially crucial in microcontroller applications with limited resources.

The STM32F401CCU6 microcontroller's reference manual and Cortex-M4 Technical Reference Manual provide comprehensive information on the Thumb-2 instruction set and other architecture-specific details.

Directives are instructions used in assembly language programming to provide additional information to the assembler or linker. They don't represent machine instructions executed by the CPU; instead, they control how the assembler generates the machine code or how the

linker organizes the final executable code. These directives are specific to the assembler being used and may vary between different architectures and toolchains. Below are explanations of some commonly used directives:

.space:

Syntax: `.space size`

Description: Reserves a block of memory of the specified size (in bytes) without initializing it. The memory is typically filled with zeros or left uninitialized, depending on the assembler and target architecture. This directive is useful for reserving space for variables or buffers.

.word:

Syntax: `.word value1, value2, ...`

Description: Initializes memory with a sequence of 32-bit (4-byte) values. Each value listed after the `.word` directive is stored consecutively in memory. For example, `.word 10, 20, 30` would store the values 10, 20, and 30 in consecutive memory locations.

.section:

Syntax: `.section section_name [, "flags"]`

Description: Specifies a section or segment for the following code or data. A section is a logical unit used for grouping related code or data together. The optional "flags" argument can be used to provide additional information about the section, such as its permissions, alignment, etc.

.global or .globl:

Syntax: `.global symbol` or `.globl symbol`

Description: Declares a symbol as global, meaning it can be accessed from other source files or object files. This is necessary when you want to use a symbol defined in one source file in another source file.

.equ:

Syntax: `.equ symbol, expression`

Description: Defines a symbol with a constant value. The value of the symbol is computed based on the provided expression. For example, `.equ my_constant, 42` would define the symbol `my_constant` with the value 42.

.align:

Syntax: `.align alignment`

Description: Adjusts the alignment of the following code or data to the specified value. The alignment value should be a power of 2, and

the assembler inserts padding bytes, if necessary, to ensure that the next address is aligned correctly.

.text, .data, .bss, .rodata, etc.:

These are section names used to specify the type of data or code that follows. For example, .text is used for executable code, .data for initialized data, .bss for uninitialized data, and .rodata for read-only data.

It's important to note that the specific directives and their syntax may vary depending on the assembler and target architecture being used. The examples provided above are generic and may not represent the exact syntax used in a specific assembly language or toolchain. Therefore, it's essential to refer to the documentation of the assembler and the specific target architecture for accurate and up-to-date information.

In our next chapter we will discuss load & store instructions.

Chapter 8: Load & Store Instructions

Now the fun begins as we get to dive back into coding!

Let's get our project setup below and copy over our template.

```
cd stm32f401ccu6-projects
mkdir 0x0002-load_and_store_instructions
cd 0x0002-load_and_store_instructions
cp ../0x0001-template/main.s .
cp ../0x0001-template/stm32f401ccux.ld .
```

In ARM assembly language, the LDR (Load Register) and STR (Store Register) instructions are used to load data from memory into a register and store data from a register into memory, respectively. These instructions are fundamental for accessing data in memory and are essential for various tasks in programming, such as reading and writing variables, arrays, and structures.

LDR (Load Register):

Syntax: LDR Rd, [Rn, #Offset]

Description: The LDR instruction loads a 32-bit word from memory into a register. The address to load from is computed as the sum of the base register Rn and the immediate offset Offset. The result is stored in the destination register Rd.

Example:

```
LDR R1, [R0, #4]
```

This instruction loads a 32-bit word from the memory address stored in R0 + 4 bytes into register R1.

Note: On the Cortex-M4, the Offset must be a multiple of 4, as it deals with 32-bit words.

STR (Store Register):

Syntax: STR Rd, [Rn, #Offset]

Description: The STR instruction stores the contents of a register into memory. The address to store into is computed as the sum of the base register Rn and the immediate offset Offset. The data in the source register Rd is stored in memory.

Example:

```
STR R1, [R0, #8]
```

This instruction stores the contents of register R1 into the memory address stored in R0 + 8 bytes.

Note: On the Cortex-M4, the Offset must be a multiple of 4, as it deals with 32-bit words.

LDR and STR with Immediate Offset:

Both LDR and STR instructions can use an immediate offset (positive or negative) to access memory locations relative to the base register.

Example:

```
LDR R2, [R3, #12]
```

This instruction loads a 32-bit word from the memory address stored in R3 + 12 bytes into register R2.

```
STR R4, [R5, #-16]
```

This instruction stores the contents of register R4 into the memory address stored in R5 - 16 bytes.

LDR and STR with Register Offset:

The LDR and STR instructions can also use a register as an offset to access memory locations.

Example:

```
LDR R6, [R7, R8]
```

This instruction loads a 32-bit word from the memory address stored in R7 + the value stored in R8 into register R6.

```
STR R9, [R10, -R11]
```

This instruction stores the contents of register R9 into the memory address stored in R10 - the value stored in R11.

These instructions are essential for data manipulation and memory access in ARM assembly language programming. It's important to ensure that memory addresses are correctly calculated and aligned, especially on the Cortex-M4 architecture, which requires 32-bit word alignment. Also, pay attention to the source and destination registers to avoid overwriting critical data during memory operations.

Let's edit `main.s` and if you are unfamiliar with VIM please watch this video. <https://youtu.be/ggSyF1SVFr4>

```

/**
 * FILE: main.s
 *
 * DESCRIPTION:
 * This file contains the assembly code for a simple load and store firmware
 * example utilizing the STM32F401CC6 microcontroller.
 *
 * AUTHOR: Kevin Thomas
 * CREATION DATE: July 21, 2023
 * UPDATE Date: July 21, 2023
 *
 * ASSEMBLE AND LINK w/ SYMBOLS:
 * 1. arm-none-eabi-as -g main.s -o main.o
 * 2. arm-none-eabi-ld main.o -o main.elf -T stm32f401ccux.ld
 * 3. openocd -f interface/stlink-v2.cfg -f target/stm32f4x.cfg -c "program main.elf verify reset exit"
 * ASSEMBLE AND LINK w/o SYMBOLS:
 * 1. arm-none-eabi-as -g main.s -o main.o
 * 2. arm-none-eabi-ld main.o -o main.elf -T stm32f401ccux.ld
 * 3. arm-none-eabi-objcopy -O binary --strip-all main.elf main.bin
 * 3. openocd -f interface/stlink-v2.cfg -f target/stm32f4x.cfg -c "program main.bin verify reset exit"
 * DEBUG w/ SYMBOLS:
 * 1. openocd -f interface/stlink-v2.cfg -f target/stm32f4x.cfg
 * 2. arm-none-eabi-gdb main.elf
 * 3. target remote :3333
 * 4. monitor reset halt
 * 5. l
 * DEBUG w/o SYMBOLS:
 * 1. openocd -f interface/stlink-v2.cfg -f target/stm32f4x.cfg
 * 2. arm-none-eabi-gdb main.bin
 * 3. target remote :3333
 * 4. monitor reset halt
 * 5. x/8i $pc
 */

.syntax unified
.cpu cortex-m4
.thumb

/**
 * Provide weak aliases for each Exception handler to the Default_Handler.
 * As they are weak aliases, any function with the same name will override
 * this definition.
 */
.macro weak name
.global \name
.weak \name
.thumb_set \name, Default_Handler
.word \name
.endm

/**
 * The STM32F401CCUX vector table. Note that the proper constructs
 * must be placed on this to ensure that it ends up at physical address
 * 0x0000.0000.
 */
.global isr_vector
.section .isr_vector, "a"
.type isr_vector, %object
isr_vector:
.word _estack
.word Reset_Handler
.weak NMI_Handler
.weak HardFault_Handler
.weak MemManage_Handler
.weak BusFault_Handler
.weak UsageFault_Handler
.word 0
.word 0
.word 0
.word 0
.weak SVC_Handler
.weak DebugMon_Handler
.word 0
.weak PendSV_Handler
.weak SysTick_Handler
.word 0
.weak EXTI16_PVD_IRQHandler // EXTI Line 16 interrupt /PVD through EXTI line detection interrupt
.weak TAMP_STAMP_IRQHandler // Tamper and TimeStamp interrupts through the EXTI line
.weak EXTI22_RTC_WKUP_IRQHandler // EXTI Line 22 interrupt /RTC Wakeup interrupt through the EXTI line
.weak FLASH_IRQHandler // FLASH global interrupt
.weak RCC_IRQHandler // RCC global interrupt
.weak EXTI0_IRQHandler // EXTI Line0 interrupt
.weak EXTI1_IRQHandler // EXTI Line1 interrupt
.weak EXTI2_IRQHandler // EXTI Line2 interrupt
.weak EXTI3_IRQHandler // EXTI Line3 interrupt
.weak EXTI4_IRQHandler // EXTI Line4 interrupt
.weak DMA1_Stream0_IRQHandler // DMA1 Stream0 global interrupt
.weak DMA1_Stream1_IRQHandler // DMA1 Stream1 global interrupt
.weak DMA1_Stream2_IRQHandler // DMA1 Stream2 global interrupt
.weak DMA1_Stream3_IRQHandler // DMA1 Stream3 global interrupt
.weak DMA1_Stream4_IRQHandler // DMA1 Stream4 global interrupt
.weak DMA1_Stream5_IRQHandler // DMA1 Stream5 global interrupt
.weak DMA1_Stream6_IRQHandler // DMA1 Stream6 global interrupt

```

```

weak ADC_IRQHandler // ADC1 global interrupt
.word 0 // Reserved
.word 0 // Reserved
.word 0 // Reserved
.word 0 // Reserved
weak EXTI9_5_IRQHandler // EXTI Line[9:5] interrupts
weak TIM1_BRK_TIM9_IRQHandler // TIM1 Break interrupt and TIM9 global interrupt
weak TIM1_UP_TIM10_IRQHandler // TIM1 Update interrupt and TIM10 global interrupt
weak TIM1_TRG_COM_TIM11_IRQHandler // TIM1 Trigger and Commutation interrupts and TIM11 global interrupt
weak TIM1_CC_IRQHandler // TIM1 Capture Compare interrupt
weak TIM2_IRQHandler // TIM2 global interrupt
weak TIM3_IRQHandler // TIM3 global interrupt
weak TIM4_IRQHandler // TIM4 global interrupt
weak I2C1_EV_IRQHandler // I2C1 event interrupt
weak I2C1_ER_IRQHandler // I2C1 error interrupt
weak I2C2_EV_IRQHandler // I2C2 event interrupt
weak I2C2_ER_IRQHandler // I2C2 error interrupt
weak SPI1_IRQHandler // SPI1 global interrupt
weak SPI2_IRQHandler // SPI2 global interrupt
weak USART1_IRQHandler // USART1 global interrupt
weak USART2_IRQHandler // USART2 global interrupt
.word 0 // Reserved
weak EXTI15_10_IRQHandler // EXTI Line[15:10] interrupts
weak EXTI17_RTC_Alarm_IRQHandler // EXTI Line 17 interrupt / RTC Alarms (A and B) through EXTI line interrupt
weak EXTI18_OTG_FS_WKUP_IRQHandler // EXTI Line 18 interrupt / USBUS OTG FS Wakeup through EXTI line interrupt
.word 0 // Reserved
.word 0 // Reserved
.word 0 // Reserved
.word 0 // Reserved
weak DMA1_Stream7_IRQHandler // DMA1 Stream7 global interrupt
.word 0 // Reserved
weak SDIO_IRQHandler // SDIO global interrupt
weak TIM5_IRQHandler // TIM5 global interrupt
weak SPI3_IRQHandler // SPI3 global interrupt
.word 0 // Reserved
.word 0 // Reserved
.word 0 // Reserved
.word 0 // Reserved
weak DMA2_Stream0_IRQHandler // DMA2 Stream0 global interrupt
weak DMA2_Stream1_IRQHandler // DMA2 Stream1 global interrupt
weak DMA2_Stream2_IRQHandler // DMA2 Stream2 global interrupt
weak DMA2_Stream3_IRQHandler // DMA2 Stream3 global interrupt
weak DMA2_Stream4_IRQHandler // DMA2 Stream4 global interrupt
.word 0 // Reserved
.word 0 // Reserved
.word 0 // Reserved
.word 0 // Reserved
.word 0 // Reserved
.word 0 // Reserved
weak OTG_FS_IRQHandler // USB On The Go FS global interrupt
weak DMA2_Stream5_IRQHandler // DMA2 Stream5 global interrupt
weak DMA2_Stream6_IRQHandler // DMA2 Stream6 global interrupt
weak DMA2_Stream7_IRQHandler // DMA2 Stream7 global interrupt
weak USART6_IRQHandler // USART6 global interrupt
weak I2C3_EV_IRQHandler // I2C3 event interrupt
weak I2C3_ER_IRQHandler // I2C3 error interrupt
.word 0 // Reserved
.word 0 // Reserved
.word 0 // Reserved
.word 0 // Reserved
.word 0 // Reserved
.word 0 // Reserved
.word 0 // Reserved
.word 0 // Reserved
.word 0 // Reserved
.word 0 // Reserved
weak SPI4_IRQHandler // SPI4 global interrupt

.section .text

/**
 * @brief This code is called when processor starts execution.
 *
 * This is the code that gets called when the processor first
 * starts execution following a reset event. Only the absolutely
 * necessary set is performed, after which the application
 * supplied main() routine is called.
 * @param None
 * @retval None
 */
.type Reset_Handler, %function
.global Reset_Handler
Reset_Handler:
    LDR R0, =_estack
    MOV SP, R0
    BL __start

/**
 * @brief This code is called when the processor receives and unexpected interrupt.
 *
 * This is the code that gets called when the processor receives an
 * unexpected interrupt. This simply enters an infinite loop, preserving
 * the system state for examination by a debugger.

```

```

*
* @param None
* @retval None
*/
.type Default_Handler, %function
.global Default_Handler
Default_Handler:
    BKPT
    B.N Default_Handler

/**
* @brief Entry point for initialization and setup of specific functions.
*
* This function is the entry point for initializing and setting up specific functions.
* It calls other functions to enable certain features and then enters a loop for further execution.
*
* @param None
* @retval None
*/
.type __start, %function
__start:
    LDR R0, =0x40023830          // load address of RCC_AHB1ENR register
    LDR R1, [R0]                // load value inside RCC_AHB1ENR register
    ORR R1, #(1<<0)             // set the GPIOAEN bit
    STR R1, [R0]                // store value into RCC_AHB1ENR register
    B .                          // branch infinite loop

```

The above contains the entire code of the firmware. What we are most interested in is what gets executed in the `__start` function.

Let's explain what is going on by first assembling then linking and finally flashing to our MCU.

```
arm-none-eabi-as -g main.s -o main.o
```

```
arm-none-eabi-ld main.o -o main.elf -T stm32f401ccux.ld
```

```
openocd -f interface/stlink-v2.cfg -f target/stm32f4x.cfg -c "program main.elf verify reset exit"
```

Now let's fire up our debugger to peek inside!

Terminal 1:

```
openocd -f interface/stlink-v2.cfg -f target/stm32f4x.cfg
```

Terminal 2:

```
arm-none-eabi-gdb main.elf
```

```
target remote :3333
```

```
monitor reset halt
```

Now that we are inside the firmware, let's set a breakpoint on our `__start` function which is what is directly executed after the `Reset_Handler`. Let's continue and disassemble.

```

(gdb) b __start
Breakpoint 1 at 0x80001a0: file main.s, line 208.
Note: automatically using hardware breakpoints for read-only addresses.
(gdb) c
Continuing.

```

```

Breakpoint 1, __start () at main.s:208
208      LDR R0, =0x40023830          // load address of RCC_AHB1ENR register
(gdb) disas

```

```

Dump of assembler code for function __start:
=> 0x080001a0 <+0>:    ldr    r0, [pc, #12]    ; (0x80001b0 <__start+16>)
0x080001a2 <+2>:    ldr    r1, [r0, #0]
0x080001a4 <+4>:    orr.w  r1, r1, #1
0x080001a8 <+8>:    str    r1, [r0, #0]
0x080001aa <+10>:   b.n    0x80001aa <__start+10>
0x080001ac <+12>:   lsls   r0, r0, #16
0x080001ae <+14>:   movs   r0, #0
0x080001b0 <+16>:   subs   r0, #48 ; 0x30
0x080001b2 <+18>:   ands   r2, r0
End of assembler dump.

```

The first thing we notice is our code is currently about to execute 0x080001a0 as you see the => before the address.

The ARM assembly instruction `ldr r0, [pc, #12]` is used to load a word (32-bit value) from memory into register `r0`. Let's break down the instruction step by step:

ldr: This is the mnemonic for the Load (LDR) instruction. It is used to load a value from memory into a register.

r0: This is the destination register where the value will be loaded. In this case, the value from memory will be loaded into register `r0`.

[pc, #12]: This is the memory address from where the value will be loaded. The square brackets `[]` indicate that it's an indirect memory access. `pc` stands for the Program Counter, which points to the current instruction address. `#12` is an immediate offset value, meaning it is a constant value that is added to the `pc` to calculate the memory address.

To understand how this instruction works, you need to consider the addressing mode and the memory layout of the ARM processor.

Addressing Mode:

In this instruction, the addressing mode used is `[pc, #12]`, which is known as PC-relative addressing mode. It allows you to access data in memory relative to the current instruction address (PC).

Memory Layout (Little-Endian):

In ARM processors, data is stored in memory in little-endian format. This means that the least significant byte of a word is stored at the lower memory address, and the most significant byte is stored at the higher memory address.

Explanation of the Instruction:

The instruction `ldr r0, [pc, #12]` is executed.

The value of the Program Counter (PC) is determined, which points to the address of the current instruction.

An offset of 12 bytes is added to the PC to calculate the memory address from which the word will be loaded.

The word value (32 bits) located at the calculated memory address is loaded into register r0.

Assuming that the current instruction's address (PC) is 0x08001234, the memory address accessed by this instruction would be 0x08001234 + 12 = 0x08001240.

For example, if the memory at address 0x08001240 contains the value 0xABCD1234, then the ldr r0, [pc, #12] instruction will load 0xABCD1234 into register r0.

Note: The actual memory address accessed by the instruction depends on the current PC and the value of the offset (#12). The offset value can be positive or negative, depending on the instruction's location relative to the data being accessed.

Let's first see what value is inside R0.

```
(gdb) i r r0
r0                0x20000400          536871936
```

We see 0x20000400 in hex. We need to remember that in the Reset_Handler, we in fact move the value of _estack into R0 so that is where this value is coming from.

Let's si once and see what happens to R0 once we execute the LDR instruction.

```
(gdb) si
209          LDR    R1, [R0]                // load value inside RCC_AHB1ENR register
(gdb) i r r0
r0                0x40023830          1073887280
```

We see that R0 now holds the address of 0x40023830.

If we do another disassembly we can see that our PC moved up to the next instruction and we will see a new line => being pointed to.

```
(gdb) disas
Dump of assembler code for function __start:
0x080001a0 <+0>:    ldr    r0, [pc, #12]    ; (0x08001b0 <__start+16>)
=> 0x080001a2 <+2>:    ldr    r1, [r0, #0]
0x080001a4 <+4>:    orr.w  r1, r1, #1
0x080001a8 <+8>:    str    r1, [r0, #0]
0x080001aa <+10>:   b.n    0x80001aa <__start+10>
0x080001ac <+12>:   lsls   r0, r0, #16
0x080001ae <+14>:   movs   r0, #0
0x080001b0 <+16>:   subs   r0, #48 ; 0x30
0x080001b2 <+18>:   ands   r2, r0
End of assembler dump.
```

We are about to execute the next instruction. We see that whatever is inside R0 with an offset of 0 will be placed into R1. Keep in mind, we know that R0 holds a memory address however when we use [] this will take the value inside the memory address and then store that into R1. Let's examine!

```
(gdb) si
210      ORR R1, #(1<<0)           // set the GPIOAEN bit
(gdb) i r r1
r1      0x00                     0
```

So it is clear that the initial value inside the memory address of 0x40023830 is 0x00.

The very next instruction is the ORR instruction to which we are going to set the 0 bit, as there are 32 total bits in this register starting from 0 and ending on 31, to 1.

Currently we know that the value is 0x00 in hex or 0x00000000000000000000000000000000 in binary.

We use ORR to set that 0th bit to 1 without disturbing any other bit status as our debug shows orr.w r1, r1, #1 which is the same thing as our code which is ORR R1, #(1<<0). Lets take a moment and understand what is going on here.

Let's break down the ARM assembly instruction ORR R1, #(1<<0) step by step:

ORR: This is the mnemonic for the ORR (OR with immediate) instruction. It performs a bitwise OR operation between the contents of a register and an immediate value (constant) and stores the result in the destination register.

R1: This is the destination register. The result of the OR operation will be stored in register R1.

#(1<<0): This is the immediate value being used as the second operand in the ORR instruction. (1<<0) means 1 is left-shifted 0 bits, which essentially means the immediate value is 1. In other words, it's the binary number 00000001.

Now let's understand the operation:

The ORR instruction performs a bitwise OR operation between the contents of register R1 (the destination register) and the immediate value 1.

The bitwise OR operation takes two binary numbers and produces a result where each bit in the result is 1 if at least one of the corresponding bits in the two input numbers is 1. Otherwise, the bit in the result is 0.

Let's consider the binary representation of the initial value in register R1 (before the OR operation) and the immediate value 1:

```
R1: 00000000 00000000 00000000 00000000
1:  00000000 00000000 00000000 00000001
```

Performing the bitwise OR operation:

```
Result: 00000000 00000000 00000000 00000001
```

The result of the OR operation is 1 (binary 00000001).

Finally, the value 1 is stored back in register R1.

So, after executing `ORR R1, #(1<<0)`, register R1 will contain the value 1.

This operation is commonly used in embedded systems programming to set specific bits in a register or a memory-mapped hardware control register. By using the ORR instruction with specific immediate values, you can set individual bits in a register to enable or disable specific functionalities or configurations.

Let's disassemble and prove this.

```
(gdb) si
211      STR    R1, [R0]                                // store value into RCC_AHB1ENR register
(gdb) i r r1
r1      0x1      1
```

Now we are going to take our value in R1 which is 0x01 and store that into the value that is stored in R0.

```
(gdb) si
212      B      .                                        // branch infinite loop
(gdb) i r r0
r0      0x40023830    1073887280
(gdb) x/x $r0
0x40023830:    0x00000001
```

The `x/x $r0` means, tell me the value inside the address which R0 points to and in this case it is 0x01.

Now we know that 0x40023830 is one of our peripheral addresses that communicates over the system bus. We can also examine that the value at this address has in fact been changed.

```
(gdb) x/x 0x40023830
0x40023830: 0x00000001
```

As you are hopefully starting to see is that you have ABSOLUTE domain over this MCU as there is NOTHING that we are not covering or not understanding.

Software abstractions are necessary in rapid development however are a cancer for TRULY understanding what is ACTUALLY going on under the hood and therefore the reason why I spend years writing free books to help educate and teach the realities of how things work especially when we are under attack from every thing cyber!

Getting off my soapbox, we can also literally set values within the peripheral registers directly!

Imagine we have a debug session into a foreign IoT device and this address controls the GPIOA access to the clock such that if we disable it, it will render all GPIOA instructions useless and will NOT cause an error!

IMAGINE THE POWER YOU HAVE WITH THIS KNOWLEDGE! You could disable a warning light, LED or anything for that matter.

Lets prove this!

We know 0x40023830 currently has the value 0x01.

```
(gdb) x/x 0x40023830
0x40023830: 0x00000001
```

Let's hack this live!

```
(gdb) set *(0x40023830) = 0x00
```

Now the moment of truth!

```
(gdb) x/x 0x40023830
0x40023830: 0x00000000
```

WOOHOO! We did it! In addition no one would be the wiser!

At this point I would highly encourage you to research Stuxnet if you have not already ;)

These skills that you are learning will help protect and manipulate IoT devices in the wild and this skill is ESSENTIAL to our survival!

In our next lesson we will learn about constants and literal values.

Chapter 9: Constants & Literal Values

Let's talk about constants and literals.

Let's get our project setup below and copy over our template.

```
cd stm32f401ccu6-projects
mkdir 0x0003-constants_and_literal_values
cd 0x0003-constants_and_literal_values
cp ../0x0001-template/main.s .
cp ../0x0001-template/stm32f401ccux.ld .
```

Let's edit **main.s** and code it up.

```
/**
 * FILE: main.s
 *
 * DESCRIPTION:
 * This file contains the assembly code for a simple load and store firmware
 * example utilizing the STM32F401CC6 microcontroller.
 *
 * AUTHOR: Kevin Thomas
 * CREATION DATE: July 21, 2023
 * UPDATE Date: July 21, 2023
 *
 * ASSEMBLE AND LINK w/ SYMBOLS:
 * 1. arm-none-eabi-as -g main.s -o main.o
 * 2. arm-none-eabi-ld main.o -o main.elf -T stm32f401ccux.ld
 * 3. openocd -f interface/stlink-v2.cfg -f target/stm32f4x.cfg -c "program main.elf verify reset exit"
 * ASSEMBLE AND LINK w/o SYMBOLS:
 * 1. arm-none-eabi-as -g main.s -o main.o
 * 2. arm-none-eabi-ld main.o -o main.elf -T stm32f401ccux.ld
 * 3. arm-none-eabi-objcopy -O binary --strip-all main.elf main.bin
 * 3. openocd -f interface/stlink-v2.cfg -f target/stm32f4x.cfg -c "program main.bin verify reset exit"
 * DEBUG w/ SYMBOLS:
 * 1. openocd -f interface/stlink-v2.cfg -f target/stm32f4x.cfg
 * 2. arm-none-eabi-gdb main.elf
 * 3. target remote :3333
 * 4. monitor reset halt
 * 5. l
 * DEBUG w/o SYMBOLS:
 * 1. openocd -f interface/stlink-v2.cfg -f target/stm32f4x.cfg
 * 2. arm-none-eabi-gdb main.bin
 * 3. target remote :3333
 * 4. monitor reset halt
 * 5. x/8i $pc
 */

.syntax unified
.cpu cortex-m4
.thumb

/**
 * Provide weak aliases for each Exception handler to the Default_Handler.
 * As they are weak aliases, any function with the same name will override
 * this definition.
 */
.macro weak name
.global \name
.weak \name
.thumb_set \name, Default_Handler
.word \name
.endm

/**
 * The STM32F401CCUX vector table. Note that the proper constructs
 * must be placed on this to ensure that it ends up at physical address
 * 0x0000.0000.
 */
.global isr_vector
.section .isr_vector, "a"
.type isr_vector, %object
isr_vector:
.word _estack
.word Reset_Handler
.weak NMI_Handler
.weak HardFault_Handler
.weak MemManage_Handler
.weak BusFault_Handler
.weak UsageFault_Handler
```

```

.word 0
.word 0
.word 0
.word 0
weak SVC_Handler
weak DebugMon_Handler
.word 0
weak PendSV_Handler
weak SysTick_Handler
.word 0
weak EXTI16_PVD_IRQHandler // EXTI Line 16 interrupt /PVD through EXTI line detection interrupt
weak TAMP_STAMP_IRQHandler // Tamper and TimeStamp interrupts through the EXTI line
weak EXTI22_RTC_WKUP_IRQHandler // EXTI Line 22 interrupt /RTC Wakeup interrupt through the EXTI line
weak FLASH_IRQHandler // FLASH global interrupt
weak RCC_IRQHandler // RCC global interrupt
weak EXTI0_IRQHandler // EXTI Line0 interrupt
weak EXTI1_IRQHandler // EXTI Line1 interrupt
weak EXTI2_IRQHandler // EXTI Line2 interrupt
weak EXTI3_IRQHandler // EXTI Line3 interrupt
weak EXTI4_IRQHandler // EXTI Line4 interrupt
weak DMA1_Stream0_IRQHandler // DMA1 Stream0 global interrupt
weak DMA1_Stream1_IRQHandler // DMA1 Stream1 global interrupt
weak DMA1_Stream2_IRQHandler // DMA1 Stream2 global interrupt
weak DMA1_Stream3_IRQHandler // DMA1 Stream3 global interrupt
weak DMA1_Stream4_IRQHandler // DMA1 Stream4 global interrupt
weak DMA1_Stream5_IRQHandler // DMA1 Stream5 global interrupt
weak DMA1_Stream6_IRQHandler // DMA1 Stream6 global interrupt
weak ADC_IRQHandler // ADC1 global interrupt
.word 0 // Reserved
.word 0 // Reserved
.word 0 // Reserved
.word 0 // Reserved
weak EXTI9_5_IRQHandler // EXTI Line[9:5] interrupts
weak TIM1_BRK_TIM9_IRQHandler // TIM1 Break interrupt and TIM9 global interrupt
weak TIM1_UP_TIM10_IRQHandler // TIM1 Update interrupt and TIM10 global interrupt
weak TIM1_TRG_COM_TIM11_IRQHandler // TIM1 Trigger and Commutation interrupts and TIM11 global interrupt
weak TIM1_CC_IRQHandler // TIM1 Capture Compare interrupt
weak TIM2_IRQHandler // TIM2 global interrupt
weak TIM3_IRQHandler // TIM3 global interrupt
weak TIM4_IRQHandler // TIM4 global interrupt
weak I2C1_EV_IRQHandler // I2C1 event interrupt
weak I2C1_ER_IRQHandler // I2C1 error interrupt
weak I2C2_EV_IRQHandler // I2C2 event interrupt
weak I2C2_ER_IRQHandler // I2C2 error interrupt
weak SPI1_IRQHandler // SPI1 global interrupt
weak SPI2_IRQHandler // SPI2 global interrupt
weak USART1_IRQHandler // USART1 global interrupt
weak USART2_IRQHandler // USART2 global interrupt
.word 0 // Reserved
weak EXTI15_10_IRQHandler // EXTI Line[15:10] interrupts
weak EXTI17_RTC_Alarm_IRQHandler // EXTI Line 17 interrupt / RTC Alarms (A and B) through EXTI line interrupt
weak EXTI18_OTG_FS_WKUP_IRQHandler // EXTI Line 18 interrupt / USBUSB OTG FS Wakeup through EXTI line interrupt
.word 0 // Reserved
.word 0 // Reserved
.word 0 // Reserved
.word 0 // Reserved
weak DMA1_Stream7_IRQHandler // DMA1 Stream7 global interrupt
.word 0 // Reserved
weak SDIO_IRQHandler // SDIO global interrupt
weak TIM5_IRQHandler // TIM5 global interrupt
weak SPI3_IRQHandler // SPI3 global interrupt
.word 0 // Reserved
.word 0 // Reserved
.word 0 // Reserved
.word 0 // Reserved
weak DMA2_Stream0_IRQHandler // DMA2 Stream0 global interrupt
weak DMA2_Stream1_IRQHandler // DMA2 Stream1 global interrupt
weak DMA2_Stream2_IRQHandler // DMA2 Stream2 global interrupt
weak DMA2_Stream3_IRQHandler // DMA2 Stream3 global interrupt
weak DMA2_Stream4_IRQHandler // DMA2 Stream4 global interrupt
.word 0 // Reserved
.word 0 // Reserved
.word 0 // Reserved
.word 0 // Reserved
.word 0 // Reserved
.word 0 // Reserved
weak OTG_FS_IRQHandler // USB On The Go FS global interrupt
weak DMA2_Stream5_IRQHandler // DMA2 Stream5 global interrupt
weak DMA2_Stream6_IRQHandler // DMA2 Stream6 global interrupt
weak DMA2_Stream7_IRQHandler // DMA2 Stream7 global interrupt
weak USART6_IRQHandler // USART6 global interrupt
weak I2C3_EV_IRQHandler // I2C3 event interrupt
weak I2C3_ER_IRQHandler // I2C3 error interrupt
.word 0 // Reserved
.word 0 // Reserved
.word 0 // Reserved
.word 0 // Reserved
.word 0 // Reserved
.word 0 // Reserved
.word 0 // Reserved
.word 0 // Reserved
.word 0 // Reserved

```

```

weak SPI4_IRQHandler // SPI4 global interrupt

.section .text

/**
 * @brief This code is called when processor starts execution.
 *
 * This is the code that gets called when the processor first
 * starts execution following a reset event. Only the absolutely
 * necessary set is performed, after which the application
 * supplied main() routine is called.
 * @param None
 * @retval None
 */
.type Reset_Handler, %function
.global Reset_Handler
Reset_Handler:
    LDR R0, =_estack
    MOV SP, R0
    BL __start

/**
 * @brief This code is called when the processor receives and unexpected interrupt.
 *
 * This is the code that gets called when the processor receives an
 * unexpected interrupt. This simply enters an infinite loop, preserving
 * the system state for examination by a debugger.
 * @param None
 * @retval None
 */
.type Default_Handler, %function
.global Default_Handler
Default_Handler:
    BKPT
    B.N Default_Handler

/**
 * @brief Entry point for initialization and setup of specific functions.
 *
 * This function is the entry point for initializing and setting up specific functions.
 * It calls other functions to enable certain features and then enters a loop for further execution.
 * @param None
 * @retval None
 */
.type __start, %function
__start:
    LDR R0, =0x86753090 // move the literal value of 0x8675309 into R0
    MOVW R0, #0x3090 // move the literal value of 0x3090 into the MSBs of R0
    MOVT R0, #0x8675 // move the literal value of 0x8675 into the LSBs of R0
    B . // branch infinite loop

```

We learned about LDR and STR in our last chapter. Today we will cover the MOV instruction.

With our LDR instruction we can do the following.

```

LDR R0, =0x86753090 // move the literal value of 0x8675309 into R0

```

There is a MOVW instruction which the operand is restricted to 16-bits of immediate data and there is a MOVT instruction which places a 16-bit value in the most significant bits of a register.

If we have a value in hex say, 0x86753090, and we wanted to load this into R0 we would have to do the following.

```

MOVW R0, #0x3090 // move the literal value of 0x3090 into the MSBs of R0
MOVT R0, #0x8675 // move the literal value of 0x8675 into the LSBs of R0

```

Let's see this in action by first assembling then linking and finally flashing to our MCU.

```

arm-none-eabi-as -g main.s -o main.o

```

```
arm-none-eabi-ld main.o -o main.elf -T stm32f401ccux.ld
```

```
openocd -f interface/stlink-v2.cfg -f target/stm32f4x.cfg -c "program main.elf verify reset exit"
```

Now let's fire up our debugger to peek inside!

Terminal 1:

```
openocd -f interface/stlink-v2.cfg -f target/stm32f4x.cfg
```

Terminal 2:

```
arm-none-eabi-gdb main.elf
```

```
target remote :3333
```

```
monitor reset halt
```

Now that we are inside the firmware, let's set a breakpoint on our `__start` function which is what is directly executed after the `Reset_Handler`. Let's continue and disassemble.

```
(gdb) b __start
Breakpoint 1 at 0x80001a0: file main.s, line 208.
Note: automatically using hardware breakpoints for read-only addresses.
(gdb) c
Continuing.
```

```
Breakpoint 1, __start () at main.s:208
208      LDR R0, =0x86753090                // move the literal value of 0x8675309 into R0
```

Let's disassemble shall we?

```
(gdb) disas
Dump of assembler code for function __start:
=> 0x080001a0 <+0>:    ldr    r0, [pc, #12]    ; (0x80001b0 <__start+16>)
0x080001a2 <+2>:    movw   r0, #12432        ; 0x3090
0x080001a6 <+6>:    movt   r0, #34421          ; 0x8675
0x080001aa <+10>:   b.n     0x80001aa <__start+10>
0x080001ac <+12>:   lsls   r0, r0, #16
0x080001ae <+14>:   movs   r0, #0
0x080001b0 <+16>:   adds   r0, #144          ; 0x90
0x080001b2 <+18>:   strh   r5, [r6, #50]      ; 0x32
End of assembler dump.
```

Let's look at what is inside R0, we should know by now ;)

```
(gdb) i r r0
r0                0x20000400        536871936
```

This of course is the end of stack which was completed in the `Reset_Handler`.

Let's step again and see what value goes into R0.

```
(gdb) si
209      MOVW R0, #0x3090                // move the literal value of 0x3090 into the MSBs of R0
(gdb) i r r0
r0                0x86753090        -2039140208
```

Let's step again and see what value is in R0.

```
(gdb) si
```



```

210      MOVN R0, #0x8675          // move the literal value of 0x8675 into the LSBs of R0
(gdb) i r r0
r0      0x3090      12432

```

We can see that 0x3090 was moved into the least significant bits as expected. Keep in mind 0x3090 is the same as 0x00003090.

Step again shall we!

```

(gdb) si
211      B      .      // branch infinite loop
(gdb) i r r0
r0      0x86753090      -2039140208

```

Now we see the full value inside R0.

In our next lesson we will cover conditional execution.

Chapter 10: Conditional Execution

Let's talk about flags.

Let's get our project setup below and copy over our template.

```
cd stm32f401ccu6-projects
mkdir 0x0004-conditional_execution
cd 0x0004-conditional_execution
cp ../0x0001-template/main.s .
cp ../0x0001-template/stm32f401ccux.ld .
```

Let's edit **main.s** and code it up.

```
/**
 * FILE: main.s
 *
 * DESCRIPTION:
 * This file contains the assembly code for a simple conditional
 * execution utilizing the STM32F401CC6 microcontroller.
 *
 * AUTHOR: Kevin Thomas
 * CREATION DATE: July 22, 2023
 * UPDATE Date: July 22, 2023
 *
 * ASSEMBLE AND LINK w/ SYMBOLS:
 * 1. arm-none-eabi-as -g main.s -o main.o
 * 2. arm-none-eabi-ld main.o -o main.elf -T stm32f401ccux.ld
 * 3. openocd -f interface/stlink-v2.cfg -f target/stm32f4x.cfg -c "program main.elf verify reset exit"
 * ASSEMBLE AND LINK w/o SYMBOLS:
 * 1. arm-none-eabi-as -g main.s -o main.o
 * 2. arm-none-eabi-ld main.o -o main.elf -T stm32f401ccux.ld
 * 3. arm-none-eabi-objcopy -O binary --strip-all main.elf main.bin
 * 3. openocd -f interface/stlink-v2.cfg -f target/stm32f4x.cfg -c "program main.bin verify reset exit"
 * DEBUG w/ SYMBOLS:
 * 1. openocd -f interface/stlink-v2.cfg -f target/stm32f4x.cfg
 * 2. arm-none-eabi-gdb main.elf
 * 3. target remote :3333
 * 4. monitor reset halt
 * 5. l
 * DEBUG w/o SYMBOLS:
 * 1. openocd -f interface/stlink-v2.cfg -f target/stm32f4x.cfg
 * 2. arm-none-eabi-gdb main.bin
 * 3. target remote :3333
 * 4. monitor reset halt
 * 5. x/8i $pc
 */

.syntax unified
.cpu cortex-m4
.thumb

/**
 * Provide weak aliases for each Exception handler to the Default_Handler.
 * As they are weak aliases, any function with the same name will override
 * this definition.
 */
.macro weak name
.global \name
.weak \name
.thumb_set \name, Default_Handler
.word \name
.endm

/**
 * The STM32F401CCUX vector table. Note that the proper constructs
 * must be placed on this to ensure that it ends up at physical address
 * 0x0000.0000.
 */
.global isr_vector
.section .isr_vector, "a"
.type isr_vector, %object
isr_vector:
.word _estack
.word Reset_Handler
.weak NMI_Handler
.weak HardFault_Handler
.weak MemManage_Handler
.weak BusFault_Handler
.weak UsageFault_Handler
.word 0
.word 0
```

```

.word 0
.word 0
weak SVC_Handler
weak DebugMon_Handler
.word 0
weak PendSV_Handler
weak SysTick_Handler
.word 0
weak EXTI16_PVD_IRQHandler // EXTI Line 16 interrupt /PVD through EXTI line detection interrupt
weak TAMP_STAMP_IRQHandler // Tamper and TimeStamp interrupts through the EXTI line
weak EXTI22_RTC_WKUP_IRQHandler // EXTI Line 22 interrupt /RTC Wakeup interrupt through the EXTI line
weak FLASH_IRQHandler // FLASH global interrupt
weak RCC_IRQHandler // RCC global interrupt
weak EXTI0_IRQHandler // EXTI Line0 interrupt
weak EXTI1_IRQHandler // EXTI Line1 interrupt
weak EXTI2_IRQHandler // EXTI Line2 interrupt
weak EXTI3_IRQHandler // EXTI Line3 interrupt
weak EXTI4_IRQHandler // EXTI Line4 interrupt
weak DMA1_Stream0_IRQHandler // DMA1 Stream0 global interrupt
weak DMA1_Stream1_IRQHandler // DMA1 Stream1 global interrupt
weak DMA1_Stream2_IRQHandler // DMA1 Stream2 global interrupt
weak DMA1_Stream3_IRQHandler // DMA1 Stream3 global interrupt
weak DMA1_Stream4_IRQHandler // DMA1 Stream4 global interrupt
weak DMA1_Stream5_IRQHandler // DMA1 Stream5 global interrupt
weak DMA1_Stream6_IRQHandler // DMA1 Stream6 global interrupt
weak ADC_IRQHandler // ADC1 global interrupt
.word 0 // Reserved
.word 0 // Reserved
.word 0 // Reserved
.word 0 // Reserved
weak EXTI9_5_IRQHandler // EXTI Line[9:5] interrupts
weak TIM1_BRK_TIM9_IRQHandler // TIM1 Break interrupt and TIM9 global interrupt
weak TIM1_UP_TIM10_IRQHandler // TIM1 Update interrupt and TIM10 global interrupt
weak TIM1_TRG_COM_TIM11_IRQHandler // TIM1 Trigger and Commutation interrupts and TIM11 global interrupt
weak TIM1_CC_IRQHandler // TIM1 Capture Compare interrupt
weak TIM2_IRQHandler // TIM2 global interrupt
weak TIM3_IRQHandler // TIM3 global interrupt
weak TIM4_IRQHandler // TIM4 global interrupt
weak I2C1_EV_IRQHandler // I2C1 event interrupt
weak I2C1_ER_IRQHandler // I2C1 error interrupt
weak I2C2_EV_IRQHandler // I2C2 event interrupt
weak I2C2_ER_IRQHandler // I2C2 error interrupt
weak SPI1_IRQHandler // SPI1 global interrupt
weak SPI2_IRQHandler // SPI2 global interrupt
weak USART1_IRQHandler // USART1 global interrupt
weak USART2_IRQHandler // USART2 global interrupt
.word 0 // Reserved
weak EXTI15_10_IRQHandler // EXTI Line[15:10] interrupts
weak EXTI17_RTC_Alarm_IRQHandler // EXTI Line 17 interrupt / RTC Alarms (A and B) through EXTI line interrupt
weak EXTI18_OTG_FS_WKUP_IRQHandler // EXTI Line 18 interrupt / USBUSB OTG FS Wakeup through EXTI line interrupt
.word 0 // Reserved
.word 0 // Reserved
.word 0 // Reserved
.word 0 // Reserved
weak DMA1_Stream7_IRQHandler // DMA1 Stream7 global interrupt
.word 0 // Reserved
weak SDIO_IRQHandler // SDIO global interrupt
weak TIM5_IRQHandler // TIM5 global interrupt
weak SPI3_IRQHandler // SPI3 global interrupt
.word 0 // Reserved
.word 0 // Reserved
.word 0 // Reserved
.word 0 // Reserved
weak DMA2_Stream0_IRQHandler // DMA2 Stream0 global interrupt
weak DMA2_Stream1_IRQHandler // DMA2 Stream1 global interrupt
weak DMA2_Stream2_IRQHandler // DMA2 Stream2 global interrupt
weak DMA2_Stream3_IRQHandler // DMA2 Stream3 global interrupt
weak DMA2_Stream4_IRQHandler // DMA2 Stream4 global interrupt
.word 0 // Reserved
.word 0 // Reserved
.word 0 // Reserved
.word 0 // Reserved
.word 0 // Reserved
.word 0 // Reserved
weak OTG_FS_IRQHandler // USB On The Go FS global interrupt
weak DMA2_Stream5_IRQHandler // DMA2 Stream5 global interrupt
weak DMA2_Stream6_IRQHandler // DMA2 Stream6 global interrupt
weak DMA2_Stream7_IRQHandler // DMA2 Stream7 global interrupt
weak USART6_IRQHandler // USART6 global interrupt
weak I2C3_EV_IRQHandler // I2C3 event interrupt
weak I2C3_ER_IRQHandler // I2C3 error interrupt
.word 0 // Reserved
.word 0 // Reserved
.word 0 // Reserved
.word 0 // Reserved
.word 0 // Reserved
.word 0 // Reserved
.word 0 // Reserved
.word 0 // Reserved
.word 0 // Reserved
.word 0 // Reserved
weak SPI4_IRQHandler // SPI4 global interrupt

```

```

.section .text

/**
 * @brief This code is called when processor starts execution.
 *
 * This is the code that gets called when the processor first
 * starts execution following a reset event. Only the absolutely
 * necessary set is performed, after which the application
 * supplied main() routine is called.
 * @param None
 * @retval None
 */
.type Reset_Handler, %function
.global Reset_Handler
Reset_Handler:
    LDR R0, =_estack
    MOV SP, R0
    BL __start

/**
 * @brief This code is called when the processor receives and unexpected interrupt.
 *
 * This is the code that gets called when the processor receives an
 * unexpected interrupt. This simply enters an infinite loop, preserving
 * the system state for examination by a debugger.
 *
 * @param None
 * @retval None
 */
.type Default_Handler, %function
.global Default_Handler
Default_Handler:
    BKPT
    B.N Default_Handler

/**
 * @brief Entry point for initialization and setup of specific functions.
 *
 * This function is the entry point for initializing and setting up specific functions.
 * It calls other functions to enable certain features and then enters a loop for further execution.
 *
 * @param None
 * @retval None
 */
.type __start, %function
__start:
    MOV R0, #0x42 // move 0x42 into R0
    MOV R1, #0x42 // move 0x42 into R1
    CMP R0, R1 // compare R0 - R1
    BEQ Equal // branch if equal

Equal:
    NOP // no operation instruction

    MOV R0, #0x43 // move 0x43 into R0
    MOV R1, #0x42 // move 0x42 into R1
    CMP R0, R1 // compare R0 - R1
    BGT Greater // branch if greater than

Greater:
    NOP // no operation instruction

    MOV R0, #0x42 // move 0x42 into R0
    MOV R1, #0x43 // move 0x43 into R1
    CMP R0, R1 // compare R0 - R1
    BLT Less // branch if less than

Less:
    NOP // no operation instruction

    LDR R0, =0x40023830 // load address of RCC_AHB1ENR register
    LDR R1, [R0] // load value inside RCC_AHB1ENR register
    ORR R1, #(1<<0) // set the GPIOAEN bit
    TST R1, #(1<<0) // test if bit 0 is set
    BNE Bit_Set // branch if not equal

Bit_Set:
    NOP // no operation instruction

    LDR R0, =0x40023830 // load address of RCC_AHB1ENR register
    LDR R1, [R0] // load value inside RCC_AHB1ENR register
    BIC R1, #(1<<0) // clear the GPIOAEN bit
    TST R1, #(1<<0) // test if bit 0 is set
    BEQ Bit_Not_Set // branch if equal

Bit_Not_Set:
    NOP // no operation instruction

Loop:
    B . // branch infinite loop

```

Let's break this down one example at a time.

```
MOV R0, #0x42          // move 0x42 into R0
MOV R1, #0x42          // move 0x42 into R1
CMP R0, R1             // compare R0 - R1
BEQ Equal              // branch if equal
```

In any language we need the ability to make conditional execution so that we can control program flow. Here we will break down to check for an equal condition.

We first move 0x42 into R0 and then we move 0x42 into R1 and then we use the CMP, compare instruction, to do a subtraction without actually changing any values and if the result is zero we will branch to the Equal label.

There are flags that will be set as well and when we do our debugging we will see how the status register will be effected as the zero flag will be set and branch appropriately.

```
MOV R0, #0x43          // move 0x43 into R0
MOV R1, #0x42          // move 0x42 into R1
CMP R0, R1             // compare R0 - R1
BGT Greater            // branch if greater than
```

We then move 0x43 into R0 and 0x42 into R1 and do a compare and in this situation, we get a greater than condition so the zero flag will not be set and branch appropriately.

```
MOV R0, #0x42          // move 0x42 into R0
MOV R1, #0x43          // move 0x43 into R1
CMP R0, R1             // compare R0 - R1
BLT Less               // branch if less than
```

We then move 0x42 into R0 and 0x43 into R1 and do a compare and in this situation we get a less than condition so the negative flag will be set.

It is also important that we be able to test individual bits within a register to base conditional execution on. In this below case we will test if the bit is set and branch appropriately.

```
LDR R0, =0x40023830    // load address of RCC_AHB1ENR register
LDR R1, [R0]           // load value inside RCC_AHB1ENR register
ORR R1, #(1<<0)        // set the GPIOAEN bit
TST R1, #(1<<0)        // test if bit 0 is set
BNE Bit_Set            // branch if not equal
```

Here we see that we set the bit with the ORR instruction that bit 0 is set to 1 without disturbing any other bits. We then test to see if that bit is set and if it is it will branch not equal.

Finally we test a situation where a bit is clear or not set.

```
LDR R0, =0x40023830    // load address of RCC_AHB1ENR register
LDR R1, [R0]           // load value inside RCC_AHB1ENR register
BIC R1, #(1<<0)        // clear the GPIOAEN bit
TST R1, #(1<<0)        // test if bit 0 is set
BEQ Bit_Not_Set        // branch if equal
```

In this situation we first bit clear, BIC, bit 0 to make sure it is 0 without disturbing any other bits. When we test we will see that it is in fact equal and the zero flag will be set and branch appropriately.

Let's see this in action by first assembling then linking and finally flashing to our MCU.

```
arm-none-eabi-as -g main.s -o main.o
```

```
arm-none-eabi-ld main.o -o main.elf -T stm32f401ccux.ld
```

```
openocd -f interface/stlink-v2.cfg -f target/stm32f4x.cfg -c "program main.elf verify reset exit"
```

Let's debug!

Terminal 1:

```
openocd -f interface/stlink-v2.cfg -f target/stm32f4x.cfg
```

Terminal 2:

```
arm-none-eabi-gdb main.elf
```

```
target remote :3333
```

```
monitor reset halt
```

Now that we are inside the firmware, lets set a breakpoint on our `__start` function which is what is directly executed after the `Reset_Handler`. Let's continue and disassemble.

```
(gdb) b __start
Breakpoint 1 at 0x80001a0: file main.s, line 208.
Note: automatically using hardware breakpoints for read-only addresses.
(gdb) c
Continuing.

Breakpoint 1, __start () at main.s:208
208      MOV    R0, #0x42                                // move 0x42 into R0
(gdb) disas
Dump of assembler code for function __start:
=> 0x080001a0 <+0>:      mov.w   r0, #66 ; 0x42
      0x080001a4 <+4>:      mov.w   r1, #66 ; 0x42
      0x080001a8 <+8>:      cmp     r0, r1
      0x080001aa <+10>:     beq.n   0x80001ac <Equal>
End of assembler dump.
```

We know what R0 currently has after coming out of the `Reset_Handler` so lets step into three times as we also know what R0 and R1 will have.

```
(gdb) si
209      MOV    R1, #0x42                                // move 0x42 into R1
(gdb) si
210      CMP    R0, R1                                    // compare R0 - R1
(gdb) si
211      BEQ    Equal                                     // branch if equal
```

Let's check the status of the xPSR.

```
(gdb) p/x $xPSR
$5 = 0x61000000
```

Let's use a tool like [binaryhexconverter.com](https://www.binaryhexconverter.com/hex-to-binary-converter) at <https://www.binaryhexconverter.com/hex-to-binary-converter> to see what the values are.

```
01100001000000000000000000000000
```

In the ARMv7-M Architecture Reference Manual on page 31 we see the values inside the status register.

```
bit 31 N flag (negative condition code flag)
bit 30 Z flag (zero condition code flag)
bit 29 C flag (carry condition code flag)
bit 28 V flag (overflow condition code flag)
```

The Z zero flag is set because the results of the operation are zero.

The C carry flag is set indicating that there is no borrow or underflow from the most significant bit.

Bit 24 in the xPSR is set. This bit is called the T bit. It is set if the processor is currently running in Thumb state. Thumb state is a special mode of the Cortex-M4 processor that allows it to execute Thumb instructions more efficiently.

The T bit is set by the processor automatically when it enters Thumb state. It is cleared by the processor automatically when it exits Thumb state.

The T bit is used by the processor to determine how to decode instructions. If the T bit is set, the processor will decode instructions as Thumb instructions. If the T bit is clear, the processor will decode instructions as ARM instructions.

In this case, the T bit is set because the code that you are running is in Thumb state. You can tell that the code is in Thumb state because the `mov.w` instruction is a Thumb instruction.

Let's disas!

```
(gdb) disas
Dump of assembler code for function __start:
0x080001a0 <+0>:    mov.w    r0, #66 ; 0x42
0x080001a4 <+4>:    mov.w    r1, #66 ; 0x42
0x080001a8 <+8>:    cmp     r0, r1
=> 0x080001aa <+10>: beq.n    0x80001ac <Equal>
End of assembler dump.
```

We should expect that we should branch to the Equal label so let's step into twice.

```
(gdb) si
Equal () at main.s:214
```

```

214      NOP                                // no operation instruction
(gdb) si
216      MOV  R0, #0x43                     // move 0x43 into R0

```

We can continue now to look at the next block of code.

```

(gdb) disas
Dump of assembler code for function Equal:
0x080001ac <+0>:      nop
=> 0x080001ae <+2>:      mov.w  r0, #67 ; 0x43
0x080001b2 <+6>:      mov.w  r1, #66 ; 0x42
0x080001b6 <+10>:     cmp    r0, r1
0x080001b8 <+12>:     bgt.n  0x80001ba <Greater>

```

Let's step until we step over the compare and look at the value of the xPSR.

```

(gdb) si
217      MOV  R1, #0x42                     // move 0x42 into R1
(gdb) si
218      CMP  R0, R1                       // compare R0 - R1
(gdb) si
219      BGT  Greater                      // branch if greater than
(gdb) p/x $xPSR
$6 = 0x21000000

```

Let's examine what our xPSR is using our conversion tool.

```
00100001000000000000000000000000
```

The C carry flag is set indicating that there is no borrow or underflow from the most significant bit.

We also see the T bit or Thumb bit set as well.

When we step we enter into the Greater label as expected.

```

(gdb) si
Greater () at main.s:222
222      NOP                                // no operation instruction

```

Let's examine our next condition.

```

(gdb) si
224      MOV  R0, #0x42                     // move 0x42 into R0
(gdb) disas
Dump of assembler code for function Greater:
0x080001ba <+0>:      nop
=> 0x080001bc <+2>:      mov.w  r0, #66 ; 0x42
0x080001c0 <+6>:      mov.w  r1, #67 ; 0x43
0x080001c4 <+10>:     cmp    r0, r1
0x080001c6 <+12>:     blt.n  0x80001c8 <Less>
End of assembler dump.

```

Let's step a few times and look at the xPSR.

```

(gdb) si
225      MOV  R1, #0x43                     // move 0x43 into R1
(gdb) si
226      CMP  R0, R1                       // compare R0 - R1
(gdb) si
227      BLT  Less                         // branch if less than
(gdb) p/x $xPSR
$7 = 0x81000000

```

Let's convert the value.

```
10000001000000000000000000000000
```


Here we see the negative N flag set as the result of the compare is a negative and we also see the T bit set as expected.

Let's continue and prove we will go into the Less label.

```
(gdb) si
Less () at main.s:230
230      NOP                                // no operation instruction
```

Let's examine our next example with bit set.

```
(gdb) si
232      LDR R0, =0x40023830                // load address of RCC_AHB1ENR register
(gdb) disas
Dump of assembler code for function Less:
=> 0x080001c8 <+0>:      nop
0x080001ca <+2>:      ldr r0, [pc, #36] ; (0x80001f0 <Loop+6>)
0x080001cc <+4>:      ldr r1, [r0, #0]
0x080001ce <+6>:      orr.w r1, r1, #1
0x080001d2 <+10>:     tst.w r1, #1
0x080001d6 <+14>:     bne.n 0x80001d8 <Bit_Set>
```

Let's step a few times and once again examine the xPSR.

```
(gdb) si
233      LDR R1, [R0]                      // load value inside RCC_AHB1ENR register
(gdb) si
234      ORR R1, #(1<<0)                  // set the GPIOAEN bit
(gdb) si
235      TST R1, #(1<<0)                  // test if bit 0 is set
(gdb) si
236      BNE Bit_Set                      // branch if not equal
(gdb) p/x $xPSR
$8 = 0x10000000
```

Let's look at the xPSR conversion.

```
00010000000000000000000000000000
```

The TST instruction is used to test bits in register R1 using a bitmask (1<<0). The TST instruction performs a bitwise AND operation between the value in R1 and the bitmask, updating the condition flags based on the result.

Now, let's analyze the value in register R1 after the ORR instruction:

Before the ORR instruction, the value in R1 was loaded from the memory address pointed to by R0. The specific value depends on the content of the RCC_AHB1ENR register, but it's assumed that bit 0 (GPIOAEN) is initially cleared (set to 0).

After the ORR instruction, bit 0 of R1 is set to 1 using the ORR operation with the bitmask (1<<0). This sets the GPIOAEN bit to enable GPIO port A.

Now, let's look at the TST instruction:

The TST instruction performs a bitwise AND between the value in R1 (after the ORR operation) and the bitmask (1<<0). This results in R1 & (1<<0), which is 0x1 & 0x1, equal to 0x1.

Since the result of the AND operation is not zero (non-zero), the Zero (Z) flag in the xPSR register will be cleared, and the V (Overflow) flag will be set to 1. The V flag indicates that the result of the AND operation does not fit in a single unsigned bit, and there is an overflow in this case.

So, the V flag is set because the TST instruction detects that bit 0 of R1 is set after the ORR operation. The value 0x1000000 in xPSR indicates that the V flag is set.

We notice the T bit was not set as ORR is not a thumb instruction however it is an ARM instruction.

BNE (Branch if Not Equal):

BNE performs the branch if the Zero (Z) flag is clear (0). The Z flag is set (1) when the result of a previous instruction was zero.

So, BNE branches when the result of the previous instruction is non-zero, indicating inequality.

In other words, BNE checks if the tested bit is set to 1.

BEQ (Branch if Equal):

BEQ performs the branch if the Zero (Z) flag is set (1). The Z flag is set (1) when the result of a previous instruction was zero.

So, BEQ branches when the result of the previous instruction is zero, indicating equality.

In other words, BEQ checks if the tested bit is set to 0.

Lets continue and prove we go into the Bit_Set label.

```
(gdb) si
Bit_Set () at main.s:239
239      NOP                                // no operation instruction
```

Let's examine our final block.

```
(gdb) disas
Dump of assembler code for function Bit_Set:
0x080001d8 <+0>:      nop
=> 0x080001da <+2>:      ldr     r0, [pc, #20] ; (0x80001f0 <Loop+6>)
0x080001dc <+4>:      ldr     r1, [r0, #0]
0x080001de <+6>:      bic.w   r1, r1, #1
0x080001e2 <+10>:     tst.w   r1, #1
0x080001e6 <+14>:     beq.n   0x80001e8 <Bit_Not_Set>
End of assembler dump.
```

Let's step and see the xPSR.

```

(gdb) si
242      LDR R1, [R0]                                // load value inside RCC_AHB1ENR register
(gdb) si
243      BIC R1, #(1<<0)                            // clear the GPIOAEN bit
(gdb) si
244      TST R1, #(1<<0)                            // test if bit 0 is set
(gdb) si
245      BEQ Bit_Not_Set                            // branch if equal
(gdb) p/x $xPSR
$9 = 0x41000000

```

Let's look at the xPSR conversion.

```
01000001000000000000000000000000
```

Here we see the Z and T flags set which should be obvious as we cleared the bit. The BIC is a Thumb instruction as well.

Let's show that we continue to the Bit_Not_Set.

```

(gdb) si
Bit_Not_Set () at main.s:248
248      NOP

```

I realize this is a lot of work but this is how one masters the MCU!

In our final chapter we will cover finish up our learning with a cool demo!

We will cover functions, UART and interrupts as well.

Chapter 11: Functions, Interrupts, UART & STUXNET Simulation!

Let's talk about functions and interrupts and for fun, a STUXNET industrial control system mock hack with both UART simulating direct into a larger system and UART with bluetooth to demonstrate IoT!

Let's get our project setup below and copy over our template. We will be using the STM32 NUCLEO-F401RE dev board in this chapter as it has a 5-volt rail line.

```
cd stm32f401ccu6-projects
mkdir 0x0006-int-stuxnet
cd 0x0006-int-stuxnet
cp ../0x0001-template/main.s .
cp ../0x0001-template/stm32f401ccux.ld .
```

Let's edit **main.s** and code it up.

```
/**
 * FILE: main.s
 *
 * DESCRIPTION:
 * This file contains the assembly code for interrupts and a STUXNET simulation
 * utilizing the STM32F401 Nucleo-64 microcontroller.
 *
 * AUTHOR: Kevin Thomas
 * CREATION DATE: September 1, 2023
 * UPDATE Date: September 4, 2023
 *
 * ASSEMBLE AND LINK w/ SYMBOLS:
 * 1. arm-none-eabi-as -g main.s -o main.o
 * 2. arm-none-eabi-ld main.o -o main.elf -T stm32f401ccux.ld
 * 3. openocd -f interface/stlink-v2.cfg -f target/stm32f4x.cfg -c "program main.elf verify reset exit"
 * ASSEMBLE AND LINK w/o SYMBOLS:
 * 1. arm-none-eabi-as -g main.s -o main.o
 * 2. arm-none-eabi-ld main.o -o main.elf -T stm32f401ccux.ld
 * 3. arm-none-eabi-objcopy -O binary --strip-all main.elf main.bin
 * 3. openocd -f interface/stlink-v2.cfg -f target/stm32f4x.cfg -c "program main.bin verify reset exit"
 * DEBUG w/ SYMBOLS:
 * 1. openocd -f interface/stlink-v2.cfg -f target/stm32f4x.cfg
 * 2. arm-none-eabi-gdb main.elf
 * 3. target remote :3333
 * 4. monitor reset halt
 * 5. l
 * DEBUG w/o SYMBOLS:
 * 1. openocd -f interface/stlink-v2.cfg -f target/stm32f4x.cfg
 * 2. arm-none-eabi-gdb main.bin
 * 3. target remote :3333
 * 4. monitor reset halt
 * 5. x/8i $pc
 */

.syntax unified
.cpu cortex-m4
.thumb

/**
 * Provide weak aliases for each Exception handler to the Default_Handler.
 * As they are weak aliases, any function with the same name will override
 * this definition.
 */
.macro weak name
.global \name
.weak \name
.thumb_set \name, Default_Handler
.word \name
.endm

/**
 * The STM32F401CCUX vector table. Note that the proper constructs
 * must be placed on this to ensure that it ends up at physical address
 * 0x00000000.
 */
.global isr_vector
.section .isr_vector, "a"
```

```

.type isr_vector, %object
isr_vector:
.word _estack
.word Reset_Handler
.weak NMI_Handler
.weak HardFault_Handler
.weak MemManage_Handler
.weak BusFault_Handler
.weak UsageFault_Handler
.word 0
.word 0
.word 0
.word 0
.weak SVC_Handler
.weak DebugMon_Handler
.word 0
.weak PendSV_Handler
.weak SysTick_Handler
.word 0
.weak EXTI16_PVD_IRQHandler // EXTI Line 16 interrupt /PVD through EXTI line detection interrupt
.weak TAMP_STAMP_IRQHandler // Tamper and TimeStamp interrupts through the EXTI line
.weak EXTI22_RTC_WKUP_IRQHandler // EXTI Line 22 interrupt /RTC Wakeup interrupt through the EXTI line
.weak FLASH_IRQHandler // FLASH global interrupt
.weak RCC_IRQHandler // RCC global interrupt
.weak EXTI0_IRQHandler // EXTI Line0 interrupt
.weak EXTI1_IRQHandler // EXTI Line1 interrupt
.weak EXTI2_IRQHandler // EXTI Line2 interrupt
.weak EXTI3_IRQHandler // EXTI Line3 interrupt
.weak EXTI4_IRQHandler // EXTI Line4 interrupt
.weak DMA1_Stream0_IRQHandler // DMA1 Stream0 global interrupt
.weak DMA1_Stream1_IRQHandler // DMA1 Stream1 global interrupt
.weak DMA1_Stream2_IRQHandler // DMA1 Stream2 global interrupt
.weak DMA1_Stream3_IRQHandler // DMA1 Stream3 global interrupt
.weak DMA1_Stream4_IRQHandler // DMA1 Stream4 global interrupt
.weak DMA1_Stream5_IRQHandler // DMA1 Stream5 global interrupt
.weak DMA1_Stream6_IRQHandler // DMA1 Stream6 global interrupt
.weak ADC_IRQHandler // ADC1 global interrupt
.word 0 // Reserved
.word 0 // Reserved
.word 0 // Reserved
.word 0 // Reserved
.weak EXTI9_5_IRQHandler // EXTI Line[9:5] interrupts
.weak TIM1_BRK_TIM9_IRQHandler // TIM1 Break interrupt and TIM9 global interrupt
.weak TIM1_UP_TIM10_IRQHandler // TIM1 Update interrupt and TIM10 global interrupt
.weak TIM1_TRG_COM_TIM11_IRQHandler // TIM1 Trigger and Commutation interrupts and TIM11 global interrupt
.weak TIM1_CC_IRQHandler // TIM1 Capture Compare interrupt
.weak TIM2_IRQHandler // TIM2 global interrupt
.weak TIM3_IRQHandler // TIM3 global interrupt
.weak TIM4_IRQHandler // TIM4 global interrupt
.weak I2C1_EV_IRQHandler // I2C1 event interrupt
.weak I2C1_ER_IRQHandler // I2C1 error interrupt
.weak I2C2_EV_IRQHandler // I2C2 event interrupt
.weak I2C2_ER_IRQHandler // I2C2 error interrupt
.weak SPI1_IRQHandler // SPI1 global interrupt
.weak SPI2_IRQHandler // SPI2 global interrupt
.weak USART1_IRQHandler // USART1 global interrupt
.weak USART2_IRQHandler // USART2 global interrupt
.word 0 // Reserved
.word EXTI15_10_IRQHandler // EXTI Line[15:10] interrupts
.weak EXTI17_RTC_Alarm_IRQHandler // EXTI Line 17 interrupt / RTC Alarms (A and B) through EXTI line interrupt
.weak EXTI18_OTG_FS_WKUP_IRQHandler // EXTI Line 18 interrupt / USBUSB OTG FS Wakeup through EXTI line interrupt
.word 0 // Reserved
.word 0 // Reserved
.word 0 // Reserved
.word 0 // Reserved
.weak DMA1_Stream7_IRQHandler // DMA1 Stream7 global interrupt
.word 0 // Reserved
.weak SDIO_IRQHandler // SDIO global interrupt
.weak TIM5_IRQHandler // TIM5 global interrupt
.weak SPI3_IRQHandler // SPI3 global interrupt
.word 0 // Reserved
.word 0 // Reserved
.word 0 // Reserved
.word 0 // Reserved
.weak DMA2_Stream0_IRQHandler // DMA2 Stream0 global interrupt
.weak DMA2_Stream1_IRQHandler // DMA2 Stream1 global interrupt
.weak DMA2_Stream2_IRQHandler // DMA2 Stream2 global interrupt
.weak DMA2_Stream3_IRQHandler // DMA2 Stream3 global interrupt
.weak DMA2_Stream4_IRQHandler // DMA2 Stream4 global interrupt
.word 0 // Reserved
.word 0 // Reserved
.word 0 // Reserved
.word 0 // Reserved
.word 0 // Reserved
.word 0 // Reserved
.weak OTG_FS_IRQHandler // USB On The Go FS global interrupt
.weak DMA2_Stream5_IRQHandler // DMA2 Stream5 global interrupt
.weak DMA2_Stream6_IRQHandler // DMA2 Stream6 global interrupt
.weak DMA2_Stream7_IRQHandler // DMA2 Stream7 global interrupt
.weak USART6_IRQHandler // USART6 global interrupt
.weak I2C3_EV_IRQHandler // I2C3 event interrupt
.weak I2C3_ER_IRQHandler // I2C3 error interrupt
.word 0 // Reserved

```

```

.word 0 // Reserved
.word 0 // Reserved
.word 0 // Reserved
.word 0 // Reserved
.word 0 // Reserved
.word 0 // Reserved
.word 0 // Reserved
.word 0 // Reserved
.word 0 // Reserved
weak SPI4_IRQHandler // SPI4 global interrupt

.section .text

/**
 * @brief This code is called when processor starts execution.
 *
 * @details This is the code that gets called when the processor first
 * starts execution following a reset event. Only the absolutely
 * necessary set is performed, after which the application
 * supplied __start routine is called.
 *
 * @param None
 * @retval None
 */
.type Reset_Handler, %function
.global Reset_Handler
Reset_Handler:
    LDR R0, =_estack // load address at end of the stack into R0
    MOV SP, R0 // move address at end of stack into SP
    BL __start // call function

/**
 * @brief This code is called when the processor receives and unexpected interrupt.
 *
 * @details This is the code that gets called when the processor receives an
 * unexpected interrupt. This simply enters an infinite loop, preserving
 * the system state for examination by a debugger.
 *
 * @param None
 * @retval None
 */
.type Default_Handler, %function
.global Default_Handler
Default_Handler:
    BKPT // set processor into debug state
    B.N Default_Handler // call function, force thumb state

/**
 * @brief This code is called when the interrupt handler for the EXTI lines 15 to 10
 * is triggered.
 *
 * @details This is the interrupt handler function for EXTI lines 15 to 10. It is
 * triggered when an interrupt request is received on any of these lines.
 * The function checks if the interrupt was caused by line 13 (PR13 bit),
 * and if so, it sets the corresponding bit in the EXTI_PR register to
 * acknowledge the interrupt. After that, it calls the EXTI_Callback function.
 *
 * @param None
 * @retval None
 */
.section .text.EXTI15_10_IRQHandler
.weak EXTI15_10_IRQHandler
.type EXTI15_10_IRQHandler, %function
EXTI15_10_IRQHandler:
    PUSH {LR} // push return address onto stack
    LDR R0, =0x40013C14 // load the address of EXTI_PR register
    LDR R1, [R0] // load value inside EXTI_PR register
    TST R1, #(1<<13) // read the PR13 bit, if 0, then BEQ
    BEQ .PR13_0 // branch if equal
    ORR R1, #(1<<13) // set the PR13 bit
    STR R1, [R0] // store value inside R1 into R0
    BL EXTI_Callback // call function
.PR13_0:
    POP {LR} // pop return address from stack
    BX LR // return from the function

/**
 * @brief Entry point for initialization and setup of specific functions.
 *
 * @details This function is the entry point for initializing and setting up specific functions.
 * It calls other functions to enable certain features and then enters a loop for further execution.
 *
 * @param None
 * @retval None
 */
__start:
    BL GPIOA_Enable // call function
    BL GPIOC_Enable // call function
    BL GPIOA_PA9_Alt_Function_Mode_Enable // call function
    BL GPIOA_PA10_Alt_Function_Mode_Enable // call function
    BL GPIOC_PC0_General_Purpose_Output_Mode_Enable // call function
    BL GPIOC_PC1_General_Purpose_Output_Mode_Enable // call function
    BL GPIOC_PC2_General_Purpose_Output_Mode_Enable // call function

```

```

BL    GPIOC_PC3_General_Purpose_Output_Mode_Enable    // call function
BL    USART1_Enable                                  // call function
BL    GPIOC_PC13_EXTI_Init                            // call function
B     .                                                // branch infinite loop

/**
 * @brief Enables the GPIOA peripheral by setting the corresponding RCC_AHB1ENR bit.
 *
 * @details This function enables the GPIOA peripheral by setting the corresponding
 *          RCC_AHB1ENR bit. It loads the address of the RCC_AHB1ENR register, retrieves
 *          the current value of the register, sets the GPIOAEN bit, and stores the
 *          updated value back into the register.
 *
 * @param None
 * @retval None
 */
GPIOA_Enable:
LDR    R0, =0x40023830                                // load address of RCC_AHB1ENR register
LDR    R1, [R0]                                        // load value inside RCC_AHB1ENR register
ORR    R1, #(1<<0)                                    // set the GPIOAEN bit
STR    R1, [R0]                                        // store value into RCC_AHB1ENR register
BX     LR                                              // return to caller

/**
 * @brief Enables the GPIOC peripheral by setting the corresponding RCC_AHB1ENR bit.
 *
 * @details This function enables the GPIOC peripheral by setting the corresponding
 *          RCC_AHB1ENR bit. It loads the address of the RCC_AHB1ENR register, retrieves
 *          the current value of the register, sets the GPIOCEN bit, and stores the
 *          updated value back into the register.
 *
 * @param None
 * @retval None
 */
GPIOC_Enable:
LDR    R0, =0x40023830                                // load address of RCC_AHB1ENR register
LDR    R1, [R0]                                        // load value inside RCC_AHB1ENR register
ORR    R1, #(1<<2)                                    // set the GPIOCEN bit
STR    R1, [R0]                                        // store value into RCC_AHB1ENR register
BX     LR                                              // return to caller

/**
 * @brief Configures GPIOA pin 9 to operate in alternate function mode.
 *
 * @details This function configures GPIOA pin 9 to operate in alternate function mode.
 *          It modifies the GPIOA_MODER and GPIOA_AFRH registers to set the necessary bits
 *          for alternate function mode on pin 9. The MODER9 bit is set to select alternate
 *          function mode, and the AFRH9 bits are set to specify the desired alternate function.
 *
 * @param None
 * @retval None
 */
GPIOA_PA9_Alt_Function_Mode_Enable:
LDR    R0, =0x40020000                                // load address of GPIOA_MODER register
LDR    R1, [R0]                                        // load value inside GPIOA_MODER register
ORR    R1, #(1<<19)                                    // set the MODER9 bit
AND    R1, #~(1<<18)                                  // clear the MODER9 bit
STR    R1, [R0]                                        // store value into GPIOA_MODER register
LDR    R0, =0x40020024                                // load address of GPIOA_AFRH register
LDR    R1, [R0]                                        // load value inside GPIOA_AFRH register
AND    R1, #~(1<<7)                                    // clear the AFRH9 bit
ORR    R1, #(1<<6)                                    // set the AFRH9 bit
ORR    R1, #(1<<5)                                    // set the AFRH9 bit
ORR    R1, #(1<<4)                                    // set the AFRH9 bit
STR    R1, [R0]                                        // store value into GPIOA_AFRH register
BX     LR                                              // return to caller

/**
 * @brief Configures GPIOA pin 10 to operate in alternate function mode.
 *
 * @details This function configures GPIOA pin 10 to operate in alternate function mode.
 *          It modifies the GPIOA_MODER and GPIOA_AFRH registers to set the necessary bits
 *          for alternate function mode on pin 10. The MODER10 bit is set to select alternate
 *          function mode, and the AFRH10 bits are set to specify the desired alternate function.
 *
 * @param None
 * @retval None
 */
GPIOA_PA10_Alt_Function_Mode_Enable:
LDR    R0, =0x40020000                                // load address of GPIOA_MODER register
LDR    R1, [R0]                                        // load value inside GPIOA_MODER register
ORR    R1, #(1<<21)                                    // set the MODER10 bit
AND    R1, #~(1<<20)                                  // clear the MODER10 bit
STR    R1, [R0]                                        // store value into GPIOA_MODER register
LDR    R0, =0x40020024                                // load address of GPIOA_AFRH register
LDR    R1, [R0]                                        // load value inside GPIOA_AFRH register
AND    R1, #~(1<<11)                                  // clear the AFRH10 bit
ORR    R1, #(1<<10)                                    // set the AFRH10 bit
ORR    R1, #(1<<9)                                     // set the AFRH10 bit
ORR    R1, #(1<<8)                                     // set the AFRH10 bit
STR    R1, [R0]                                        // store value into GPIOA_AFRH register
BX     LR                                              // return to caller

```

```

/**
 * @brief Configures GPIOC pin 0 to operate in general purpose output mode.
 *
 * @details This function configures GPIOC pin 0 to operate in general purpose output mode.
 * It modifies the GPIOC_MODER to set the necessary bits for general purpose output mode
 * on pin 0. The MODER0 bit is set to select general purpose output mode.
 *
 * @param None
 * @retval None
 */
GPIOC_PC0_General_Purpose_Output_Mode_Enable:
    LDR R0, =0x40020800 // load address of GPIOC_MODER register
    LDR R1, [R0] // load value inside GPIOC_MODER register
    AND R1, #~(1<<1) // clear the MODER0 bit
    ORR R1, #(1<<0) // set the MODER0 bit
    STR R1, [R0] // store value into GPIOC_MODER register
    BX LR // return to caller

/**
 * @brief Configures GPIOC pin 1 to operate in general purpose output mode.
 *
 * @details This function configures GPIOC pin 1 to operate in general purpose output mode.
 * It modifies the GPIOC_MODER to set the necessary bits for general purpose output mode
 * on pin 1. The MODER1 bit is set to select general purpose output mode.
 *
 * @param None
 * @retval None
 */
GPIOC_PC1_General_Purpose_Output_Mode_Enable:
    LDR R0, =0x40020800 // load address of GPIOC_MODER register
    LDR R1, [R0] // load value inside GPIOC_MODER register
    AND R1, #~(1<<2) // clear the MODER1 bit
    ORR R1, #(1<<1) // set the MODER1 bit
    STR R1, [R0] // store value into GPIOC_MODER register
    BX LR // return to caller

/**
 * @brief Configures GPIOC pin 2 to operate in general purpose output mode.
 *
 * @details This function configures GPIOC pin 2 to operate in general purpose output mode.
 * It modifies the GPIOC_MODER to set the necessary bits for general purpose output mode
 * on pin 2. The MODER2 bit is set to select general purpose output mode.
 *
 * @param None
 * @retval None
 */
GPIOC_PC2_General_Purpose_Output_Mode_Enable:
    LDR R0, =0x40020800 // load address of GPIOC_MODER register
    LDR R1, [R0] // load value inside GPIOC_MODER register
    AND R1, #~(1<<4) // clear the MODER2 bit
    ORR R1, #(1<<2) // set the MODER2 bit
    STR R1, [R0] // store value into GPIOC_MODER register
    BX LR // return to caller

/**
 * @brief Configures GPIOC pin 3 to operate in general purpose output mode.
 *
 * @details This function configures GPIOC pin 3 to operate in general purpose output mode.
 * It modifies the GPIOC_MODER to set the necessary bits for general purpose output mode
 * on pin 3. The MODER3 bit is set to select general purpose output mode.
 *
 * @param None
 * @retval None
 */
GPIOC_PC3_General_Purpose_Output_Mode_Enable:
    LDR R0, =0x40020800 // load address of GPIOC_MODER register
    LDR R1, [R0] // load value inside GPIOC_MODER register
    AND R1, #~(1<<7) // clear the MODER3 bit
    ORR R1, #(1<<5) // set the MODER3 bit
    STR R1, [R0] // store value into GPIOC_MODER register
    BX LR // return to caller

/**
 * @brief Enables USART1 peripheral and configures its settings for communication.
 *
 * @details This function enables the USART1 peripheral by setting the corresponding
 * RCC_APB2ENR bit. It also configures the USART1 settings, including the baud
 * rate and control register settings. The USART1_BRR register is set to achieve
 * a baud rate of 9600, and the USART1_CR1 register is modified to enable USART1
 * (UE bit) and enable transmission (TE bit).
 *
 * @param None
 * @retval None
 */
USART1_Enable:
    LDR R0, =0x40023844 // load address of RCC_APB2ENR register
    LDR R1, [R0] // load value inside RCC_APB2ENR register
    ORR R1, #(1<<4) // set the USART1EN bit
    STR R1, [R0] // store value into RCC_APB2ENR register
    LDR R0, =0x40011008 // load address of USART1_BRR register
    LDR R1, [R0] // load value inside USART1_BRR register
    MOV R1, #0x683 // set register to 9600 baud
    STR R1, [R0] // store value into USART1_BRR register

```



```

LDR R0, =0x4001100C           // load address of USART1_CR1 register
LDR R1, [R0]                   // load value inside USART1_CR1 register
ORR R1, #(1<<13)               // set the UE bit
ORR R1, #(1<<3)                // set the TE bit
ORR R1, #(1<<2)                // set the RE bit
STR R1, [R0]                   // store value into USART1_CR1 register

/**
 * @brief Sends a single character over USART1.
 *
 * @details This function sends a single character over USART1 by writing it to the USART1_DR
 * register. It first checks if the transmit buffer is empty (TXE bit) in the
 * USART1_SR register. If the buffer is not empty, it waits until it becomes empty
 * before writing the character to USART1_DR.
 *
 * @param R7: The character to be sent over USART1.
 * @retval None
 */
USART1_Transmit_Character:
LDR R1, =0x40011000           // load address of USART1_SR register
USART1_Transmit_Character_Loop:
LDR R2, [R1]                   // load value inside USART1_SR register
AND R2, #(1<<7)               // read TXE bit
CMP R2, #0x00                 // test TX FIFO is not full
BEQ .USART1_Transmit_Character_Loop // branch if equal
LDR R1, =0x40011004           // load value inside USART1_DR register
STR R7, [R1]                   // store value into USART1_DR register
BX LR                           // return to caller

/**
 * @brief Receives a character over USART1.
 *
 * @details This function receives a character over USART1 by reading the USART1_DR register.
 * It first checks if the receive buffer is not empty (RXNE bit) in the USART1_SR
 * register. If the buffer is empty, it waits until it becomes non-empty before
 * reading the character from the USART1_DR register. The received character is then
 * returned.
 *
 * @param None
 * @retval R7: The received character over USART1.
 */
USART1_Receive_Character:
LDR R0, =0x40011000           // load address of USART1_SR register
USART1_Receive_Character_Loop:
LDR R1, [R0]                   // load value inside USART1_SR register
AND R1, #(1<<5)               // read the RXNE bit
CMP R1, #0x00                 // test TX FIFO is not full
BEQ .USART1_Receive_Character_Loop // branch if equal
LDR R2, =0x40011004           // load value inside USART1_DR register
LDR R7, [R2]                   // read value inside USART1_DR register
BX LR                           // return to caller

/**
 * @brief Configures GPIO pins for clockwise full drive sequence mode.
 *
 * @details In full drive sequence mode, two coils are energized at a time, providing full torque to
 * the stepper motor. This function configures the GPIO pins to control a UNL2003 driver
 * for clockwise full drive sequence mode operation.
 *
 * @param R7: The millisecond delay value.
 * @retval None
 */
Clockwise_Rotation_Sequence:
PUSH {LR}                       // push return address onto stack
LDR R0, =0x40020814           // load address of GPIOC_ODR register
LDR R1, [R0]                   // load value inside GPIOC_ODR register
MOV R1, #0x08                 // set the ODR register
STR R1, [R0]                   // store value into GPIOC_ODR register
BL Delay_MS                     // call function
LDR R0, =0x40020814           // load address of GPIOC_ODR register
LDR R1, [R0]                   // load value inside GPIOC_ODR register
MOV R1, #0x04                 // set the ODR register
STR R1, [R0]                   // store value into GPIOC_ODR register
BL Delay_MS                     // call function
LDR R0, =0x40020814           // load address of GPIOC_ODR register
LDR R1, [R0]                   // load value inside GPIOC_ODR register
MOV R1, #0x02                 // set the ODR register
STR R1, [R0]                   // store value into GPIOC_ODR register
BL Delay_MS                     // call function
LDR R0, =0x40020814           // load address of GPIOC_ODR register
LDR R1, [R0]                   // load value inside GPIOC_ODR register
MOV R1, #0x01                 // set the ODR register
STR R1, [R0]                   // store value into GPIOC_ODR register
BL Delay_MS                     // call function
POP {LR}                       // pop return address from stack
BX LR                           // return to caller

/**
 * @brief Configures GPIO pins for counter-clockwise full drive sequence mode.
 *
 * @details In full drive sequence mode, two coils are energized at a time, providing full torque to
 * the stepper motor. This function configures the GPIO pins to control a UNL2003 driver
 * for counter-clockwise full drive sequence mode operation.

```

```

*
* @param R7: The millisecond delay value.
* @retval None
*/
Counter_Clockwise_Rotation_Sequence:
    PUSH {LR}
    LDR R0, =0x40020814 // load address of GPIOC_ODR register
    LDR R1, [R0] // load value inside GPIOC_ODR register
    MOV R1, #0x01 // set the ODR register
    STR R1, [R0] // store value into GPIOC_ODR register
    BL Delay_MS // call function
    LDR R0, =0x40020814 // load address of GPIOC_ODR register
    LDR R1, [R0] // load value inside GPIOC_ODR register
    MOV R1, #0x02 // set the ODR register
    STR R1, [R0] // store value into GPIOC_ODR register
    BL Delay_MS // call function
    LDR R0, =0x40020814 // load address of GPIOC_ODR register
    LDR R1, [R0] // load value inside GPIOC_ODR register
    MOV R1, #0x04 // set the ODR register
    STR R1, [R0] // store value into GPIOC_ODR register
    BL Delay_MS // call function
    LDR R0, =0x40020814 // load address of GPIOC_ODR register
    LDR R1, [R0] // load value inside GPIOC_ODR register
    MOV R1, #0x08 // set the ODR register
    STR R1, [R0] // store value into GPIOC_ODR register
    BL Delay_MS // call function
    POP {LR} // pop return address from stack
    BX LR // return to caller

/**
* @brief Initializes GPIOC PC13 for EXTI interrupt.
*
* @details This function configures GPIOC PC13 for EXTI interrupt. It sets the pin's mode
* to input and enables the internal pull-up resistor. Additionally, it enables the
* EXTI interrupt for PC13, configures SYSCFG_EXTICR4, and sets the corresponding
* EXTI and NVIC settings to enable interrupt handling for PC13.
*
* @param None
* @retval None
*/
GPIOC_PC13_EXTI_Init:
    PUSH {LR} // push return address onto stack
    CPSID I // disable global interrupts
    LDR R0, =0x40020800 // load address of GPIOC_MODER register
    LDR R1, [R0] // load value inside GPIOC_MODER register
    AND R1, #~(1<<27) // clear the MODER13 bit
    AND R1, #~(1<<26) // clear the MODER13 bit
    STR R1, [R0] // store value into GPIOC_MODER register
    LDR R0, =0x4002080C // load address of GPIOC_PUPDR register
    LDR R1, [R0] // load value inside GPIOC_PUPDR register
    AND R1, #~(1<<27) // clear the PUPDR13 bit
    ORR R1, #(1<<26) // set the PUPDR13 bit
    STR R1, [R0] // store value into GPIOC_PUPDR register
    LDR R0, =0x40023844 // load address of RCC_APB2ENR
    LDR R1, [R0] // load value inside RCC_APB2ENR register
    ORR R1, #(1<<14) // set SYSCFGEN bit
    STR R1, [R0] // store value into RCC_APB2ENR register
    LDR R0, =0x40013814 // load address of SYSCFG_EXTICR4
    LDR R1, [R0] // load value inside SYSCFG_EXTICR4 register
    ORR R1, #(1<<5) // set EXTI13 bit
    STR R1, [R0] // store value into SYSCFG_EXTICR4 register
    LDR R0, =0x40013C00 // load address of EXTI_IMR register
    LDR R1, [R0] // load value inside EXTI_IMR register
    ORR R1, #(1<<13) // set MR13 bit
    STR R1, [R0] // store value into EXTI_IMR register
    LDR R0, =0x40013C0C // load address of EXTI_FTSR register
    LDR R1, [R0] // load value inside EXTI_FTSR register
    ORR R1, #(1<<13) // set TR13 bit
    STR R1, [R0] // store value into EXTI_IMR register
    BL NVIC_EnableIRQ_EXTI15_10 // call function
    CPSIE I // enable global interrupts
    POP {LR} // pop return address from stack
    BX LR // return to caller

/**
* @brief EXTI callback function for centrifuge control.
*
* @details This EXTI callback function simulates centrifuge control and communication.
* It includes a loop that mimics a sensor reading delay and sends appropriate
* characters over USART1 based on the sensor's value. If the sensor value is
* within the normal range, it sends "NORMAL," and if it's high, it sends "HIGH."
* The function also checks for a kill switch condition and finishes if engaged.
*
* @param None
* @retval None
*/
EXTI_Callback:
    PUSH {LR} // push return address onto stack
.EXTI_Callback_Loop:
    MOV R7, #0x40 // 64 ms delay variable mock sensor read speed, 8 ms would damage centrifuge
    BL Clockwise_Rotation_Sequence // call function
    CMP R7, #0x40 // compare speed to normal value
    BNE .EXTI_Callback_Loop_High_Value // branch if not equal

```

```

        BLE .EXTI_Callback_Loop_Normal_Value // branch if less than or equal
.EXTI_Callback_Loop_Normal_Value:
    MOV R7, #0x4E // 'N'
    BL USART1_Transmit_Character // call function
    MOV R7, #0x4F // 'O'
    BL USART1_Transmit_Character // call function
    MOV R7, #0x52 // 'R'
    BL USART1_Transmit_Character // call function
    MOV R7, #0x4D // 'M'
    BL USART1_Transmit_Character // call function
    MOV R7, #0x41 // 'A'
    BL USART1_Transmit_Character // call function
    MOV R7, #0x4C // 'L'
    BL USART1_Transmit_Character // call function
    MOV R7, #0x0D // '\r'
    BL USART1_Transmit_Character // call function
    MOV R7, #0x0A // '\n'
    BL USART1_Transmit_Character // call function
    BL Kill_Switch // call function
    CMP R7, #0x01 // compare if kill switch was engaged
    BEQ .EXTI_Callback_Finish // branch if equal
    B .EXTI_Callback_Loop // unconditional branch
.EXTI_Callback_Loop_High_Value:
    MOV R7, #0x48 // 'H'
    BL USART1_Transmit_Character // call function
    MOV R7, #0x49 // 'I'
    BL USART1_Transmit_Character // call function
    MOV R7, #0x47 // 'G'
    BL USART1_Transmit_Character // call function
    MOV R7, #0x48 // 'H'
    BL USART1_Transmit_Character // call function
    MOV R7, #0x0D // '\r'
    BL USART1_Transmit_Character // call function
    MOV R7, #0x0A // '\n'
    BL USART1_Transmit_Character // call function
    BL Kill_Switch // call function
    CMP R7, #0x01 // compare if kill switch was engaged
    BEQ .EXTI_Callback_Finish // branch if equal
    B .EXTI_Callback_Loop // unconditional branch
.EXTI_Callback_Finish:
    POP {LR} // pop return address from stack
    BX LR // return to caller

/**
 * @brief Kill switch handler function.
 *
 * @details This function checks for a specific character received over USART1, and if it
 * matches '1', it sets a return value in R7 to indicate that the centrifuge should
 * be stopped. This function is used to implement a kill switch functionality to
 * stop the centrifuge from spinning.
 *
 * @param None
 * @retval R7: A return value indicating whether the centrifuge should be stopped (0x01) or not.
 */
Kill_Switch:
    LDR R0, =0x40011004 // load value inside USART1_DR register
    LDR R0, [R0] // read value inside USART1_DR register
    CMP R0, #0x31 // compare received character with '1'
    BNE .Kill_Switch_Finish // branch if not equal
    MOV R7, #0x01 // return value to kill the centrifuge from spinning
.Kill_Switch_Finish:
    BX LR // return to caller

/**
 * @brief Delay function in milliseconds.
 *
 * @details This function provides a software-based delay in milliseconds. It takes an
 * argument in R7, representing the number of milliseconds to delay. The function
 * uses nested loops to create the delay, where the inner loop accounts for the
 * approximate execution time of 1 millisecond at a 16 MHz clock frequency.
 *
 * @param R7: The number of milliseconds to delay.
 * @retval None
 */
Delay_MS:
    PUSH {R7} // store ms variable
    MOV R1, #0x00 // initialize R1 to 0
.Delay_MS_Outer_Loop:
    CMP R7, #0x00 // compare R7 to 0x00
    BLE .Delay_MS_Exit // branch if less than or equal to
    MOV R2, #0xA28 // move 1 ms value (at 16 MHz clock) into R2
.Delay_MS_Inner_Loop:
    SUBS R2, R2, #0x01 // decrement the inner loop counter
    BNE .Delay_MS_Inner_Loop // branch if not equal
    SUBS R7, R7, #0x01 // decrement the outer loop counter
    B .Delay_MS_Outer_Loop // branch
.Delay_MS_Exit:
    POP {R7} // restore ms variable
    BX LR // return to caller

/**
 * @brief Enable NVIC (Nested Vectored Interrupt Controller) for EXTI15_10 interrupts.
 */

```

```

* @details This function enables the NVIC for EXTI15_10 interrupts. It specifically targets
* the NVIC_ISER1 register, which controls interrupts 32 to 63, and sets the bit
* corresponding to EXTI15_10 (bit 8) to enable the interrupt handling for EXTI lines
* 15 to 10.
*
* @param None
* @retval None
*/
NVIC_EnableIRQ_EXTI15_10:
    LDR    R0, =0xE000E104          // NVIC_ISER1, p 683 M7 Arch ref manual, ISER1 interrupts 32-63
    LDR    R1, [R0]                // load value inside NVIC_ISER1 register
    ORR    R1, #(1<<8)             // 0x100=EXTI15-10 (p 204 Ref Manual), p 210 M4 Programming manual, ISER1 8 is
40
    STR    R1, [R0]                // store value into R0
    BX     LR                      // return to caller

```

We see now in the `__start` function instead of putting all the instructions in one place we are logically grouping logic that can be reused into separate functions.

In `__start`, we use the BL or branch long instruction to call each function.

We are familiar with the vector table and what we are going to do now is actually set up an interrupt.

The EXTI15_10 interrupt on the STM32F4 is an external interrupt that can be generated by any of the GPIO pins on lines 10 to 15. This means that any GPIO pin on the STM32F4 can be configured to generate an EXTI15_10 interrupt.

The EXTI15_10 interrupt can be configured to trigger on either a rising edge, falling edge, or both edges of the GPIO signal. It can also be configured to be level-sensitive, which means that the interrupt will be triggered if the GPIO signal is held at a high or low level for a specified period of time.

The EXTI15_10 interrupt can be used to implement a variety of different applications, such as:

- Button press detection
- Sensor input monitoring
- I/O port monitoring
- Wakeup from low power modes
- Motors ;)

To use the EXTI15_10 interrupt, you need to first configure the GPIO pin to be an interrupt. You can do this using the GPIO peripheral driver. Once the GPIO pin has been configured as an interrupt, you need to enable the EXTI15_10 interrupt in the NVIC.

When the GPIO pin generates an interrupt, the EXTI15_10 interrupt handler will be called. The interrupt handler can then be used to implement the desired application logic.

Here are some examples of how the EXTI15_10 interrupt can be used:

You could use the EXTI15_10 interrupt to detect when a button is pressed. When the button is pressed, the interrupt handler could be used to turn on an LED or start a timer.

You could use the EXTI15_10 interrupt to monitor the state of a sensor. When the sensor detects a change in state, the interrupt handler could be used to take appropriate action, such as logging the data or sending a notification.

You could use the EXTI15_10 interrupt to wake up the microcontroller from low power mode. When the microcontroller wakes up, the interrupt handler could be used to start up the main application.

The EXTI15_10 interrupt is a versatile interrupt that can be used to implement a variety of different applications.

We are going to set up the blue button on the dev board to react when pressed such that we can have running code and the button have it's own functionality when the interrupt is triggered. We will get into what this will trigger a bit later

On line 116 of our code above, we have to remove the weak reference and add a .word as follows.

```
.word EXTI15_10_IRQHandler // EXTI Line[15:10] interrupts
```

This will allow us to define the interrupt to get triggered.

We then define the actual handler function when this interrupt is triggered.

```
.section .text,EXTI15_10_IRQHandler
.weak EXTI15_10_IRQHandler
.type EXTI15_10_IRQHandler, %function
EXTI15_10_IRQHandler:
    PUSH    {LR}                // push return address onto stack
    LDR     R0, =0x40013C14      // load the address of EXTI_PR register
    LDR     R1, [R0]            // load value inside EXTI_PR register
    TST     R1, #(1<<13)        // read the PR13 bit, if 0, then BEQ
    BEQ     .PR13_0             // branch if equal
    ORR     R1, #(1<<13)        // set the PR13 bit
    STR     R1, [R0]            // store value inside R1 into R0
    BL      EXTI_Callback       // call function
.PR13_0:
    POP     {LR}                // pop return address from stack
    BX      LR                  // return from the function
```

Other than enabling the clocks on GPIOA and GPIOC we have to set up PC13, our blue button.

```

GPIOC_PC13_EXTI_Init:
    PUSH    {LR}
    CPSID   I
    LDR     R0, =0x40020800
    LDR     R1, [R0]
    AND     R1, #~(1<<27)
    AND     R1, #~(1<<26)
    STR     R1, [R0]
    LDR     R0, =0x4002080C
    LDR     R1, [R0]
    AND     R1, #~(1<<27)
    ORR     R1, #(1<<26)
    STR     R1, [R0]
    LDR     R0, =0x40023844
    LDR     R1, [R0]
    ORR     R1, #(1<<14)
    STR     R1, [R0]
    LDR     R0, =0x40013814
    LDR     R1, [R0]
    ORR     R1, #(1<<5)
    STR     R1, [R0]
    LDR     R0, =0x40013C00
    LDR     R1, [R0]
    ORR     R1, #(1<<13)
    STR     R1, [R0]
    LDR     R0, =0x40013C0C
    LDR     R1, [R0]
    ORR     R1, #(1<<13)
    STR     R1, [R0]
    BL      NVIC_EnableIRQ_EXTI15_10
    CPSIE   I
    POP     {LR}
    BX      LR
    // push return address onto stack
    // disable global interrupts
    // load address of GPIOC_MODER register
    // load value inside GPIOC_MODER register
    // clear the MODER13 bit
    // clear the MODER13 bit
    // store value into GPIOC_MODER register
    // load address of GPIOC_PUPDR register
    // load value inside GPIOC_PUPDR register
    // clear the PUPDR13 bit
    // set the PUPDR13 bit
    // store value into GPIOC_PUPDR register
    // load address of RCC_APB2ENR
    // load value inside RCC_APB2ENR register
    // set SYSCFGEN bit
    // store value into RCC_APB2ENR register
    // load address of SYSCFG_EXTICR4
    // load value inside SYSCFG_EXTICR4 register
    // set EXTI13 bit
    // store value into SYSCFG_EXTICR4 register
    // load address of EXTI_IMR register
    // load value inside EXTI_IMR register
    // set MR13 bit
    // store value into EXTI_IMR register
    // load address of EXTI_FTSR register
    // load value inside EXTI_FTSR register
    // set TR13 bit
    // store value into EXTI_IMR register
    // call function
    // enable global interrupts
    // pop return address from stack
    // return to caller

```

The EXTICR4 register maps GPIO pins to EXTI lines. The EXTI lines are used to generate external interrupts. The EXTICR4 register specifies which GPIO pin is connected to which EXTI line.

The EXTI_IMR register is the Interrupt Mask Register. It controls which EXTI lines are enabled to generate interrupts. If a bit in the EXTI_IMR register is set to 1, then the corresponding EXTI line is enabled to generate interrupts.

The EXTI_FTSR register is the Falling Trigger Selection Register. It specifies which EXTI lines are triggered by falling edges of the GPIO signal. If a bit in the EXTI_FTSR register is set to 1, then the corresponding EXTI line is triggered by falling edges of the GPIO signal.

The following is a detailed explanation of how the code snippet above works:

The first few lines of code disable global interrupts. This is necessary because the following code will be modifying the GPIO and EXTI registers, which can be affected by interrupts.

The next few lines of code configure GPIOC pin 13 as an input pin with pull-up enabled.

The next line of code enables the SYSCFG clock. The SYSCFG peripheral is used to map GPIO pins to EXTI lines.

The next line of code sets the EXTI13 bit in the SYSCFG_EXTICR4 register. This maps GPIOC pin 13 to EXTI line 13.

The next two lines of code enable the EXTI13 interrupt in the EXTI_IMR and EXTI_FTSR registers. This means that the EXTI13 interrupt will be generated when the GPIOC pin 13 signal goes from high to low or low to high.

The final line of code enables the EXTI15_10 interrupt in the NVIC. This means that the EXTI15_10 interrupt handler will be called when the EXTI13 interrupt is generated.

Here is a summary of how the EXTICR4, EXTI_IMR, and EXTI_FTSR registers work together:

The EXTICR4 register maps GPIO pins to EXTI lines. The EXTI_IMR register controls which EXTI lines are enabled to generate interrupts. The EXTI_FTSR register specifies which EXTI lines are triggered by falling edges of the GPIO signal.

By configuring the EXTICR4, EXTI_IMR, and EXTI_FTSR registers, you can configure which GPIO pins generate which EXTI interrupts and how the EXTI interrupts are triggered.

The next item we will cover is functions.

A function in assembly language is a block of code that performs a specific task. Functions can be called from other functions, and they can return values to the caller.

To create a function in assembly language, you need to define a label for the function. The label should be followed by a colon (:). The code for the function should be placed below the label. You will see this everywhere in our prior and current code.

To call a function, you need to use the BL instruction. The BL instruction will push the return address onto the stack and then jump to the function.

To return from a function, you need to use the BX LR instruction. The BX LR instruction will pop the return address from the stack and then jump to the address specified by the return address.

PUSH {LR} and POP {LR}

The PUSH {LR} instruction pushes the link register onto the stack. The link register is used to store the return address of the current function.

The POP {LR} instruction pops the link register from the stack.

You should use the PUSH {LR} and POP {LR} instructions if your function calls other functions. This is because the link register will be overwritten by the return address of the called function.

However, if your function does not call any other functions, then you can simply use the BX LR instruction to return from the function.

Next we will discuss USART and UART.

USART and UART are commonly used terms in the context of serial communication. Let me explain what USART and UART are and how USART1 works on the STM32F401 microcontroller.

UART (Universal Asynchronous Receiver/Transmitter):

UART is a widely used serial communication protocol. It's a hardware module that facilitates the serial transmission and reception of data. UART communication is asynchronous, which means data is sent without a shared clock signal between the sender and receiver. Instead, both sides agree on a baud rate, which determines the data transmission speed.

Key features of UART:

Asynchronous Communication: UART communication does not require a shared clock signal. Instead, it uses start and stop bits to frame each data byte.

Full Duplex: UART allows for full-duplex communication, meaning data can be transmitted and received simultaneously.

Configurable Baud Rate: Baud rate is adjustable to control the data transfer speed.

Widely Used: UART is a simple and widely supported protocol, making it suitable for various applications.

USART (Universal Synchronous Asynchronous Receiver/Transmitter):

USART is an enhanced version of UART that adds the option for synchronous communication in addition to asynchronous. It provides greater flexibility by allowing both synchronous and asynchronous modes of communication. In synchronous mode, a clock signal is used for precise timing, while asynchronous mode follows the UART principles.

Key features of USART:

Synchronous and Asynchronous Modes: USART supports both synchronous and asynchronous communication. In synchronous mode, both sender and receiver share a clock signal for precise timing.

Full Duplex: Like UART, USART allows full-duplex communication.

Configurable Baud Rate: Baud rate is adjustable, similar to UART.

Now, let's focus on USART1 on the STM32F401 microcontroller:

USART1 on STM32F401:

USART1 is one of the USART peripherals available on the STM32F401 microcontroller. It can be configured to work in both asynchronous (UART-like) and synchronous modes, depending on your application's requirements.

Here's a simplified overview of how USART1 works:

Configuration: To use USART1, you configure it by setting various registers like Baud Rate Register (USART_BRR), Control Register 1 (USART_CR1), Control Register 2 (USART_CR2), etc. These registers control aspects like the baud rate, data frame format, and enabling or disabling the USART.

Transmitting Data: To send data via USART1, you load data into the Transmit Data Register (USART_DR). The USART1 hardware takes care of sending the data out serially.

Receiving Data: When receiving data, USART1 stores the received data in the Receive Data Register (USART_DR). You can read this register to retrieve the received data.

Interrupts and DMA: STM32 microcontrollers provide options to use interrupts or DMA (Direct Memory Access) for more efficient data transmission and reception with USART1.

Error Handling: USART1 also provides error flags and mechanisms to handle errors such as framing errors, parity errors, and noise errors.

Clocking: In synchronous mode, you need to configure the clock source and polarity for synchronization.

In summary, USART1 on the STM32F401 microcontroller is a versatile communication peripheral that can be used for both asynchronous (UART) and synchronous communication. It is highly configurable and provides various features for transmitting and receiving data in full-duplex mode. Configuration and control are achieved by setting specific registers provided by the microcontroller's USART1 hardware.

We have functions to enable GPIOC where our pins will exist as well as set them in an alternate function mode.

Alternate Function mode, often referred to as AF mode or Alternate Functionality, is a feature found in many microcontrollers, including those in the STM32 series (such as STM32F401) and other families like the ARM Cortex-M based chips. It allows GPIO (General-Purpose Input/Output) pins to take on roles other than their default digital input/output functions, expanding the versatility of these pins.

Here's a more detailed description of Alternate Function mode and how it works:

Default GPIO Mode: Each GPIO pin on a microcontroller typically has a default digital input/output function. For example, a GPIO pin may be configured by default as a general-purpose digital input or output.

Alternate Functionality: In addition to their default functions, GPIO pins can often be configured to serve other purposes, such as analog input, USART (serial communication), PWM (Pulse Width Modulation), SPI (Serial Peripheral Interface), I2C (Inter-Integrated Circuit), or other specialized functions.

Peripheral Selection: To enable alternate functionality for a GPIO pin, you need to configure the pin's Alternate Function Register (AFR) or a similar configuration register. This register allows you to select the specific peripheral or alternate function that you want the pin to serve.

Pin Multiplexing: Many microcontrollers have multiple peripherals that can use the same GPIO pins for different purposes. Alternate Function mode enables pin multiplexing, where the same physical pin can be shared between multiple peripherals. You select which peripheral to use by configuring the appropriate AFR bits for the pin.

Control and Configuration: Besides selecting the peripheral, you can often configure various parameters related to the peripheral function. For example, you can set the pin as an input or output, configure the pin as open-drain or push-pull, and set the pin's pull-up or pull-down resistors, among other settings.

Flexibility: Alternate Function mode provides flexibility in designing embedded systems. It allows you to optimize pin usage and resource allocation on your microcontroller, making it possible to interface with a wide range of external devices and communication protocols.

Example: For instance, if you want to use a GPIO pin for UART communication (USART), you can configure that pin in Alternate Function mode and select the USART peripheral associated with it. This way, the same pin can serve as a digital GPIO pin or as a USART transmit or receive pin, depending on the configuration.

Documentation: To use Alternate Function mode effectively, consult your microcontroller's datasheet and reference manual, which provide detailed information about the available alternate functions for each GPIO pin and how to configure them.

In summary, Alternate Function mode is a powerful feature in microcontrollers that allows you to assign various peripheral functions to GPIO pins, expanding the functionality and versatility of your embedded applications. It enables pin multiplexing, allowing multiple peripherals to share the same physical pins and giving you greater flexibility in designing your hardware interfaces.

Let's briefly discuss the industrial control hack which was STUXNET.

STUXNET was a highly sophisticated malware that was designed to target industrial control systems (ICS). It is believed to have been developed by a joint operation between the United States and Israel, and was used to attack Iran's nuclear program in 2010.

STUXNET is a complex piece of malware that uses a variety of techniques to evade detection and achieve its goals. It is also highly modular, which makes it difficult to analyze and understand.

STUXNET is a multi-stage malware that consists of a number of different components. The following is a brief overview of the technical details of STUXNET:

Stage 1: STUXNET is initially delivered to the target system as a malicious USB drive. The USB drive contains a malicious file that is disguised as a legitimate software update.

Stage 2: When the malicious file is executed, it installs a rootkit on the target system. The rootkit gives STUXNET full control of the target system and allows it to evade detection.

Stage 3: STUXNET then searches for specific industrial control systems on the target network. When STUXNET finds a target ICS, it installs a malicious firmware update on the ICS.

Stage 4: The malicious firmware update modifies the ICS to behave in a way that is favorable to the attacker. For example, STUXNET can be used to cause the ICS to spin centrifuges at too high a speed, which can damage the centrifuges.

STUXNET also uses a number of other techniques to evade detection and achieve its goals. For example, STUXNET uses a variety of encryption techniques to protect its code and data. STUXNET also uses a technique called code obfuscation to make its code difficult to analyze.

In sum, STUXNET was a highly sophisticated malware that is designed to target industrial control systems. It is a complex piece of malware that uses a variety of techniques to evade detection and achieve its goals. STUXNET is a significant threat to industrial control systems, and organizations need to take steps to protect themselves from STUXNET and other similar malware.

Here are some additional technical details about STUXNET:

STUXNET uses four zero-day vulnerabilities to exploit Windows systems.

STUXNET uses a custom rootkit to hide its presence on the target system.

STUXNET targets specific industrial control systems, such as Siemens WinCC/SCADA systems.

STUXNET modifies the firmware of industrial control systems to cause them to behave in a way that is favorable to the attacker.

STUXNET uses a variety of encryption techniques to protect its code and data.

STUXNET uses code obfuscation to make its code difficult to analyze.

STUXNET is a significant threat to industrial control systems, and organizations need to take steps to protect themselves from STUXNET and other similar malware. Organizations can protect themselves from STUXNET by implementing the following measures:

Keeping Windows systems up to date with the latest security patches.

Using a firewall to protect networks from unauthorized access.

Using intrusion detection and prevention systems to monitor networks for suspicious activity.

Educating employees about the dangers of malware and how to protect themselves.

Organizations should also consider implementing specific measures to protect their industrial control systems, such as:

Using air gaps to isolate industrial control systems from the internet.

Using security solutions that are specifically designed for industrial control systems.

Implementing regular security assessments of industrial control systems.

Let's put it all together!

We will create a STUXNET style demo where we will use the motor and controller with our board.

Instead of a SIEMENS PLC we will be using our MCU to drive the motor at a normal speed.

We need to snap in the white connector on the motor to the ULN2003 as it can only go in one way. We then need to connect PC0(MCU) to IN1(ULN2003), PC1(MCU) to IN2(ULN2003), PC2(MCU) to IN3(ULN2003) and PC4(MCU) to IN4(ULN2003). Finally we connect the 5V(MCU) to 5V(ULN2003).

We are going to program up the demo with a button interrupt where when pressed it will start the motor and spin the mock centrifuge at a normal speed.

We will have our UART connected to a HM11 or an FTDI connector to be plugged into a USB device.

If you use the HM11, you will use 3.3V power(MCU) to 3.3V(HM11) and GND(MCU) to GND(HM11) and the TX(MCU) to RX(HM11) and RX(MCU) to TX(HM11).

If you are using the FTDI connector USE ONLY THE WHITE AND GREEN WIRES AS YOU DO NOT WANT TO CONNECT POWER AS THE BOARD IS ALREADY POWERED UP! You would connect TX WHITE(FTDI) to PA9(MCU) and RX Green(FTDI) to PA10(MCU)

Let's see this in action by first assembling then linking and finally flashing to our MCU.

The difference here is we are not going to keep symbols we are going to examine this firmware as one would investigate in the wild so this will be significantly more challenging.

We also need to download the STM32CubeProgrammer to patch our binary in real-time once we find our areas of attack.

<https://www.st.com/en/development-tools/stm32cubeprog.html#get-software>

Our situation is we have been contracted by a classified organization to infiltrate the Natanz Nuclear Facility. The intel we have been given is that a normal rate of delay is 64 ms for the centrifuge to spin from a classified source and that if it ever reached 8 it would spin the centrifuge out of control and destroy the facility which is our goal ;) The intel provided also explains that by entering in a 1 into the terminal will act as a kill switch in the event that an Operator observes something wrong.

The other piece of intel is that the motor is controlled by a UNL2003 driver with a stepper motor and it is designed in a full drive

sequence mode which two coils are energized at a time that means two windings of stepper motor energized together. Therefore, motor runs at full torque.

Let's assemble...

```
arm-none-eabi-as -g main.s -o main.o
```

```
arm-none-eabi-ld main.o -o main.elf -T stm32f401ccux.ld
```

```
arm-none-eabi-objcopy -O binary --strip-all main.elf main.bin
```

```
openocd -f interface/stlink-v2.cfg -f target/stm32f4x.cfg -c "program main.bin verify reset exit"
```

When we fire up a UART and press the blue button we see the motor start to spin a normal speed and we notice our UART is displaying the following.

```
NORMAL
NORMAL
NORMAL
NORMAL
NORMAL
```

Let's debug!

Terminal 1:

```
openocd -f board/st_nucleo_f4.cfg
```

Terminal 2:

```
arm-none-eabi-gdb main.bin
```

```
target remote :3333
```

```
monitor reset halt
```

Now that we are inside the firmware, we have to find the entry point as we do not have symbols. Let's look at the first 1000 instructions.

```
(gdb) x/1000i 0x08000000
```

We see a good deal of startup code which is not particularly of value however after a few pages we find BL to a number of functions, this is of interest to us.

```
0x80001c0: bl    0x80001ea
0x80001c4: bl    0x80001f6
0x80001c8: bl    0x8000202
0x80001cc: bl    0x8000228
0x80001d0: bl    0x800024e
0x80001d4: bl    0x800025e
0x80001d8: bl    0x800026e
0x80001dc: bl    0x800027e
0x80001e0: bl    0x800028e
0x80001e4: bl    0x8000358
```

```
0x80001e8: b.n 0x80001e8
```

Let's take note of these functions for now.

What we need to do is find where our interrupt is triggering. Luckily we can research the Arch Ref Manual. Let's go to page 682, (document included in GitHub repo).

We see NVIC_ISER0-NVIC_ISER15 so we see the address starting at 0xE000E100 to 0xE000E13C. So let's search our binary for each as they are 4-bytes long.

```
(gdb) find 0x08000000, 0x0A000000, 0xe000e100
Pattern not found.
```

Ok let's try the next one.

```
(gdb) find 0x08000000, 0x0A000000, 0xe000e104
0x80004b8
1 pattern found.
```

Great! Let's examine what is at the address minus a few bytes.

```
(gdb) x/100i 0x8000400
0x8000400: cmp r7, #1
0x8000402: beq.n 0x8000440
0x8000404: b.n 0x80003ae
0x8000406: mov.w r7, #72 ; 0x48
0x800040a: bl 0x80002b4
0x800040e: mov.w r7, #73 ; 0x49
0x8000412: bl 0x80002b4
0x8000416: mov.w r7, #71 ; 0x47
0x800041a: bl 0x80002b4
0x800041e: mov.w r7, #72 ; 0x48
0x8000422: bl 0x80002b4
0x8000426: mov.w r7, #13
0x800042a: bl 0x80002b4
0x800042e: mov.w r7, #10
0x8000432: bl 0x80002b4
0x8000436: bl 0x8000446
0x800043a: cmp r7, #1
0x800043c: beq.n 0x8000440
0x800043e: b.n 0x80003ae
0x8000440: ldr.w lr, [sp], #4
0x8000444: bx lr
0x8000446: ldr r0, [pc, #88] ; (0x80004a0)
0x8000448: ldr r0, [r0, #0]
0x800044a: cmp r0, #49 ; 0x31
0x800044c: bne.n 0x8000452
0x800044e: mov.w r7, #1
0x8000452: bx lr
0x8000454: push {r7}
0x8000456: mov.w r1, #0
--Type <RET> for more, q to quit, c to continue without paging--
0x800045a: cmp r7, #0
0x800045c: ble.n 0x800046a
0x800045e: movw r2, #2600 ; 0xa28
0x8000462: subs r2, #1
0x8000464: bne.n 0x8000462
0x8000466: subs r7, #1
0x8000468: b.n 0x800045a
0x800046a: pop {r7}
0x800046c: bx lr
0x800046e: ldr r0, [pc, #72] ; (0x80004b8)
0x8000470: ldr r1, [r0, #0]
0x8000472: orr.w r1, r1, #256 ; 0x100
0x8000476: str r1, [r0, #0]
0x8000478: bx lr
0x800047a: movs r0, r0
0x800047c: subs r4, #20
0x800047e: ands r1, r0
0x8000480: subs r0, #48 ; 0x30
0x8000482: ands r2, r0
0x8000484: movs r0, r0
0x8000486: ands r2, r0
0x8000488: movs r4, r4
0x800048a: ands r2, r0
0x800048c: lsrs r0, r0, #32
```



```

0x800048e: ands    r2, r0
0x8000490: subs    r0, #68 ; 0x44
0x8000492: ands    r2, r0
0x8000494: asrs    r0, r1, #32
0x8000496: ands    r1, r0
--Type <RET> for more, q to quit, c to continue without paging--
0x8000498: asrs    r4, r1, #32
0x800049a: ands    r1, r0
0x800049c: asrs    r0, r0, #32
0x800049e: ands    r1, r0
0x80004a0: asrs    r4, r0, #32
0x80004a2: ands    r1, r0
0x80004a4: lsrs    r4, r2, #32
0x80004a6: ands    r2, r0
0x80004a8: lsrs    r4, r1, #32
0x80004aa: ands    r2, r0
0x80004ac: subs    r0, #20
0x80004ae: ands    r1, r0
0x80004b0: subs    r4, #0
0x80004b2: ands    r1, r0
0x80004b4: subs    r4, #12
0x80004b6: ands    r1, r0
0x80004b8: b.n     0x80006c4
0x80004ba: b.n     0x80004be

```

Ok there can be something here. One thing I notice is 0x48, 0x49, 0x47, 0x48, 13 and 10 and I wonder can these be ascii chars going to the UART? The 13 followed by a 10 is a dead giveaway as that is /r/n respectively.

These spell out HIGH. So this is of interest for sure however we only see NORMAL echoing in our UART so far. We would not want to ever see HIGH as that would let the victim know things are not normal so this is something to keep in mind.

We know from our intel that a 1 or 0x31 will be compared somewhere in the code as we will need to hack this to be a non-printable compare like 0x01 or something like that. If we re-examine our code we find just that!

```

0x800044a: cmp     r0, #49 ; 0x31

```

Let's make note of this when we patch our firmware.

Next we know that 64ms is the value we must find in order to change this to 8ms.

We don't see these values but lets examine farther back in our code and see if something pops out.

```

(gdb) x/100i 0x8000300
(gdb) x/100i 0x8000300
0x8000300: bl      0x8000454
0x8000304: ldr     r0, [pc, #412] ; (0x80004a4)
0x8000306: ldr     r1, [r0, #0]
0x8000308: mov.w   r1, #1
0x800030c: str     r1, [r0, #0]
0x800030e: bl      0x8000454
0x8000312: ldr.w   lr, [sp], #4
0x8000316: bx      lr
0x8000318: push    {lr}
0x800031a: ldr     r0, [pc, #392] ; (0x80004a4)
0x800031c: ldr     r1, [r0, #0]
0x800031e: mov.w   r1, #1
0x8000322: str     r1, [r0, #0]
0x8000324: bl      0x8000454
0x8000328: ldr     r0, [pc, #376] ; (0x80004a4)
0x800032a: ldr     r1, [r0, #0]

```

```

0x800032c: mov.w r1, #2
0x8000330: str r1, [r0, #0]
0x8000332: bl 0x8000454
0x8000336: ldr r0, [pc, #364] ; (0x80004a4)
0x8000338: ldr r1, [r0, #0]
0x800033a: mov.w r1, #4
0x800033e: str r1, [r0, #0]
0x8000340: bl 0x8000454
0x8000344: ldr r0, [pc, #348] ; (0x80004a4)
0x8000346: ldr r1, [r0, #0]
0x8000348: mov.w r1, #8
0x800034c: str r1, [r0, #0]
0x800034e: bl 0x8000454
--Type <RET> for more, q to quit, c to continue without paging--
0x8000352: ldr.w lr, [sp], #4
0x8000356: bx lr
0x8000358: push {lr}
0x800035a: cpsid i
0x800035c: ldr r0, [pc, #300] ; (0x800048c)
0x800035e: ldr r1, [r0, #0]
0x8000360: bic.w r1, r1, #134217728 ; 0x8000000
0x8000364: bic.w r1, r1, #67108864 ; 0x4000000
0x8000368: str r1, [r0, #0]
0x800036a: ldr r0, [pc, #316] ; (0x80004a8)
0x800036c: ldr r1, [r0, #0]
0x800036e: bic.w r1, r1, #134217728 ; 0x8000000
0x8000372: orr.w r1, r1, #67108864 ; 0x4000000
0x8000376: str r1, [r0, #0]
0x8000378: ldr r0, [pc, #276] ; (0x8000490)
0x800037a: ldr r1, [r0, #0]
0x800037c: orr.w r1, r1, #16384 ; 0x4000
0x8000380: str r1, [r0, #0]
0x8000382: ldr r0, [pc, #296] ; (0x80004ac)
0x8000384: ldr r1, [r0, #0]
0x8000386: orr.w r1, r1, #32
0x800038a: str r1, [r0, #0]
0x800038c: ldr r0, [pc, #288] ; (0x80004b0)
0x800038e: ldr r1, [r0, #0]
0x8000390: orr.w r1, r1, #8192 ; 0x2000
0x8000394: str r1, [r0, #0]
0x8000396: ldr r0, [pc, #284] ; (0x80004b4)
0x8000398: ldr r1, [r0, #0]
0x800039a: orr.w r1, r1, #8192 ; 0x2000
--Type <RET> for more, q to quit, c to continue without paging--
0x800039e: str r1, [r0, #0]
0x80003a0: bl 0x800046e
0x80003a4: cpsie i
0x80003a6: ldr.w lr, [sp], #4
0x80003aa: bx lr
0x80003ac: push {lr}
0x80003ae: mov.w r7, #64 ; 0x40
0x80003b2: bl 0x80002d8
0x80003b6: cmp r7, #64 ; 0x40
0x80003b8: bne.n 0x8000406
0x80003ba: ble.n 0x80003bc
0x80003bc: mov.w r7, #78 ; 0x4e
0x80003c0: bl 0x80002b4
0x80003c4: mov.w r7, #79 ; 0x4f
0x80003c8: bl 0x80002b4
0x80003cc: mov.w r7, #82 ; 0x52
0x80003d0: bl 0x80002b4
0x80003d4: mov.w r7, #77 ; 0x4d
0x80003d8: bl 0x80002b4
0x80003dc: mov.w r7, #65 ; 0x41
0x80003e0: bl 0x80002b4
0x80003e4: mov.w r7, #76 ; 0x4c
0x80003e8: bl 0x80002b4
0x80003ec: mov.w r7, #13
0x80003f0: bl 0x80002b4
0x80003f4: mov.w r7, #10
0x80003f8: bl 0x80002b4
0x80003fc: bl 0x8000446
0x8000400: cmp r7, #1

```

BINGO! We found it! We can stop continuing to page at this point.

```

0x80003ae: mov.w r7, #64 ; 0x40
0x80003b2: bl 0x80002d8
0x80003b6: cmp r7, #64 ; 0x40

```

So we can guess that changing that value from 64 or 0x40 to 0x08 will reduce the delay and spin the centrifuge up to a destructive level! We also want to change the compare to 0x08 as well to read normal ;).

We can quit GDB at this point as well as OpenOCD.

Let's fire up the STM32CubeProgrammer and connect to our binary.

After connecting lets seek out the address of 0x0800044a (Address field) which is where the kill switch value is and let's examine 0x4 bytes in the Size field.

```
0x800044a:  cmp    r0, #49 ; 0x31
```

We see D1012831 so we need to change the last byte to 01.

Let's disconnect and try it out and we see that when we try to press 1 it no longer stops the centrifuge so we have successfully disabled the kill switch!

Let's reconnect and find the below.

```
0x80003ae:  mov.w  r7, #64 ; 0x40
0x80003b2:  bl     0x80002d8
0x80003b6:  cmp    r7, #64 ; 0x40
```

Let's put in the address of 0x080003ae.

We see the value of 0740F04F so we need to change the 40 to 08.

We can disconnect however if we don't change the compare we will let the Operators know that we are destroying the centrifuge by spinning it up to a dangerous level and we don't want to do that.

Let's put in the address of 0x080003b6.

We see the value of D1254F40 so we need to change the 40 to 08.

Now when we fire it up we see the centrifuge spinning out of control (well as fast as this little motor can go LOL) and we also see a NORMAL reading in the UART and that we can't disable it! SUCCESS!

One final bit of knowledge I can share with you as well is when you come across BLE or BNE (shown as ble.n and bne.n) where BLE is branch if less than or equal and BNE is branch if not equal. If you want to change these codes you will see something like the following.

```
80003c8:      dd00      ble.n  80003cc
80003ca:      d117      bne.n  80003fc
```

Don't worry about the addresses however focus on the DD00 and D117. If you change DD00 to D100 it will turn the BLE into a BNE and if you change the D117 to DD17 you will reverse the BNE and BLE.

You can take time and see what values are in your own code and develop this knowledge for any instruction!

This book is has been quite a jam packed amount of knowledge. I encourage you all to keep going and become the best you can be in the Embedded Engineering and Reverse Engineering world!