

SPI

Color code explanation

SYSTEM CALLS

THREAD/PARALLEL

ADDITIONAL

PL INTERACTION

PS INTERACTION

START

selectionMode==1

OPEN UIO DEVICE

MAP MEMORY

SELECT SLAVE

modeSelection

SELECT MODE

initializeSPI()

initializeLEDMatrix()

clearLEDmatrix()

0 - dataTransfer

1 - printLetter

scanf()

modeSelection

dataToSend

sendSPIdata()

printLetterOnLEDMatrix

UNMAP MEMORY

CLOSE UIO DEVICE

STOP

USER INTERRUPT

signal\_callback\_handler

